

VER2-07



MASTER OF PUPPETS

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

Version 1

by Sean Esterline

RPGA HQ reviewer: Christopher Lindsay and Stephen Radney-MacFarland

A personal favor for the Abbot of the Valorous Knight results in a terrible battle between good and evil, living and undead, deception and valor. Only the bravest and most honorable adventurers will do. Beware! The Master of Puppets pulls all the strings today. Care to dance? This is the final event in the Abbey of the Valorous Knight series. It is the recommendation of the author and the Verbobonc Triad to not play these adventures out of order. The Abbey of the Valorous Knight Trilogy in order is 'Abbey of Intrigue', 'Enemy Within' and 'Master of Puppets'. An adventure for characters levels 3 – 10.

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. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution 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, print this scenario. This scenario was created to support double-sided printing, but printing it single sided works 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 running the event. 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's 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 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. 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 both the players and the DM to keep track of who is playing what character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually 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.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

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 DMs 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 (www.wizards.com/rpga), 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 character participating in the adventure. To determine the Average Party Level (APL):

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character 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 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

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

By following these four steps, you have determined the modified APL. Throughout this adventure, APLs categorize the level of challenge that the characters 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 an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is 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 1st-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 1st-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. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see *DUNGEON MASTER'S Guide* Chapter 2: Characters) 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.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in Verbobonc. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

Master of Puppets is the third event in the Abbey of the Valorous Knight Trilogy. If any of the characters have not played the previous two events, 'Abbey of Intrigue' and 'Enemy Within', inform them that information contained in this event may spoil certain aspects of those adventures. For that reason, it is the recommendation of the author and the Verbobonc Triad to not play these adventures out of order. The order is 'Abbey of Intrigue', 'Enemy Within' and 'Master of Puppets'.

In adventure two, 'Enemy Within', Brother Clophas was killed and chose to remain with Heironeous. If at the tables played by the members of the party ended play with Brother Clophas surviving, he was found slain in his quarters three days later.

The characters receive a summons from the Abbot of the Abbey of the Valorous Knight. It seems an old friend, Master Grayfield (gray-field), has been having trouble with

hordes of undead creatures terrorizing his estate and the nearby farms. Abbot Rodolfus sent a group of clerics and paladins to help Master Grayfild, but they all vanished without a trace. Having heard of the characters heroic deeds for the Abbey, Master Grayfild requests that Abbot Rodolfus beseech the characters to aid in freeing the lands from the plague of undead. The party arrives at the manor late in the afternoon, just in time for supper. They find the manor house to be in quite a state of disarray, several windows broken, the grounds unkempt, and the servants at a bare minimum. The serfs stay because they must, they have no other home, but Master Grayfild has only a few loyal (if not odd) servants left in his house. Master Grayfild himself is very pale and withdrawn, obviously drained from his ordeal. It appears that someone has put a curse on his household and is trying to drive him off his land, to make this a haven for the undead.

Master Aldus Grayfild and Grayfild Manor

Aldus Grayfild was the son of Gentleman. A Gentleman is a landowner within the lands of the Viscounty. Gentlemen are the lowest of the nobility of Verbobonc and are called by the honorific 'Master'. They are granted lands for services to the higher nobility. Master Sternward Grayfild, Aldus' father, became very wealthy dealing in wine from the Rhynehurst vineyards and bardic instruments from the master craftsmen that made Rhynehurst Town the home of their workshops. He proved that independent merchants may still succeed at making a handsome profit under the shadow of the larger merchant houses. Grayfild Manor is located 3 days walk, east of Larneystoe in the heart of the Viscounty just north of the border with the Kron Hills.

Aldus joined the clergy of Heironeous at an early age and excelled in both martial studies and theology. Aldus became good friends with Brother Rodolfus before Brother Rodolfus was sent to the northern reaches of Furyondy to aid in the war against the old one.

Hordes of undead began to plague the lands of Grayfild Manor. A tragedy befell House Grayfild changing Aldus's life forever. The undead, controlled by a priest of Hextor, raided Grayfild Manor and slaughtered Aldus's entire family. Losing his parents, two brothers and younger sister, Aldus became furious at the church's inability to protect his family. Aldus elected to take a leave of absence from his duties at the Abbey in order to return to Grayfild Manor and fight the undead army, protecting what was now his land. He watched as workers were being picked off, one by one. Aldus soon lost his faith in the protections of Heironeous.

A priest of Hextor named Gavin orchestrated the plague of undead. Feeling the loss of faith in Heironeous by Aldus, Gavin ordered his army of undead to attack. Killing everyone on the estate except Aldus, Gavin then withdrew his army. Master Aldus, a fallen priest of Heironeous, was amazed at the 'pure power' of Hextor, as he had never before witnessed. Aldus turned to Hextor and began plying his studies to necromancy and his faith

in Hextor grew as his power in commanding the undead of his experiments progressed

The ultimate experiment was at hand for Master Aldus, as he discovered ancient writings on the creation of Animus. Master Aldus gathered his power and summoned infernal servants to do his bidding while he strove to create such an effigy of Hextor. His experiments were rewarded with success beyond his own hopes. The infernal servants and an under-priest took Master Aldus in the final stages of creating the Animus. Master Aldus became the Animus and has been absorbed in the destruction of the Abbey that failed his family some two decades earlier. Master Aldus has used his relationship with Brother Rodolfus, now Abbot of the Abbey located near Larneystoe, to further his vengeful plot.

For heroes capable of detecting evil, Master Grayfild is under the effect of a permanent *nonetection* cast at 18th level, and the servants are all lawful neutral.

INTRODUCTION

The party receives a summons from the Abbot of the Abbey of the Valorous Knight. It seems an old friend, Master Grayfild, has been having trouble with hordes of undead creatures terrorizing his estate and the nearby farms. Having heard of their heroic deeds from the Abbot, Master Grayfild requests the services of the party in ferreting out the source of this plague of undead.

ENCOUNTER 1: LORDY LORDY!

The party arrives at the manor late in the afternoon, just in time for supper. They find the manor house to be in quite a state of disarray, several windows broken, the grounds unkempt, and the servants at a bare minimum. The serfs stay because they must, they have no other home, but Master Grayfild has only a few loyal, if not odd, servants remaining in his house. Master Grayfild himself is very pale and withdrawn, obviously drained from his ordeal. It appears that someone has put a curse on his household and is trying to drive him off his land, to make this a haven for the undead.

ENCOUNTER 2: DOG TIRED

While the party beds down for the night, they hear a great disturbance outside. They find a pack of Shadow Mastiffs who are prowling the grounds. The dogs seem to be hunting something on the estate. The party manages to track the Mastiffs to encounter three where they find them preparing to slaughter a farm family.

ENCOUNTER 3: BUMP IN THE NIGHT

A large group of Zombies and Skeletons move from the shadows and attack the characters. This is the first wave of undead.

ENCOUNTER 4: BUT WIGHT, THERE'S MOHRG!

Soon after the first wave, a second wave of undead attacks giving the party only moments to recover, if any time at all. All three combats from Encounters 2, 3, and 4 occur within a 10-minute time frame. This is meant to confuse the party and deplete cleric turn attempts as well as other resources. Master Grayfild who is a master of battle tactics and strategy is controlling the undead. Please ensure that the tactics used by the undead are precise and effective against the party. Party balance and composition need to be assessed through these encounters to ensure the tactics challenge them to extremes.

ENCOUNTER 5: 'V' IS FOR.. 'VANISHED!?'

After the fight, the party returns to the manor house to declare their victory. Arriving at the manor house the party finds that Master Grayfild and his servants are "missing" and Grayfild appears to have been taken by an intruder. Strangely though, the windows were burst outward, the intruder seems to have come from inside the house!

ENCOUNTER 6: CRYPTIC SYMBOLS

Tracking Master Grayfild's abductor or tracking the undead waves from Encounter 3 and 4, leads the heroes to a large crypt in the family cemetery. The entrance to the crypt is trapped. At low APLs there is but a single trap. At higher APLs, the trap actually consists of 2 or 3 traps layered for effect.

ENCOUNTER 7: DEEP, DARK SECRETS

Deep inside and underneath the crypt, a fairly large room has been carved out, almost like a small chapel. Indeed, the party finds an altar on the far side of the room with a body lying on it, shrouded in linen. Unbeknownst to the party, the body is not the missing Lord, it is the puppet Sidanus, having been tortured for his failure and finally killed by his Master, the Animus, a Cleric of Hextor; Master Grayfild!!

ENCOUNTER 8: FIGHT OR FLIGHT? BOTH!?

For Low APLs, Master Grayfild forces the greatest fighter among the group to kneel using his greater command ability followed by giving a suggestion that the fighter go stand in the corner like a child and cry for mercy. The undead do not attack this character until all other characters are defeated. Master Grayfild then commands an attack with a host of his other minions. Master Grayfild leaves by activating a ruby of recall.

For High APLs, Master Grayfild forces the greatest fighter among the group to kneel using his greater command ability followed by giving a suggestion that the fighter go stand in the corner and cry for mercy.

Sidanus rises as a zombie and attacks with his heavy mace. Remember that zombie's only have partial actions so Sidanus uses a partial charge action to move and strike in the same round. The other undead and outsiders use coordinated attacks taking advantage of their abilities to reduce the party quickly and efficiently in hopes of reward from Grayfild.

Moon Phase: This adventure begins three days before the full moon. The night's skies are clear and the moonlight makes for great visibility at night.

INTRODUCTION

Since this is the third adventure in the Valorous Knight series, it is assumed that the party has played the previous two adventures. This means that each character was part of the party that found Sir Gregor's remains and uncovered the plot by Sidanus to stir up trouble between the Abbey and the Nobility. This also means that each character has theoretically already "adventured" with the other characters. Before the adventure begins, please give the players the chance to introduce their characters.

As the afternoon sun sits easily atop the trees of the forest around you, the familiar sight of the Pleasant Pheasant comes into view. It seems only a few days ago that you received a letter from Abbot Rodolfus, the spiritual leader of the Abbey of the Valorous Knight here in Larneystoe. The letter, much like the Abbot, was brief and to the point, asking your help on behalf of his longtime friend, Master Aldus Grayfild. It seems that a plague of the Undead has come down upon Master Grayfild's estate. Master Grayfild himself, having heard of your previous exploits on behalf of the Abbey, requested your help in defeating the evil beings. One item of concern gnaws softly in your mind however, as it has for the past few days while you've traveled to Larneystoe: Why would a friend of the Abbot need to look anywhere else for help against the Undead?

The question fades briefly into the back of your mind as you see another familiar face peering through the window at you, Arden Rithkin, looking like he's put on a few pounds since last you saw him. He opens the door to the inn and saunters out to meet you.

"Bless me!" He exclaims, "It's good t' see you back t' Larneystoe again. I'll get rooms ready for you if you'd like? The Abbot warned me you might be coming soon," he grins and helps you carry your things inside the inn.

Arden helps the characters to stow their gear and freshen up before going on to the Abbey itself. "Best to be puttin' yer best foot forward when meetin' with the Abbot, out of respect y'know." After a brief stop, the party may continue on to the Abbey.

The Abbey of the Valorous Knight looks unchanged as you approach, its white walls gleaming with strength and purity. A familiar challenge rings out when you reach the gate, "Greetings,

I am Brother Lucius, what is your business at this Abbey?" The players are led through the now familiar route of corridors to the Abbot's study. The Abbey is strangely silent, almost appearing empty but for the occasional monk or cleric moving down the hall. After a knock at the door, Lucius admits you once again into the grand study of Abbot Rodolfus. "Welcome, my friends. Thank you for coming on such short notice," greets the now familiar patriarch of the Abbey.

Abbot Rodolfus gives the following information to the party before providing them a map to the Grayfield Estate, three days to the east of Larneystoe:

- I sent a group of two clerics and four paladins to assist Master Grayfield, and they disappeared three days later, every one of them. It is to my shame and disgrace that they were unable to vanquish the evil that plagues my dear friend Aldus.
- Aldus himself, having heard of your triumphs from my own letters, requested your help in this matter. He believes that perhaps a group more balanced than a party of clerics might be able to ferret out the source of his troubles. (ie. a wizard, a fighter, or a rogue can do things a cleric or paladin can't). He has offered to pay the party 300 gp each, for their trouble, along with any expenses they might have traveling to and from the Abbey.
- I've known Aldus since we were Brothers together at the Mother Church in Greyhawk. I've not seen him these many years since I've become Abbot here and he took over his father's estate. It is hard to believe its been twenty years, but we've kept in contact through letters and the occasional message by word of mouth. Grayfield left the church, and stopped being a professional "cleric," when he became a landowner at his father's untimely death 20 years ago.
- In his most recent letter, Aldus told me that there have been several nighttime attacks on his estate. His manor house has not been touched, but the homes of his serfs have been terrorized. It seems a group of skeletons and zombies are purposefully attacking his workers, driving them away, if not killing them outright. Apparently this has been going on now for several weeks, almost two months actually. I'm sure Master Grayfield can give you more details when you arrive.
- A very large group from this Abbey has been called away by my superiors for a matter within Tenh up north. Suffice it to say we are running a "skeleton crew" here at the Abbey, no pun intended. I don't have the extra people to send another group to Master Grayfield's estate.

Special Note: There is really no "reason" for such a large group to be gone, but it helps explain why the Abbot didn't send another wave of holy warriors to the Grayfield Estate. If there is a cleric of Heironeous in the party, the Abbot does not divulge the reason for the call either: "If you don't know, then our superiors have decided you don't need

to know for now. I'm sorry my child. It is not my secret to divulge."

Rodolfus rises to his feet, gathers a roll of parchment from his desk, and presents it to you formally. "This is a map from the Abbey to the Grayfield Estate, three days hence. I give you the thanks of a friend and the blessing of Heironeous. May your quest end in victory, and your enemies come to defeat. Our Lord Heironeous be with you."

The party is free to rest for the night and start out first thing tomorrow morning. Master Grayfield has provided for all provisions needed for their travel to his estate.

ENCOUNTER 1: LORDY LORDY!

Having spent the past three days on the road, you find yourselves dusty and dry. Though the weather was crisp, the days were sunny and the night sky filled with stars. The journey gave you much time to ponder what you would find once you arrived at the Grayfield estate. And now, that time has come. It is late in the afternoon on your third day of travel, and the road to the manor house is just ahead.

You've noticed the surrounding farms are sparsely populated, some seemingly abandoned, and what few serfs you've seen working the fields have been moving slowly, almost cautiously. There is a definite tension in the air.

Master Grayfield's manor house does nothing to ease the tense atmosphere either. The large structure is dilapidated, rusty hinges on the entrance gates, peeling paint on the doors, faded shutters covering broken windows, and the grounds are unkempt, with grass and weeds growing wild. If you didn't know someone lived here, you might think the place abandoned like many of the farms along the road.

A lone servant waits for you on the front porch to the building. He is a short, squat man, muscular with a short nose and a shortly shaven crop of gray hair on his head. His clothing is serviceable but shabby, and he wears an eye patch over his right eye.

He speaks softly, with a deep, scratchy voice, "Good afternoon my lords (and ladies), my name is Bareth. My master, Master Grayfield, welcomes you to this estate. Please allow me to escort you to your rooms to freshen up for dinner, Master Grayfield will meet you then."

Bareth, Master Grayfield's servant, does not answer any questions that the party has at this time. He is polite, but firm. "That is not my place to say. Please ask Master Grayfield when you see him at dinner. That is what he wishes and expects." Bareth's alignment is neutral, as are all Master Grayfield's servants. He does not attack or threaten the party in any way.

As you enter the manor house, you see a once great building, now falling into disrepair. The floors have not been swept in some time, the paint on the walls is cracked and peeling, and cobwebs haunt the corners of nearly every room. The grand staircase is dusty, a single path leading up the left side with

candles in the wall sconces dimly lighting the house. You are led upstairs past the large Grayfild family crest, a large shield depicting a Boar's head and the phrase *Ne Obliviscarus*, or "never forget." Bareth leads you each to your own private room. Your rooms have been cleaned, your sheets are fresh, and a small basin of water stands to the side of each bed, near the window to the outside. You get the feeling that your rooms are among the cleanest, freshest rooms in this entire estate. Once you've freshened up a bit and had your things cared for, Bareth rings a small bell signaling dinnertime.

The dining hall is large, poorly lit, and slightly musty. The food, however, is another matter entirely. Master Grayfild has obviously spent most of his remaining fortune on his food stores. Roast pheasant, fresh bread, plates of fruits and cheeses, and tankards of ale, mead, and even beer cover the grand table from end to end. Sitting at the far end of the table is an older gentleman wearing regal clothing. He waves away your guide, Bareth. "Thank you Bareth, that will be all," the man says in a strong, deep voice. With a quick bow, Bareth mutters, "Yes, M'Lord," and departs.

While his commanding presence reminds you of Abbot Rodolfus, that is where the similarities end. Where the Abbot is full of energy and life that belies his age, Master Grayfild is very pale and withdrawn, obviously drained from his ordeal.

"I thank you all for coming on such short notice," he remarks. "Please sit down and join me in food and fellowship. I welcome, no, I desperately need, your help."

Master Grayfild relates the following during the course of the meal:

- Only my most trusted servants and the surviving poor serfs remain, everyone else has either fled the estate or is dead.
- I believe that someone has put a curse on this household and is trying to make this estate a haven for the undead.
- The group of Skeletons and Zombies seems to be under the direction of a stronger mind. Their attacks are well organized, but randomly timed.
- The previous group that Abbot Rodolfus kindly sent examined the estate for a few days and then vanished suddenly one night, never to be seen again.
- Large paw tracks have also been seen on the estate and loud baying. It is possible that there is more going on than just the Skeletons and Zombies. No one has survived an attack to tell exactly what he or she saw.
- I would like you to investigate these events and find out who is behind these attacks on my family's estate.
- There is a family graveyard on the east side of the estate. If you wish to examine it you may do so. You may also examine the estate homes that have been attacked so far.
- Besides Bareth, the manor house holds a cook, a grounds-keeper, and a maid. These four, plus Master Grayfild, are the only current inhabitants of Grayfild Manor.

Lifting his tankard to his lips and draining it quickly, Master Grayfild asks you each directly, "Will you do your best to see this to the end? Will you find and destroy the evil that has taken over my family estate?"

After each of the party members has given his or her assent, Master Grayfild thanks the party for their word of honor. After dinner is concluded. Master Grayfild excuses himself, "I thank you for your promise to help me and my household. We are at your disposal, although I must shortly attend to some estate matters. Bareth will get you anything you require. Good evening." Bareth appears to escort the party back to their rooms. "Please, follow me," he flatly states.

Grayfild's statements, as they are written, are all true. Any character reading for signs of falsehood can, with a successful Sense Motive check (DC35) determines that Grayfild is holding something back. If questioned, Grayfild simply replies, "The full truth is that I do not expect you to survive. I hope that this does not deter you from taking on this challenge." This is completely true.

ENCOUNTER 2: DOG TIRED

Bareth shows you to your rooms and tells the characters:

'Master Grayfild has instructed the staff that you are to have free reign of the estate. Wherever you need to go, you are welcome to do so. I have other duties to attend to now. Good night.'

Without another word, he turns to go, leaving you to discuss your plans for the evening.

Questioning the Staff Members

The grounds-keeper is unavailable, the cook is currently cleaning the dishes from dinner and in no mood for 'idle chatter,' and the maid is too busy with laundry to stop for 'prattle about such goings on here.' None of the servants care to speak openly with the characters feeling that no one wishes to talk to them since Master Grayfild has given them all the information they need to know. The entire staff highly doubts the characters' ability to resolve anything here but their own demise. Observant characters can determine that the staff is holding back on information with a successful Sense Motive check (DC 24). If pressed, they simply say "I don't believe you're going to be able to do any good, but if Master Grayfild wants you here, then I will do my duty. I don't see as talking with you is going to help you any more than what Master Grayfild has already done."

Other Avenues of Investigation

Leaving the manor house to examine the farms attacked previously, the mysterious tracks, or the family graveyard offers the opportunity for characters to hear baying toward the south past the graveyard. They may search out the source.

Characters that retire for the evening with no investigation find sleep not easily gained. Random

characters are awakened by noises of dogs or something baying in the distance from the grounds outside.

Those awake or awakened by the baying that search for the source of the noise leave the house and move across the open fields of the grounds to the south past the graveyard.

The night is chilly and a soft fog rises up from the ground around you. You hear a loud baying in the distance that seems to be receding. Whatever is making such an unearthly noise is moving away from you quickly.

It is almost impossible to see the creatures, even under the clear sky with the light from the nearly full moon. What you do see are two poor serfs near a small building, poking farming tools into the dark, hoping to catch whatever is threatening them. Suddenly, from out of the shadows, a huge, clawed arm bats at one of the serfs, knocking him to the ground, unconscious, perhaps dead. The screaming of the younger serf is cut short a few moments later when a mouth materializes from the darkness and simply bites off his head. With that, the sudden silence of the night is broken by an unearthly howl.

All characters must make a Will save (DC 13) to resist becoming panicked for 2d4 rounds. Fail or save, characters are immune to the effects of the baying after that first Will save. The building is a small shack used for tools and grounds keeping supplies. Characters checking for tracks can on a Tracking check (DC 15) or Wilderness Lore (DC 25) check find a couple of tracks of what seems to be a small bear. The shadow mastiff attacks when the characters come within 40 ft of the shack. The shack is 10 ft by 20 ft and the two men were fighting the beasts with a hoe and pitchfork. Both are dead.

APL 4 (EL 5)

☛ **Shadow Mastiff**: hp 30; see *Monster Manual*.

APL 6 (EL 7)

☛ **Shadow Mastiffs (2)**: hp 30, 30; see *Monster Manual*.

APL 8 (EL 9)

☛ **Shadow Mastiffs, Advanced (3)**: hp 48, 48, 48; see Appendix 1: NPCs.

APL 10 (EL 11)

☛ **Shadow Mastiffs, Advanced (3)**: hp 90, 90, 90; see Appendix 1: NPCs.

Tactics: The Shadow Mastiff(s) use the Bay ability to scare the characters. Once baying, they wait until the characters come within 40 ft of the shack and emerge from the shadows to attack from concealment. Continue combat for 6-12 rounds. When the shadow mastiff(s) are within a round of defeat, begin *Encounter 3*.

ENCOUNTER 3: BUMP IN THE NIGHT

Slowly, through the mist, you see shambling shapes approaching you. Gaunt, skeletal figures advance, clawing at the air in an attempt to rip your flesh to shreds.

Some of the undead have been bolstered. The bolstered effect lasts for 5 rounds.

APL 4 (EL 3)

☛ **Zombie (4)**: hp 16, 16, 16, 16; see *Monster Manual*. Note: Bolstered to 6 HD.

☛ **Skeleton (3)**: hp 6, 6, 6; see *Monster Manual*. Note: Bolstered to 6 HD.

Tactics: The skeletons attack from 60 feet out from the party with crossbows loaded with +2 bolts (*greater magic weapon* cast from scroll by Master Grayfild before he sent them to attack). The zombies move 30 feet to get within partial charge distance then next round perform a partial charge to occupy larger fighters. Continue to *Encounter 4* no more than 5 rounds after last undead is defeated. Since *Encounter 4* is a new combat, have the characters reroll initiative.

APL 6 (EL 5)

☛ **Zombie (8)**: hp 16, 16, 16, 16, 16, 16, 16, 16; see *Monster Manual*. Note: Bolstered to 8 HD.

☛ **Skeleton (6)**: hp 6, 6, 6, 6, 6, 6; see *Monster Manual*. Note: Bolstered to 8 HD.

Tactics: The skeletons attack from 60 feet out from the party with crossbows loaded with +2 bolts (*greater magic weapon* cast from scroll by Master Grayfild before he sent them to attack). The zombies move 30 feet to get within partial charge distance then next round perform a partial charge to occupy larger fighters. Continue to *Encounter 4* no more than 5 rounds after last undead is defeated. Since *Encounter 4* is a new combat, have the characters reroll initiative.

APL 8 (EL 7)

☛ **Zombie (8)**: hp 16, 16, 16, 16, 16, 16, 16, 16; see *Monster Manual*. Note: Bolstered to 10 HD.

☛ **Skeleton (6)**: hp 6, 6, 6, 6, 6, 6; see *Monster Manual*. Note: Bolstered to 10 HD.

☛ **Ghast (2)**: hp 26, 26; see *Monster Manual*. Note: Bolstered to 10 HD.

Tactics: The skeletons attack from 60 ft out from the party with crossbows loaded with +4 bolts (*greater magic weapon* cast from scroll by Master Grayfild before he sent them to attack). The zombies move 30 feet to get within partial charge distance then next round perform a partial charge to occupy larger fighters. The ghastrs enter combat in the round after the skeletons and zombies emerging from

behind the party. Continue to Encounter 4 no more than 5 rounds after last undead is defeated.

APL 10 (EL 9)

☛ **Zombie (8):** hp 16, 16, 16, 16, 16, 16, 16, 16; see *Monster Manual*.

☛ **Skeleton (6):** hp 6, 6, 6, 6, 6, 6; see *Monster Manual*.

☛ **Ghast (2):** hp 26, 26; see *Monster Manual*. Note: Bolstered to 12 HD.

☛ **Wight (4):** hp 26, 26, 26, 26; see *Monster Manual*. Note: Bolstered to 12 HD.

Tactics: The skeletons attack from 60 ft out from the party with crossbows loaded with +4 bolts (*greater magic weapon* cast from scroll by Master Grayfield before he sent them to attack). The zombies move 30 feet to get within partial charge distance then next round perform a partial charge to occupy larger fighters. The wights and ghastrs enter combat in the round after the skeletons and zombies emerging from behind the party. Continue to Encounter 4 no more than 5 rounds after last undead is defeated.

ENCOUNTER 4: BUT WIGHT, THERE'S MOHRG!

Again, the night seems to conspire against you, as silent as death, burning red eyes streak toward you from out of the darkness. The onslaught is not over yet!

Some of the undead have been bolstered. The bolstered effect lasts for 5 rounds.

APL 4 (EL 5)

☛ **Wight (2):** hp 26, 26; see *Monster Manual*.

Tactics: The wights use pack attacks on larger fighters to keep them from advancing too quickly.

APL 6 (EL 7)

☛ **Wight (4):** hp 26, 26, 26, 26; see *Monster Manual*. Note: Bolstered to 7 HD.

Tactics: The wights use pack attacks on larger fighters to keep them from advancing too quickly.

APL 8 (EL 9)

☛ **Wight (3):** hp 26, 26, 26; see *Monster Manual*. Note: Bolstered to 9 HD.

☛ **Mohrg:** hp 91; see *Monster Manual*.

Tactics: The wights use pack attacks on larger fighters to keep them from advancing too quickly. The mohrg attacks any character displaying any religious symbols

with favor going to priests of Heironeous. They attack in pairs favoring flanking as they did in real life.

APL 10 (EL 11)

☛ **Wight (5):** hp 26, 26, 26, 26, 26; see *Monster Manual*. Note: Bolstered to 11 HD.

☛ **Mohrgs (2):** hp 91, 91; see *Monster Manual*.

Tactics: The wights use pack attacks on larger fighters to keep them from advancing too quickly. The mohrgs attack any character displaying any religious symbols with favor going to priests of Heironeous. They attack in pairs favoring flanking as they did in real life.

Development: The origin of the undead army can be easily found with a successful Track check (DC 10) or Search check (DC 15). The trail leads to Encounter 6 at the Grayfield family cemetery. The door to the family crypt is ajar. Examining the area requires a successful Track check (DC 20) or Search check (DC 25), and reveals a single set of fresh booted tracks between the Manor house and the crypt. Characters following the tracks continue to Encounter 6. Characters failing to track the undead either out of desire not to or the inability to track them continue to Encounter 5.

ENCOUNTER 5: "V" IS FOR... VANISHED?

Making your way back to the manor house, you arrive at a strangely silent structure. The doors stand open, and two of the front windows are broken, their fragments lying in small piles on the ragged lawn.

The house is completely empty, none of the staff members or Master Grayfield can be found. A successful Search check (DC 12) reveals a bloody message written on the study wall: "He is ours!" A successful Track check (DC 15) or Search check (DC 20) reveals several fresh sets of tracks going out the back door, around the house, and back toward the family graveyard.

ENCOUNTER 6: CRYPTIC SYMBOLS

The family graveyard is very large and very old. A large crypt with the Grayfield family crest sits in the very center of the graveyard, while smaller crypts and headstones dot the edges of the cemetery. The stink of centuries of decay is heavy in the air.

The central crypt has three wide steps leading up to two ornate iron doors. The doors actually stand slightly ajar. Inside beyond the doors is darkness.

The door of the family crypt is only trapped for APL6+.

APL 6 (EL 5)

☞ **Phantasmal Killer Trap:** CR 5; magic device; proximity trigger (alarm covering the entire upper step); automatic reset; spell effect (phantasmal killer, 7th-level wizard, Will save (DC 16) for disbelief and Fortitude save (DC 16) partial); Search (DC 29); Disable Device (DC 29).

Note: Unless the trap is disarmed, every character triggers the trap as it resets automatically waiting for the next creature to pass the top step to the door.

APL 8 (EL 7)

☞ **Acid Fog Trap:** CR 7; magic device; proximity trigger (alarm covering the entire upper step); automatic reset; spell effect (acid fog, 11th-level wizard, 2d6/round acid for 11 rounds); Search (DC 31); Disable Device (DC 31).

Note: The trap's area of effect begins at the door to the crypt and moves outward 30 feet and is 20 feet wide.

APL10 (EL 9)

☞ **Power Word, Stun Trap:** CR 7; magic device; touch trigger; no reset; spell effect (power word, stun, 13th-level wizard); Search (DC32); Disable Device (DC32).

Secondary Trap in entranceway of crypt:

☞ **Burnt Othur Vapor Trap:** CR 7; mechanical; location trigger; repair reset; gas; multiple targets (all targets in 10 ft. by 10 ft. entrance way of the crypt; onset delay (1 round); poison (burnt othur fumes, Fortitude save [DC 18] resists, 1 Con [permanent drain]/3d6 Con); Search (DC 21); Disable Device (DC 21).

ENCOUNTER 7: DEEP, DARK SECRETS

Immediately inside the door, damp stone steps descend into the ground. At the bottom, sconces holding flickering torches cast eerie shadows on the crypt walls. Deep inside and underneath the crypt, a fairly large room has been carved out, almost like a hidden chapel. There is an altar on the far side of the room with a body lying on it, shrouded in bloody linens.

This room is in fact, a chapel to Hextor. Symbols of the gauntleted hand holding six arrows are all around the room, and statues of Hextor, various clerics of Hextor, and demons from some infernal realm, all adorn the walls and niches around the room.

This room is 80 feet by 100 feet, with 5-foot columns in 15-foot intervals, 10 feet from the sidewalls. The 5-foot wide altar is against the back wall. This gives two 10-foot aisles on either side of a row of 5-foot columns, with a central aisle 50 feet wide and 95 feet long, up to the altar. The ceiling height is 45 feet. The statues are all along the

side aisles. There is a small (10-ft. by 10-ft.) side room off the far right corner where Master Grayfield is hidden.

This entire chapel has been *unhallowed* and Master Grayfield cast a *bless* effect that covers the area. This is a surprise action before Grayfield shows himself, so be sure to count or mark the 9 rounds the *bless* is in effect.

ENCOUNTER 8: FIGHT OR FLIGHT? BOTH!?

Once any character or characters approach the altar, read or paraphrase the following:

As you make your way toward the shrouded altar, the sheet covering the body drops to the floor softly, and you recognize the man lying, dead, atop the cold stone slab. In surprise, you recognize the face--Sidanus! At that moment, a familiar voice rings in your ears, Master Grayfield's: "I see you found my puppet, that's just as well, that's what I'd intended all along. After all, he died to meet you here. I was so disappointed in Sidanus. Twice he failed me. He failed to break down the Abbey by stealing the body of Sir Gregor, and again he failed to turn the rest of the Nobles against that fool Rodolfus. To think I ever called him friend!" Entering the chapel from a small side room, Grayfield sighs slightly, focusing on Sidanus' corpse. "He failed me in life, but now he will serve me in death. Sidanus, kill them. Kill them all..."

The body on the altar undergoes a sudden transformation, negative energy pours in by the unholy power of Hextor. A newly awakened Sidanus rises up and moves toward you, menacingly.

Grayfield laughs evilly, "Now. You... KNEEL!"

Using his *greater command* power, Grayfield commands the most powerful character to kneel, Will save (DC 19) to resist. His first target is any cleric or paladin of Heironeous followed by armored characters or barbarian types. Once Grayfield's victim is kneeling, Grayfield uses his *paralyzing gaze*, Will save (DC 19), and gives them a suggestion Will save (DC 19) to stand aside until the combat is over.

Master Grayfield does not enter into combat with the characters at APL 4 through APL8. Master Grayfield uses his *ring of recall* to leave before the characters can engage him in combat.

APL 4 (EL 7)

☞ **Sidanus:** Male zombie Ftr5; hp 52; see Appendix 1: NPCs.

☞ **Ghasts (2):** hp 26, 26; see *Monster Manual*.

APL 6 (EL 9)

☞ **Sidanus:** Male zombie Ftr5; hp 52; see Appendix 1: NPCs.

☞ **Vargouilles (2):** hp 5, 5; see *Monster Manual*.

☞ **Ghasts (2):** hp 26, 26; see *Monster Manual*.

➤ **Shadows (3):** hp 19, 19, 19; see *Monster Manual*.

APL 8 (EL 11)

➤ **Sidanus:** Male zombie Ftr5; hp 52; see Appendix 1: NPCs.

➤ **Wraith (3):** hp 32, 32, 32; see *Monster Manual*.

➤ **Shadows (4):** hp 19, 19, 19, 19; see *Monster Manual*.

➤ **Gargoyles (4):** hp 38, 38, 38, 38; see *Monster Manual*.

APL 10 (EL 13)

➤ **Sidanus:** Male zombie Ftr5; hp 52; see Appendix 1: NPCs.

➤ **Wraith (2):** hp 32, 32; see *Monster Manual*.

➤ **Gargoyles (4):** hp 38, 38, 38, 38; see *Monster Manual*.

➤ **Master Grayfield (Animus)**:** Male human Clr9; hp 87; see Appendix 1: NPCs.

Tactics: Sidanus rises as a zombie and charges into combat. The minions of Master Grayfield attack in combination by pairing with another undead type (example: a spectre and wraith attack the largest fighter not under Master Grayfield's control). Master Grayfield *commands* the most powerful character to his knees and uses his paralyzing gaze attack to give a *suggestion* to the target. Priest or paladins of Heironeous are Master Grayfield's first targets.

CONCLUSION

Again, the silence of the tomb wraps itself around you, but this time there is hope. You have overcome a great evil, in its very lair. The Master of Puppets will be pulling no more strings, controlling life and death for those around him. It is clear now, how hatred and enmity can take even the best of friends, and turn them into the worst of enemies. This doesn't surprise you though, after all, if the gods themselves are not immune, why should we be? In this small corner of the world though, the evil power of Hextor has been put to an end... and that is enough.

In the weeks that follow, Abbot Rodolfus and Lord Rhynhurst take charge of the estate providing for the surviving serfs, making them each free men. You are given the heartfelt thanks of both Clergy and Nobility alike. Abbot Rodolfus thanks you especially as you prepare to leave Larneystoe. He leaves you with this parting thought: "One battle has been won, but there are many more to be fought, and the road is open before you. May Heironeous guide your arms and your heart. Godspeed you all."

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 to each character.

Encounter 2: Dog Tired

Defeat the shadow mastiff(s).

APL 4	150 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP

Encounter 3: Bump in the Night

Defeat the undead.

APL 4	90 XP
APL 6	120 XP
APL 8	180 XP
APL 10	240 XP

Encounter 4: But Wight, There's Mohrg!

Defeat the undead.

APL 4	150 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP

Encounter 6: Cryptic Symbols

Defeat the trap(s).

APL 4	0 XP
APL 6	150 XP
APL 8	210 XP
APL 10	270 XP

Encounter 8: Fight or Flight? Both!?

Defeat Sidanus and the undead (and Master Grayfield).

APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP

Total Possible Experience

APL 4	600 XP
APL 6	900 XP
APL 8	1200 XP
APL 10	1500 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 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 (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.

TREASURE KEY:

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

Encounter 3: Bump in the Night

Defeat the undead and strip their gear.

APL 4: L: 14 gp; C: 0 gp; M: 0

APL 6: L: 29 gp; C: 0 gp; M: 0

APL 8: L: 29 gp; C: 0 gp; M: 0

APL 10: L: 29 gp; C: 0 gp; M: 0

Encounter 8: Fight or Flight? Both!?

Defeat Sidanus and the undead (and Master Grayfild), and strip their gear.

APL 4: L: 67 gp; C: 0 gp; M: 0

APL 6: L: 32 gp; C: 0 gp; M: +1 *breastplate armor* (Value 203 gp per character).

APL 8: L: 0 gp; C: 0 gp; M: +1 *breastplate armor* (Value 203 gp per character); *brooch of shielding* (Value 225 gp per character); +1 *heavy flail* (Value 347 gp per character).

APL 10: L: 0 gp; C: 0 gp; M: +1 *breastplate armor* (Value 203 gp per character); *brooch of shielding* (Value 225 gp per character); 2 +1 *heavy flails* (Value 347 gp per weapon per character); +1 *half-plate armor* (Value 263 gp per character).

Total Possible Treasure

APL 4: 81 gp

APL 6: 264 gp

APL 8: 804 gp

APL 10: 1414 gp

ADVENTURE CERTIFICATE ITEMS

Characters that defeat Sidanus are able to purchase a *ring of shocking blows* as presented in *Sword and Fist*; or they may purchase a lesser rod of substitution as presented in *Tome and Blood*; or they may purchase the *ghost touch* special ability for armor or shield. (Frequency: Region)

APL10 Only

Characters that defeat Master Grayfild are able to purchase a lesser rod of silence as presented in *Tome and Blood*. (Frequency: Region)

Amulet of the Valorous Knight

The Abbey of the Valorous Knight extends thanks and trust in the deeds of the above named hero. Let no member of the Church of Heironeous turn away this friend and ally in the battle against evil. The hero is gifted with an iron amulet bearing the symbol of Heironeous, her name and Abbot Rodolfus' name. This is an influence point in the Church of Heironeous.

APPENDIX I: NPCS

ENCOUNTER 2: DOG TIRED

APL 8 (EL 9)

➤ **Shadow Mastiffs, Advanced (3):** CR 6; Medium-size outsider (evil); HD 6d8+24; hp 48; Init +5; Spd 50 ft.; AC 14 (touch 11, flatfooted 13); Atk +9/+4 melee (1d6+4, bite); SQ Bay, trip; SQ Shadow blend, scent; AL NE; SV Fort +8, Ref +6, Will +6; Str 17, Dex 13, Con 17, Int 4, Wis 12, Cha 13.

Skills and Feats: Intimidate +5, Listen +9, Spot +9, Wilderness Lore +7*; Dodge, Improved Initiative.

*A shadow mastiff receives a +4 racial bonus to Wilderness Lore checks when tracking by scent.

APL 10 (EL 11)

➤ **Shadow Mastiffs, Advanced (3):** CR 8; Large outsider (evil); HD 10d8+50; hp 90; Init +4; Spd 50 ft.; AC 14 (touch 9, flatfooted 14); Atk +15/+10 melee (1d8+10, bite); SQ Bay, trip; SQ Shadow blend, scent; AL NE; SV Fort +12, Ref +7, Will +8; Str 25, Dex 11, Con 21, Int 4, Wis 12, Cha 13.

Skills and Feats: Intimidate +10, Listen +14, Spot +14, Wilderness Lore +12*; Dodge, Improved Initiative, Weapon Focus (bite).

*A shadow mastiff receives a +4 racial bonus to Wilderness Lore checks when tracking by scent.

ENCOUNTER 8: FIGHT OR FLIGHT? BOTH!?

APL 4 (EL 7)

➤ **Sidanus:** Male zombie Ftr5; CR 5; Medium-size undead: HD 2d12+5d10+3; hp 52; Init -1; Spd 30 ft.; AC 16 (touch 9, flat-footed 16); Atk +9 melee (1d10+3/19-20, heavy flail); SQ Undead, partial actions only; AL N; SV Fort +4, Ref +0, Will +4. Str 13, Dex 8, Con -, Int -, Wis 10, Cha 1.

Feats: Cleave, Power Attack, Sunder, Toughness, Weapon Focus (heavy flail), Weapon Specialization (heavy flail).

Possessions: masterwork breastplate, masterwork heavy flail.

APL 6 (EL 9)

➤ **Sidanus:** Male zombie Ftr5; CR 5; Medium-size undead: HD 2d12+5d10+3; hp 52; Init -1; Spd 30 ft.; AC 17 (touch 9, flat-footed 17); Atk +9 melee (1d10+3/19-20, heavy flail); SQ Undead, partial actions only; AL N; SV Fort +4, Ref +0, Will +4. Str 13, Dex 8, Con -, Int -, Wis 10, Cha 1.

Feats: Cleave, Power Attack, Sunder, Toughness, Weapon Focus (heavy flail), Weapon Specialization (heavy flail).

Possessions: +1 breastplate armor, masterwork heavy flail.

APL 8 (EL 11)

➤ **Sidanus:** Male zombie Ftr5; CR 5; Medium-size undead: HD 2d12+5d10+3; hp 52; Init -1; Spd 30 ft.; AC 17 (touch 9, flat-footed 17); Atk +9 melee (1d10+4/19-20, heavy flail); SQ Undead, partial actions only; AL N; SV Fort +4, Ref +0, Will +4. Str 13, Dex 8, Con -, Int -, Wis 10, Cha 1.

Feats: Cleave, Power Attack, Sunder, Toughness, Weapon Focus (heavy flail), Weapon Specialization (heavy flail).

Possessions: +1 breastplate armor, +1 heavy flail, brooch of shielding.

APL 10 (EL 13)

➤ **Sidanus:** Male zombie Ftr5; CR 5; Medium-size undead: HD 2d12+5d10+3; hp 52; Init -1; Spd 30 ft.; AC 17 (touch 9, flat-footed 17); Atk +9 melee (1d10+4/19-20, heavy flail); SQ Undead, partial actions only; AL N; SV Fort +4, Ref +0, Will +4. Str 13, Dex 8, Con -, Int -, Wis 10, Cha 1.

Feats: Cleave, Power Attack, Sunder, Toughness, Weapon Focus (heavy flail), Weapon Specialization (heavy flail).

Possessions: +1 breastplate armor, +1 heavy flail, brooch of shielding.

➤ **Master Grayfield (Animus)**:** Male human Clr9; CR 12; Medium-size undead; HD 9d12; hp 87; Init +6; Spd 30 ft.; AC 20 (touch 12, flat-footed 18); Atk +9/+4 melee (1d10+4/19-20, heavy flail); SA Command undead, fear touch, greater command, paralyzing gaze, suggestion, spells, rebuke undead; SQ Undead, damage reduction 10/+1, +4 turn resistance, cold, acid, and electricity resistance 20, fast healing 5, disease vulnerability, breath weapon; AL LE; SV Fort +6, Ref +5, Will +11; Str 14, Dex 14, Con -, Int 12, Wis 20, Cha 17.

Skills and Feats: Bluff +5, Concentration +11, Diplomacy +5, Intimidate +5, Knowledge (arcana) +8, Knowledge (religion) +6, Listen +11, Scry +9, Sense Motive +9, Spellcraft +8, Spot +11; Alertness, Empower Spell, Greater Spell Focus (Necromancy)**, Improved Initiative, Lightning Reflexes, Chain Spell**, Spell Focus (Enchantment), Spell Focus (Necromancy).

Possessions: +1 half-plate armor, +1 heavy flail, ~~scroll of true seeing~~.

Unique Power (Su): Grayfield can breath a swarm of poisonous spiders in a 5-ft. spread five times per day. This is the same as the spell – *summon swarm*.

Spells Prepared (6/6+1/5+1/4+1/3+1/2+1; base DC = 15 + spell level; 17 + spell level for Enchantment spells; 19 + spell level for Necromancy spells): 0 – *detect magic*, *detect poison*, *guidance*, *light*, *read magic*, *resistance*; 1st – *bane*, *cause fear*, *divine favor*, *doom*, *inflict light wounds**, *protection from chaos*, *protection from good*; 2nd – ~~*desecrate*~~, *death knell*, *hold person*, *resist elements*, *shatter**, *silence*; 3rd – *dispel magic* (2), ~~*magic circle against good*~~, *magic vestment**, *summon monster III*; 4th – *charm person* (chained), ~~*divine power**~~, ~~*freedom of movement*~~, ~~*spell immunity*~~ (fireball, magic

~~missiles~~); 5th – *flame strike**, *hold person (chained)*, *slay living*.

*Domain spell. Domains: Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day); War (Free Martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon).

**See Appendix 2: New Rules for additional information.

Note: He begins the combat having precast *true seeing* from a scroll, and *desecrate*, *magic circle against good*, *divine power*, *freedom of movement*, and *spell immunity* (*fireball*, *magic missiles*) from his prepared spells.

Divine power increases his Strength to 18 and changes his base attack bonus to that of a fighter thus increasing his attack bonus to +15/+10 (1d10+7/19-20, heavy flail). This lasts for the first 9 rounds of combat.

APPENDIX 2: NEW RULES

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.

CHAIN SPELL [METAMAGIC] AS PRESENTED IN *TOME AND BLOOD*

You can cast spells that arc to other targets in addition to the primary target.

Prerequisites: Any other metamagic feat.

Benefit: You can chain any spell that specifies a single target and has a range greater than touch. The chained spell affects that target (the primary target) normally, then arcs to a number of secondary targets equal to your caster level. Each arc affects one secondary target. You choose the secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be affected more than once. You can affect fewer secondary targets than the maximum.

If the chained spell deals damage, the secondary targets each take half as many dice of damage as the primary target (rounded down) and can attempt Reflex saving throws for half of the secondary damage. For spells that do not deal points of damage, the save DCs against arcing effects are reduced by 4. For example, a 10th-level wizard casts a chained cause fear on a nearby goblin and can specify up to ten secondary targets. The goblin, as primary target, must make a Will save against DC 14, while those affected by the secondary arcs save against DC 10. A chained spell uses up a spell slot three levels higher than the spell's actual level.

ANIMUS AS PRESENTED IN *LIVING GREYHAWK JOURNAL NO. 2*

The product of a magical ritual on live humanoids by clerics of Hextor in conjunction with devils, an animus is an undead tyrant, full of cold hatred, single-minded and driven toward its goal of power, wealth, or military victory.

An animus appears much as it did in life except that its skin is weathered and wrinkled. Variances in the ceremony sometimes (25%) create hideous, lich-like creatures; others (10%) are almost indistinguishable from their original forms. As most were formed from nobles of the Great Kingdom, they tend to be vain and dress in clothing appropriate to their status. A typical animus has several levels in aristocrat, cleric of Hextor, expert, and/or fighter.

Most animuses were formed against their will at the command of the mad king Ivid V. Many of his advisors, generals, clerics, and wizards were made into animuses when they failed his expectations or he doubted their loyalty. Ivid's madness in his waning days was so profound that he also considered the process a reward, subjecting some of his most trusted agents to the dark ritual along with his worst enemies. Some of them were powerful at the time of their transformation, while others were able to use their new powers to eliminate competitors and acquired political power after their transformation.

An animus is a loner. It feels no affinity toward its former friends and companions, but has to interact with them to accomplish its goals, and so it wages a constant battle against its own instincts of isolation and antipathy. Simultaneous with these feelings is the desire to complete the goals that Ivid set out for it, although with the disappearance of the mad monarch many of them have overcome this programming and are following their won agendas. Some animuses are flawed and paranoid, seeing enemies all around them. Most of these are obsessed with assassination, going so far as to have their food tested for poison, regardless of the fact that they are immune to it.

Since the disappearance of Ivid V and his Hextorian cohorts, no new animuses have been created. It is likely that the procedure has been lost, although a skilled necromancer may be able to recreate the process if he could study enough subjects.

An animus speaks any languages it knew in life, typically Common and Old Oeridian.

Creating an Animus

"Animus" is a template that can be added to any humanoid creature (referred to hereafter as the "base creature"). The creature type changes to "undead." It uses all of the base creature's statistics and special abilities except as noted here.

Hit Dice: d12.

Speed: Same as the base creature.

Special Attacks: An animus retains all of the special attacks of the base creature and also gains those listed below. Saves have a DC of 10 + 1/2 animus' HD + animus' Charisma modifier unless noted otherwise.

Command Undead (Su): An animus can command non-intelligent undead (undead without an Intelligence score) as a cleric of his or her level. There is no limit to the number of times per day the animus may use this ability, but the animus can only affect up to twice its hit dice at any one time. If the animus can command undead as a class ability, these undead count toward the total hit dice the animus can affect.

Fear Touch (Su): An animus can invoke *fear* in a creature they touch as if the target were affected by a *fear* spell cast by a sorcerer equal to the animus' hit dice.

Greater Command (Sp): An animus can use a *greater command* spell a number of times per day equal to its Charisma modifier. The animus can only command targets to kneel.

Paralyzing Gaze (Su): An animus can crush an opponent's will just by looking into his or her eyes. This is similar to a gaze attack, except that the animus must take a standard action, and those merely looking at it are unaffected. The target may resist with a Will save or be paralyzed as long as the animus continues to hold the gaze and concentrate.

Suggestion (Su): An animus can give a *suggestion* to any target held by the animus' paralyzing gaze. Giving the suggestion does not interrupt the animus' concentration for holding the gaze.

Special Qualities: An animus retains all of the special qualities of the base creature and those listed below, and also gains the undead type (see *Monster Manual*).

Damage Reduction (Su): An animus' body is tough, giving it damage reduction 10/+1.

Turn Resistance (Ex): An animus has +4 turn resistance (see *Monster Manual*).

Resistance (Ex): An animus has cold, acid, and electricity resistance 20.

Fast Healing (Ex): An animus heals 5 points of damage each round. If reduced to 0 hit points, it is helpless but continues to heal at its normal rate, recovering as soon as it reaches 10 hit points. To destroy an animus, its body must be eradicated by fire or acid. Inflicting 10 points of fire or acid damage while it is at 0 hit points destroys the body.

Grim Visage (Ex): there is a 25% chance that a flaw in the procedure that creates an animus causes it to have a lich-like appearance. These creatures have a -4 penalty to Diplomacy, Disguise, and Gather Information checks, but get a +4 bonus to Intimidate checks.

Disease Vulnerability (Ex): Unlike other undead, an animus' flesh is affected normally by disease, although it cannot die from disease – their ability scores cannot drop below 0 from disease, and diseases that cause Constitution damage do not affect them. They use their Charisma modifier for Fortitude saving throws against disease.

Unique Powers (Su): Some of the animuses (5%) emerge from the ceremony with a unique supernatural power. Example abilities are damage reduction 10/- (possessed by the Hextorian cleric Delgath of Rinorlu), and the ability to breath a stinking cloud (possessed by Kobasten of Naelax). Usually, it is a 2nd-level Sor/Wiz spell usable up to 5 times per day.

Saves: Save as the base creature.

Abilities: Increase from the base creature as follows: Str +4, Cha +2. As an undead creature, an animus has no Constitution score.

Skills: An animus receives a +4 bonus to Listen, Sense Motive, and Spot checks. Otherwise they are same as the base creature.

Feats: An animus gains Alertness, Improved Initiative, and Lightning Reflexes, assuming it meets the prerequisites and doesn't already have these feats.

Climate/Terrain: Any land.

Organization: Squadron (1 plus 5 – 20 guards and assistants).

Challenge Rating: Same as base creature +3.

Treasure: Double standard.

Alignment: Any evil.

Advancement: By character class

Animus Characters

Animuses are always evil, which causes characters of certain classes to lose their class abilities, as noted in Chapter 3: Classes in the *Player's Handbook*. In addition, certain classes suffer additional penalties.

Clerics: Clerics lose their abilities to turn undead but gain the ability to rebuke undead. Most animus clerics worship Hextor and so have access to the Destruction, Evil, Law, and War domains.

Sorcerers and Wizards: These characters retain their class abilities, but if a character has a familiar, the link between them is broken, and the familiar shuns its former companion.

CRITICAL EVENT SUMMARY: MASTER OF PUPPETS

Did the party defeat Sidanus: Y N

Did the party fight Master Grayfild: Y N

If so, did the party defeat Master Grayfild or did he escape? Defeat Escape

Did any Heroes Die? Y N

If so, Who?

Player Name (RPGA #):_____ Character Name:_____ Region:_____

Player Name (RPGA #):_____ Character Name:_____ Region:_____

Player Name (RPGA #):_____ Character Name:_____ Region:_____

Player Name (RPGA #):_____ Character Name:_____ Region:_____

Player Name (RPGA #):_____ Character Name:_____ Region:_____

Player Name (RPGA #):_____ Character Name:_____ Region:_____

Did any Heroes loose levels? Y N

If so, Who?

Player Name (RPGA #):_____ Character Name:_____ Region:_____

Player Name (RPGA #):_____ Character Name:_____ Region:_____

Player Name (RPGA #):_____ Character Name:_____ Region:_____

Player Name (RPGA #):_____ Character Name:_____ Region:_____

Player Name (RPGA #):_____ Character Name:_____ Region:_____

Player Name (RPGA #):_____ Character Name:_____ Region:_____

ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level): 0—*detect poison, guidance, read magic*; 1st—*bless, protection from evil**, *shield of faith*.

* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.