

VER3-03

Glory Dimmed

A One-Round D&D LIVING GREYHAWK[®]

Verbobonc Regional Adventure

By Ron Lundeen

Triad Edit: Lon Lademann

Circle Edit: David Christ

The loggers of the Iron Wood have uncovered a strange underground passage. As the characters descend into this ancient labyrinth, they also move deeper into the tangled web of allegiances in this haunted forest. Deceptions abound, and the characters' actions will shift the balance of power in the Iron Wood. This is Part Two of the Glory Trilogy. An adventure for characters level 3-12.

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of the author. To learn more about the Open Gaming License and the d20 system license, please visit www.wizards.com/d20

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

Introduction

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

Preparation

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

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

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

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

Keep in mind that you must have at least 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.

Reporting

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out a reporting form. After the form is filled out it should be given to the senior DM.

Living Greyhawk

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

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

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

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

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

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. 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.

2. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
 - Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

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

Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Verbobonc Honorifics

Courtly travelers and political scholars throughout the Flanaess must make careful study of titles, honorifics, and hierarchies of nobility used in the many royal courts and noble houses. To aid those who move among such circles, or the simply curious, the following primer on royalty, nobility, titles and honorifics is presented. The DM is strongly encouraged use the following information on honorifics of Verbobonc during play to aid in the representation the NPC Nobility. Each of the Nobles presented in this module are detailed in **Appendix IV – Nobility of Verbobonc**.

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

In general, the ruling class of Verbobonc is disdainful of those without titles or position. Titles of nobility and rank matter greatly and those gentlemen and peasants without titles are not unimportant, but they are simply not of the same social class. Wealth and power have little to do with it. Furthermore, rank within the nobility is important. Those of lesser status are expected to show deference to their superiors. Even the commoners of Verbobonc suffer from the arrogance of class. Gentlemen do not associate with simple peasants. Tradesmen are better than merchants, merchants above common laborers. The Rhennee are considered gypsies of the river – outcasts and river pirates.

Titles in descending order of importance:

Title	Honorific
Viscount.....	Noble Lordship
Bishop.....	Holiness
Baron / Baroness	Prominence
Earl	Lordship
Lord Mayor	Lordship
Marchioness	Most Prominent Lady
Knight Commander	Most Honorable Sir
Abbot	Father Abbot
Knight Bannerette	Right Honorable Sir

Mayor.....	Honorable Worship
Knight Companion.....	Most Worthy Sir
Knight Bachelor	Worthy Sir
Elder.....	Sir
Gentlemen.....	Master
Esquire.....	Squire
Yeoman.....	Socman

Moon Cycle: This adventure begins on the tenth day before the first night of the full moon.

Adventure Background

The Iron Wood and the Moonlord

The Living Greyhawk Journal states: “The western lands of Verbobonc are marked by the Iron Wood, a fog-cloaked collection of roanwood, yarpick, and ipp trees said to be haunted by lycanthropes. A trade road passes from Verbobonc to Devarnish, but most merchants prefer to travel by river than to enter here.”

Certainly, this wood is one of the most dangerous areas of Verbobonc; even bandits shun the shelter of its ancient trees. Groups of lycanthropes prowl the Iron Wood, preying on travelers and shrinking away from concerted attacks from the Verbobonc military and the Mounted Borderers. A mysterious wolf-like creature known as the Moonlord leads the lycanthrope infestation of the Iron Wood

The Iron Wood is almost 300 square miles, with the bulk of the forest south of the Velderdyva River and west of the Celeb'vara River. The wood is nearly 50 miles across by the east-west Iron Road, meaning the trip takes two full days to traverse for a walking human or a laden caravan (at 24 miles per day). At the center of the Iron Road has long stood an inn, the Fallen Timber Tavern. Travelers can enter the Iron Wood from either side early in the morning, push hard, and be at the Fallen Timber Tavern by nightfall. An early start the next morning will allow them to clear the fearsome wood by the next night. Travelers caught in the Iron Wood after dark are often found torn to pieces by animals the next day, if they are ever found at all.

The first secret of the Iron Wood is this: a powerful outer-planar entity known as the Great Dire Dark lies imprisoned beneath the Iron Wood. For ages, its imprisonment has been guarded by a wolf-creature named Breyin the Moonlord. The Moonlord has set himself up as king among the werereatures, and rules them with cleverness and guile. The Moonlord maintains control through a council of four powerful lycanthropes, and the werereatures of the Iron Wood usually (but not always) obey the Moonlord's edicts handed down

through this council. Few of the werereatures guess at Breyin's true nature and motives, however.

The second secret of the Iron Wood is this: Breyin is not a werewolf but a hound archon, tasked to keep the Great Dire Dark imprisoned many centuries ago by the solars of Mount Celestia. His longtime companion is a lantern archon named Feff. Breyin has used the evil lycanthropes in the Iron Wood for his own benevolent purposes for generations. Breyin realized that if mortals could freely travel the Iron Wood unrestricted, the Great Dire Dark could perhaps compel them to free it. This could not be allowed. Breyin has instructed his “people,” the werereatures, to keep all travelers out of the wood, by bloodshed if necessary. Breyin justifies these ruthless actions by believing he is maintaining a greater good: keeping the demonic Great Dire Dark imprisoned. Breyin is ruthless in his endeavors, and his “ends justify the means” attitude may not sit well with his celestial superiors, but he has effectively kept the Great Dire Dark imprisoned for many long decades.

But, Breyin's control has been slipping recently, allowing the Great Dire Dark much more freedom. Breyin is hard pressed by the actions of a crusading elf named Shannus.

Shannus' Story

A clan of primitive gray elves lives in the southern Iron Wood, ignorant of the evil imprisoned beneath their forest home, and mostly at peace with the lycanthropes. They are called the Mist Children (although they have an older name now long forgotten). The lycanthropes and the Mist Children keep arm's-length relations with each other.

Several decades ago, an elf named Shannus was born in this clan. Shannus was good in heart and talented with magic. Unlike many of his clan, he left the Iron Wood to pursue magical studies in Greyhawk. While there, he learned that lycanthropes were, by and large, ruthless and evil creatures that delight in killing. Shannus became surprised and embarrassed that his people had dealt peaceably, if not closely, with the lycanthropes in the Iron Wood. His shock and shame built into a rage, and when he felt ready, Shannus decided to return to his home, the Iron Wood, and exterminate the evil creatures that infested it. Shannus was determined to make the Iron Wood a safe place for all.

Shannus discovered the inn in the center of the Iron Wood, run by an ancient elf from Veluna named Theus, (and run by him still). Shannus realized that this central point would be a good place to begin reclaiming the Iron Wood. With his fortunes acquired over the years, and his magic, Shannus built up a small town around the inn. He called this town Glory, and rules it himself. With the

natural bounty of the Iron Wood in exotic herbs and rare wood, Glory has become a populous boomtown.

From this town, Shannus has begun his violent extermination of the lycanthropes of the Iron Wood. The lycanthropes rarely work together in large groups; the Moonlord feels that large-scale organization of the werereatures might threaten his control over them. The small groups of werereatures are no match for the powerful Shannus.

Shannus has learned that five powerful creatures rule the lycanthropes of the Iron Wood, a mysterious "Moonlord" and his council of four lieutenants. Shannus has targeted these five monsters for destruction. With their leadership gone, he assumes, the rest of the lycanthropes will be easily routed. As this story begins, Shannus has already slain three of these lieutenants, and mounted their heads on spikes above the town of Glory.

Shannus does not realize the full extent of his crusade. With more people in the Iron Wood for the Great Dire Dark to seduce with whispers, and Breyin hard-pressed to retain control over the lycanthropes, the Great Dire Dark is gaining more and more freedom. Should the Great Dire Dark become completely free from Breyin's guardianship, all of Verbobonc will be eclipsed under the demon's dark shadow.

Cast of Characters

Several characters will be important to the entire Glory Trilogy, and it's important that these characters be roleplayed consistently. Here is a quick summary of the NPCs in this adventure, and suggestions on how to make them stand out.

Felton Grover is an experienced logger who works in the logging camp outside of Glory. He is very big and a fairly slow thinker, but in a likeable way. Despite his huge, muscular build, Felton has a kind heart. Try to endear Felton to the characters. When roleplaying Felton, use small words and your best "big dumb ox" voice.

Shannus is central to the plot of the Glory Trilogy. He is an elven brass Dragon Disciple and a powerful sorcerer. He founded and runs the town of Glory. Shannus is quite polite and very well meaning, but he is consumed by his quest. Overseeing the town of Glory, and his quest to slaughter the lycanthropes of the Iron Wood, is all he thinks about. Shannus is usually very kind and merciful, but he has a hard and uncompromising edge that is coming to the surface. He is not used to being disobeyed, and expects his suggestions to be followed. Shannus also relies heavily upon his magic, and often has a "cast first, ask questions later" philosophy. Some characters may like Shannus a great deal, while others find him insufferably

driven and inflexible. This is fine; Shannus is a complex character.

Henk Gurmick is the leader of the logging camp. All of the loggers look up to him and respect his leadership but, as the characters will discover, Henk was killed in the passages beneath the loggers' camp just before this story began. He is now just a rotting zombie lurking in the ancient passages beneath the loggers' camp.

Larko is a grig, a grasshopper-legged sprite about two feet tall. When the characters first meet him, he has been cruelly tortured and his wings have been cut off. When roleplaying Larko, try to get the following message across to the characters: whoever would hurt an innocent forest creature like Larko must be unbelievably evil.

The Mist Children are a tribe of degenerate gray elves native to the Iron Wood. Once this tribe was noble, and had another name. But now, they have lived under the oppressive burdens of the Iron Wood for so long that they have lost much of their culture and refinement. Other elves will probably see them as savages, only one step higher than grugach (wild elves), despite their lineage. The Mist Children have become, like Shannus, driven and full of hate. Unlike Shannus, most of the Mist Children are Neutral in outlook, or even ruthlessly neutral evil. Roleplay them as proud and dangerous savages.

Breyin the Moonlord is the unquestioned king of the lycanthropes of the Iron Wood. He orchestrates their reign of terror, keeping the Iron Wood a dangerous place to be after dark. Although the characters will probably not interact with him much in this adventure, all the werereatures they meet look up to him, and some of them completely idolize him. None of them know he is actually a hound archon. Breyin rules the lycanthropes of the Iron Wood through four powerful lieutenants, all of whom are werereatures of great power. At the beginning of this adventure, Shannus has already killed two of the lieutenants, and hopes to kill the other two, and Breyin himself. Whether Breyin the Moonlord truly fears Shannus or not, only he knows. The Moonlord opposes the Great Dire Dark, and keeps that evil entity entombed beneath the Iron Wood.

The Great Dire Dark is an ancient and powerful evil that has been imprisoned beneath the Iron Wood for centuries. The mist pervading the Iron Wood is its creation, designed to confuse and terrify all creatures of the wood (even the lycanthropes). It has become more powerful recently as Breyin's control is slipping, and is able to reach out and foul the Iron Wood itself.

Wherever this entity's influence touches, vegetation turns black and dies. Although the Great Dire Dark might not be encountered in this adventure, the characters will encounter its wicked demonic minions.

Adventure Summary

Introduction: While in Rhynehurst, the characters encounter a logger from the Iron Wood named Felton Grover, who is being abused by some local bullies.

Felton explains that a heavy stack of timber broke through the ground near the loggers' main building in the logging camp, and an underground passage was revealed. The loggers sent for Shannus, but Shannus was busy with town matters and couldn't come right away. The loggers are afraid something nasty might come out of the hole. Felton decided to go get help, and asks the characters for assistance.

Encounter 1: The Road Back: Halfway back through the Iron Wood, the characters and Felton come across a strange scene of carnage between lycanthropes and dretches. The characters might obtain a companion here: the lantern archon, Feff.

Encounter 2: Let Us Descend Together: By the time the characters reach the logging camp, it is near dusk. The loggers at the camp explain that Henk went into the yawning passage with two of his biggest men, and they haven't come out yet or heard anything.

At this point, Shannus finally arrives. He suggests that he accompanies the group into the dark passage and see what became of Henk and his men. Once the characters are at the bottom, they notice that the passage splits off in two directions. Shannus suggests splitting up: he'll take the wider passage (he's Large sized) and the characters will follow the passage partially choked with debris.

The characters don't have any way to know it, yet, but this complex sprawls for miles and miles beneath the Iron Wood. It is now the domain of the Great Dire Dark.

Encounter 3: Henk's Sad Fate: The characters descend a set of narrow spiral stairs, and find themselves in a hall. At the far end, they can see a turn to the left, several spears, and a lot of blood. As they go down this hall, they might trigger a similar spear trap. Once they get to the end of the hall, the characters can see a similar spear trap has killed some people messily here, but the bodies are nowhere to be found. The passage leads to a door, but there is one more trap remaining: a spiked pit trap triggered when the door is opened.

Through the door is a large room with a ledge running around near the ceiling. The only other exit is a door on the high ledge. One of the Great Dire Dark's minions has animated the remains of Henk Gurmick and the two loggers, who attack the characters when they enter. These three zombies will pose no challenge for a capable party, of course, but may keep them on their toes (and keep Henk or the other loggers from being *raised* or spoken with).

Encounter 4: Two Tragic Tales: The other exit from the necromancer's room, the door up on the ledge, is protected by an intricate puzzle. Although this door isn't locked or trapped, as soon as the characters open it, they are all hit with a *web* spell. On the other side of the door is a large room with two other passages. One is occupied by Shannus, who just entered the room. The other was just entered by Larko (the grig that appeared in the scenario *Glory Town*), who was fleeing for his life. Shannus didn't know the grig and, thinking better safe than sorry, cast *web* in the area to catch the grig just as the party opened the door.

Once freed, Larko explains that he's fleeing for his life. Some hideous torturers, who have imprisoned many other sprites, have crudely removed his wings. Larko begs the characters to travel further into the labyrinthine tunnels and rescue the fey in danger there. Shannus agrees to go, as well, but before the party can move out, Felton Grover comes running in, looking for Shannus. A group of townspeople from Glory have come with terrible news. A huge ape-creature is assaulting the town, and help is badly needed. Shannus asks the characters to come assist him with this emergency.

The characters are in a tough spot now. They can choose to either go rescue the fey, or help Shannus with the attacking brute. If the party goes with Shannus, proceed to Encounter 5A: Prendek the Brute. If the party goes down the tunnel to free the grig, proceed to Encounter 5B: The Playroom.

Encounter 5A: Prendek the Brute: The giant ape is a special recruit of Breyin's that went on a rampage in the town. Prendek has moved on, but he's easy enough to follow. If the characters are stealthy, they may catch Prendek being wooed by a succubus, but in any case Prendek rushes into combat at the first opportunity.

At the end of this encounter, whatever the outcome, the characters return to Glory. If they try to return to the logging camp, the hole has collapsed and the dungeon area is inaccessible. The characters have missed their chance to help free the fey. Move on to Encounter 6.

Encounter 5B: The Playroom: Characters who follow Larko's tracks come upon a laboratory filled with barbed

cables, where five fiendish creatures are tormenting the fey. Four of the fiendish creatures are sorcerers, who attempt to catch the characters by animating the cables. If the characters overcome these horrible creatures, they can free the fey and lead them back to the surface.

By the time the characters return to the surface, it is late morning. They can witness the destruction to Glory and help rebuild, but Predek the Brute is long gone and the characters can't catch up to him. Move on to Encounter 6.

Encounter 6: The Town of Glory: Although the characters probably feel their work here is done, it's now too late in the morning for the characters to leave the Iron Wood safely, and they are invited to stay another day. This encounter gives an overview of Glory, in case the characters want to spend some time there or talk with Shannus or Felton.

Encounter 7: Mist Children: This a roleplaying encounter. The Mist Children elves have come to side with Shannus, reporting coordinated attacks on their homes. The Mist Children don't know why the Moonlord has broken the peace, but they intend to seek revenge alongside Shannus.

In fact, Breyin isn't responsible; the attack was made by several quasits in animal form. The Great Dire Dark wants the elves to turn against Breyin, and this bit of deception has angered the elves enough to set them against the lycanthropes. Breyin knows the truth, however, and needs to reveal it to someone. The characters seem to be his best choice.

Encounter 8: Deception Revealed: This encounter begins when Breyin uses his *message* ability to enlist the aid of the characters, wherever they may be. He promises to show them the truth of the attack on the elves if they follow his lead into the woods. Breyin leads the characters about ten miles south, to an elven leather-tanning shack. Several quasits are stationed here, and eagerly attack the characters. If the characters wait before rushing at the quasits, they may have the misfortune of seeing the Great Dire Dark appear to congratulate the quasits on the deception. It then orders the quasits to kill the characters, to keep the secret safe.

Conclusion: After the fight with the quasits, the characters probably want to return to Glory and tell Shannus and the Mist Children what a mistake they're making. Unfortunately, all of the elves in Glory are gone hunting lycanthropes, even Shannus. Knowing that the elves have been tricked into a serious mistake, the characters have no other option but to leave the Iron Wood—for now.

Before Play

Before you begin this adventure, it is important that you find out which players have played their character through *Granite Keep* (the adventure where Shannus first appears) or *Glory Town* (the first adventure in the Glory Trilogy). Those characters may have Trusts of one of the factions of the Iron Wood. Ask them to show you which Trusts they have. At certain points in this adventure, the Trusts can impact play. Not all characters need have the same Trusts, but only those characters with the Trust are impacted.

For example, in Encounter Two, Shannus meets the characters. He is friendly with those who have a Trust of Shannus cert. To those that do not have a Trust of Shannus cert, he is cold and distant.

Introduction

The big man grunts as another kick lands squarely in his ribs.

Four people crowd around the fallen man, kicking at him and laughing. The man on the ground, dressed in the simple clothes of a logger, shields his head from the blows. The big man has a large iron-headed sledgehammer near at hand, but he doesn't use it to defend himself. (For any characters who played in *Glory Town*, add: *You recognize the big man on the ground as Felton Grover, the dimwitted logger from the Iron Wood.*)

One of the four people cries out, "Take that!" As he lands another kick. "We don't stand for werewolves in our town, and everyone knows all you Iron Woods loggers are werewolves!"

The characters are in Rhynehurst for whatever reason, going about any sort of activity that would have them along the famous Rhynehurst River Walk in the middle of the day. If they try to break up the assault, the bullies (all 1st level commoners) flee as soon as the characters appear to be a credible threat. If the characters don't intervene, the bullies get tired of their sport and leave the man alone.

All APLs

♣ **Felton Grover**, male human Exp5; hp 32, see Appendix One.

Tactics: Felton keeps his head down and just takes the kicks in this encounter. He knows he could probably paste these bullies, but he isn't that kind of man. He just

wants them to leave so he can find the characters and ask for their help.

Once the bullies are gone, Felton spots the characters and comes over to ask them for a favor. Of course, he's a lot more grateful if the characters scared the bullies away. He's also quick to point out that he isn't actually a werewolf.

Felton explains that he's a logger, working out of a camp in the center of the Iron Wood. The loggers keep timber piled up in the yard out in front of their building until it can be hauled away on carts. Sometime the night before last, a big pile of timber fell right into the ground. When the loggers went to take a look, they saw that the logs had fallen into an old, old passageway leading under the earth. None of them, not even the camp master Henk Gurmick, knew what to do. Felton thought it would be a good idea to go find some professional explorers to go take a look. That's why he's come to the characters.

The loggers don't have a lot of money, Felton explains. Certainly not enough to pay what professional explorers probably deserve. But they're free to keep anything they find in the tunnels. The loggers are pretty worried that there might be something bad down there, but there might be something good too, and Felton would like the characters to come find out.

If the characters don't agree to go, then the adventure is over. If they want to go find out, Felton is happy to show them the way.

The characters may know one another already, or they may not. Have the players describe and introduce their characters. Once introductions are made and travel is underway, move on to Encounter One.

Encounter One: The Road Back

Felton is happy to get out of Rhynehurst. The characters arrive at the edge of the Iron Wood in the late afternoon (or early evening, if they went back into town to do some shopping or tie up any personal business), and Felton refuses to enter until first thing the next morning. However, as soon as the sun rises into the sky the next morning, he is ready to go.

As they travel, Felton can tell the characters about Glory, and his work there. Don't just read the following text aloud; incorporate it into a conversation with the dim, but friendly Felton Grover:

- Glory is a small town located right in the center of the Iron Wood. The Iron Wood is full of fog and, worse, all kinds of werereatures. The werereatures

only come out at night, and at night the Iron Wood is infested with them.

- The road through the Iron Wood is called the Iron Road.
- The Iron Road is about fifty miles long, and Glory is in the dead center of it. That means, if you start very early in the morning, you can make it to the town by nightfall. And if you leave the town very early the next morning, you can clear the other end of the Iron Wood by the next nightfall.
- Glory has a hard but fair mayor. He is a part-elf, part-dragon named Shannus, who is also a powerful sorcerer.
- Shannus founded Glory about three or so years ago, and built it up himself with his own funds. The town has taken off like a boomtown ever since.
- The boomtown makes a lot of money on rare herbs and exotic woods that no one had been able to get at very easily, until the town of Glory went up.
- The loggers are led by Henk Gurmick. There are about thirty loggers, and they don't live in Glory. About five minutes away is a building that is square and solid, and surrounded by a low fence. The loggers live there. They bolt their doors at night, and keep guards just inside, and nothing bothers them.
- If the characters ask, Felton mentions that there used to be old ruins where the logger's camp is now, and the camp building was built on top of them. Felton heard that Henk and Shannus built up the camp building together.

About midday, the characters have a gruesome encounter. Read the following:

You can't see the sun through the mist, but the dim glow right above you hints that it must be near noon. Even with the brightness, you can't see more than forty feet in any direction. The strange sounds of this eerie forest die off, and a rotten stench greets you from further down the trail.

The characters may want to scout ahead, or prepare some spells, but there isn't anything dangerous here any more. When the characters move on, read or paraphrase:

A dozen corpses are strewn about here, most dressed in loose rags or nothing at all. All bear claw and bite wounds. Interspersed among them are faintly-steaming hunks of disgusting black ooze.

The corpses are nearly all humans, although some are elves and one is a gnome. The characters may surmise, correctly, that these people are lycanthropes, reverted to

human form upon death. The claw and bite wounds were inflicted by small-sized creatures.

The puddles of ooze are the revolting messes that dretches become when slain. A Knowledge (The Planes) roll (DC 12) will alert the characters of this.

Characters with the Track feat can examine the area with a Wilderness Lore/Survival check (DC 16). There was indeed a fierce battle here. Animal tracks come into this area, and the little clawed feet of dretch are found only in this area. There appear to be no survivors of this ferocious battle.

For most parties, this is only a curious foreshadowing of the hard fight between the forces of the Great Dire Dark and Breyin the Moonlord. However, if (and only if) any character has the Trust of Henk Gurmick from *Glory Town*, there is a witness to this battle that has remained behind. If at least one character has Henk Gurmick's favor, have all the characters make a Spot check (DC 15). Successful characters notice a ball of light hovering up in the trees overlooking the battlefield. If noticed, it swoops down to the character (or characters) with the Trust of Henk Gurmick. This is the lantern archon, Feff, and Feff is extremely worried. It relates the following in a simple, sing-song voice:

- Henk, the logging camp master, grew tired of waiting for Shannus or Felton to arrive with help, and entered the hole with a few of his men yesterday morning.
- Feff cautioned him not to go, and didn't go with him (Feff doesn't like to be seen in Henk's company by the other loggers).
- Henk did not return all day, and Feff grew worried. Remembering the character (or characters) as trustworthy heroes, Feff left to find them.
- Last night, as he traveled, Feff came across the battle scene played out below.
- Feff can explain that the werewolves, wererats, and wereboars were fighting a horde of dretches that belched forth from the earth.

There are some points, however, that Feff won't volunteer, but if the characters guess them, he'll admit they're right:

- Feff will not say that he fought to help the werewolves, or that he works for Breyin the Moonlord.
- He won't even admit to being a lantern archon, although knowledgeable characters may guess this with a Knowledge (The Planes) roll (DC 12).

Feff will accompany the character (or characters) with the Trust of Henk Gurmick for the rest of this adventure as a cohort or iconic of sorts. Player's Handout 1 details Feff, along with his stats and abilities, for the characters to control as they would a cohort. Feff will do his best to obey all characters with the Trust of Henk Gurmick, but if given conflicting orders, he'll make his own decisions. Feff isn't very smart or powerful, but he can be useful.

The rest of the day passes uneventfully, other than Felton and/or Feff chattering away with the characters or with each other. Move on to Encounter Two.

Encounter Two: Let Us Descend Together

The characters arrive at the logging camp about dusk. They enter the Glory and Environs map (Appendix 3) from the east. You can describe the area with:

You can see that further up the road is a walled town, but there is a smaller structure here, as well. A three-story building of fresh-looking wood has been built over an ancient-looking foundation. A low fence surrounds the building, making a large yard where stacks of logs are piled high. Deep cart-tracks indicate that this area sees a lot of activity. Milling around in the yard are a dozen or so men, loggers by the look of them, and they cluster around a gaping hole where it seems a pile of timber has fallen right into the earth.

As this scene progresses, more and more loggers return from their day's work, until there are about thirty of them present: about half of them went out to work today, while the other half stayed around the hole, nervously waiting.

The loggers greet Felton and the characters warmly. They tell the characters that, early yesterday morning, Henk took a couple of loggers with him to investigate the hole (Feff, if with the characters, may already have told them this). Shannus had indicated he would come when he could, but he was busy with town business, and Henk knew that it would be at least two days before Felton came back with the characters, if at all. So Henk resolved to go check things out for himself. The loggers haven't seen or heard anything from the hole since.

The hole is deep and black, with a pile of large logs (actually, stripped tree trunks) filling much of the hole. Any character with darkvision or low-light vision can see that the hole breaks through into some kind of corridor, stretching in opposite directions. One passage goes

southwest, away from the logging camp building, and another goes northeast, toward the camp building.

Before the characters can really get into the hole, however, Shannus finally arrives on the scene.

The loggers turn to a tall, gangly form coming into the yard from the direction of Glory. The figure is elf-like, but he stands over eight feet tall, and his skin is some sort of shimmering metallic color. His mouth is filled with sharp teeth and his fingers end in talons, but you cannot help but find the elf exotic and alluring. The loggers hail him warmly, but with a distance born of respect and perhaps fear. The cat-like eyes of the elf-creature darts from the gaping hole to your group. "Ah," he says, hissing somewhat, "visitors."

Note which characters, if any, have the Trust of Shannus (they may have gained it in *Glory Town* or *Granite Keep*). Shannus approaches those characters with his arms spread out, welcoming. He greets them warmly, and expresses that it's very good to see them again. He asks what brings them by, and for a report on what they've discovered so far. Shannus really, genuinely, respects these characters and listens to what they have to say.

To characters without the Trust of Shannus, however, he is cold and distant. He can even seem a little bit bossy, but he'll remind belligerent characters that they're on the same side, here, and both want to help the loggers with their difficulty.

If the characters want to ask what took Shannus almost two days to get over here and investigate, he either glares at them with a curt, "Town business," (for those without his Trust) or explains that he was purchasing a large load of silver weapons (for those with his Trust).

Shannus proposes to the characters that they go into the hole together, and investigate. Some characters may be suspicious of Shannus, but there's no reason; he wants to help the loggers as much as the characters do.

If the characters chat with Shannus, they can get him to reveal that he is a brass dragon disciple. He'll also explain what a dragon disciple is, and that some sorcerers feel the calling to become one. Shannus also tells the characters about his past, if they ask, including his history with the Mist Children and his quest to free the Iron Wood from the grip of the despicable and evil werecreatures.

Descending the timber pile into the hole requires a Climb check (DC 20). If the roll is failed, then the character must make a Reflex save (DC 18), or slide noisily down to the bottom of the passage. The fall and rolling logs will do the character 1d6 points of damage times half the APL (2d6 at APL 4, 3d6 at APL 6, and so

on). When Shannus descends, he'll need to make this roll, as well.

At the bottom of the hole, the ten-foot wide passage stretches northwest as far as characters can see, but to the southeast the passage is all but choked with debris. A narrow passage through the debris can be seen, but it looks very tight. A Small creature can move past the debris quite easily, but a Medium-Sized creature requires an Escape Artist check (DC 18) to squeeze through. Characters may take 10 or 20 on this roll. However, Large sized creatures, including Shannus, cannot fit past the debris at all.

Shannus recommends that the characters split up at this point; he'll take the wider passage and they take the narrower one. A Track check (Wilderness Lore/Survival, [DC 20]) reveals that the narrow pathway through the rubble has been recently disturbed, and there is no indication that anyone went off to the northwest from here at all.

If the characters move through the rubble, go on to Encounter Three. There are some possible hiccups in this encounter. It may be possible the characters are too suspicious of Shannus to let him go off by himself and want to accompany him down the wider corridor. In this case, skip to Encounter Four, and if the characters investigate the door from the other side, they can get the drop on the zombies from that direction, moving through the dungeon crawl "backwards." Powerful parties may have access to magical methods of clearing away the debris, but Shannus still thinks it's a good idea to split up, just to cover more search area. If the characters insist that Shannus go with them down the debris-choked passage, and they have some reasonable way of getting him through, he will go with them. However, you should only award half experience for any encounters in which Shannus plays a significant part (if he's hit with the spear from the spear trap, for example).

Encounter Three: Henk's Sad Fate

Consult Appendix 4: Dungeon Crawl Map for this encounter. This is one small section of the underground passages that extend under the Iron Wood. These passages are the domain of the Great Dire Dark, and this particular area is full of old, dangerous traps.

After the characters negotiate the narrower passage choked with debris, which they may pass through one at a time, they soon reach the top of a set of narrowly twisting spiral stairs. A Track check (Wilderness Lore/Survival, [DC 20]) reveals that three people have

come through the dust this way recently. No more than two characters can walk abreast down the spiral staircase, and the stairs wind down for 300 feet. At the bottom, a 10 ft. wide, 10 ft. high hallway stretches out before them. If any character can see at least 40 feet down the corridor, read the following.

This corridor stretches for about 40 feet before making a turn to the left. At the turn, along the right side of the hall, you can see a few large spears lying on the ground, within a large puddle of blood. No bodies lay at the bend in the passage, so the survivors must have moved on.

Henk and the two loggers with him negotiated this passage without setting off the spear trap that now points at the characters. However, when they turned the corner, they set off another multiple spear trap that killed them all immediately. A tiefling necromancer in service to the Great Dire Dark animated the bodies (to prevent their resurrection and to prevent *speak with dead*). There is lots of blood where the loggers were killed, but the necromancer has taken their corpses into the large room at the end of the hallway. The necromancer is now long gone, and doesn't appear in this scenario.

The spear trap that faces the characters is triggered when a character steps on any of the pressure plates indicated on Appendix 4, and strikes a random character anywhere in the hallway (on either side) once triggered.

APL 4 (EL 3)

☛**Poisoned Spear Trap:** CR 3; mechanical; touch trigger; manual reset; lock bypass (Open Lock [DC 30]); Atk +12 ranged (1d8 plus poison, spear), poison (Black adder venom, Fortitude save [DC 11] resists, 1d6 Con/1d6 Con); Search (DC 25); Disable Device (DC 20).
Note: 50-ft. max range, target determined randomly from those in its path.

APL 6 (EL 4)

☛**Poisoned Spear Trap:** CR 4; mechanical; touch trigger; manual reset; lock bypass (Open Lock [DC 30]); Atk +12 ranged (1d8 plus poison, spear), poison (Medium-sized spider venom, Fortitude save [DC 14] resists, 1d4 Str/1d6 Str); Search (DC 25); Disable Device (DC 20).
Note: 50-ft. max range, target determined randomly from those in its path.

APL 8 (EL 5)

☛**Poisoned Spear Trap:** CR 5; mechanical; touch trigger; manual reset; lock bypass (Open Lock [DC 30]); Atk +12 ranged (1d8 plus poison, spear), poison (Giant

wasp venom, Fortitude save [DC 18] resists, 1d6 Dex/1d6 Dex); Search (DC 25); Disable Device (DC 20).

Note: 50-ft. max range, target determined randomly from those in its path.

APL 10 (EL 6)

☛**Poisoned Spear Trap:** CR 6; mechanical; touch trigger; manual reset; lock bypass (Open Lock [DC 30]); Atk +12 ranged (1d8 plus poison, spear), poison (Purple worm poison, Fortitude save [DC 24] resists, 1d6 Str/1d6 Str); Search (DC 25); Disable Device (DC 20).

Note: 50-ft. max range, target determined randomly from those in its path.

APL 12 (EL 7)

☛**Poisoned Spear Trap:** CR 7; mechanical; touch trigger; manual reset; lock bypass (Open Lock [DC 30]); Atk +12 ranged (1d8 plus poison, spear), poison (Deathblade, Fortitude save [DC 20] resists, 1d6 Con/2d6 Con); Search (DC 25); Disable Device (DC 20).

Note: 50-ft. max range, target determined randomly from those in its path.

The next bend in the corridor is now safe, as the loggers triggered the spear trap at the end of the corridor. There is a pit trap in this corridor, but it will **not** be triggered when the characters walk over it.

It is possible for a rogue to detect the pit trap as he passes over it, (assuming he's searching for traps), but it is well-concealed: add +10 to the Search DCs listed in the trap below. The pit trap is triggered when the doors at the end of the hall are opened. When the doors are closed, the pit closes as well. A rogue can detect a trap on the door with a successful Search check, but only if the Search check beats the DC by 10 can he identify that it opens a pit around the corner. Of course, a rogue can attempt to disable the trap normally if he finds it, even if he's not sure what it does. But if he fails the Disable Device roll, anyone standing over the pit trap (the 10 ft. square marked on the map in Appendix 4) must make a Reflex save (DC based on the APL) or fall into the trap.

APL 4 (EL 3)

☛**Spiked Pit Trap** (20 Ft. Deep): CR 3; mechanical; location trigger; manual reset; no attack roll necessary (2d6 falling damage), affects all characters in the 10 foot square area noted in Appendix 4, +10 melee (1d4 spikes for 1d4+2 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 25 [DC 35]); Disable Device (DC 20).

APL 6 (EL 4)

⚔️**Spiked Pit Trap** (20 Ft. Deep): CR 4; mechanical; location trigger; manual reset; no attack roll necessary (2d6 falling damage), affects all characters in the 10 foot square area noted in Appendix 4, +10 melee (1d4 spikes for 1d4+2 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 25 [DC 35]); Disable Device (DC 25).

APL 8 (EL 5)

⚔️**Spiked Pit Trap** (40 Ft. Deep): CR 5; mechanical; location trigger; manual reset; no attack roll necessary (4d6 falling damage), affects all characters in the 10 foot square area noted in Appendix 4, +10 melee (1d4 spikes for 1d4+4 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 25 [DC 35]); Disable Device (DC 25).

APL 10 (EL 6)

⚔️**Spiked Pit Trap** (60 Ft. Deep): CR 6; mechanical; location trigger; manual reset; no attack roll necessary (6d6 falling damage), affects all characters in the 10 foot square area noted in Appendix 4, +10 melee (1d4 spikes for 1d4+5 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 25 [DC 35]); Disable Device (DC 25).

APL 12 (EL 7)

⚔️**Spiked Pit Trap** (60 Ft. Deep): CR 7; mechanical; location trigger; manual reset; no attack roll necessary (6d6 falling damage), affects all characters in the 10 foot square area noted in Appendix 4, +10 melee (1d4 spikes for 1d4+5 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 30 [DC 40]); Disable Device (DC 25).

Once the door is opened, read:

As you peer into this spacious room, lit with smoky torches, three zombie-like forms lurch to attack. Their simple clothes are badly bloodstained, but mark them as loggers.

To any characters with the Trust of Henk Gurmick, read:

The center zombie is—that is, used to be—Henk Gurmick, leader of the logging camp.

The characters will undoubtedly be very suspicious of this encounter, but the three loggers are in fact zombies. They pose no real challenge to even an APL 4 party, so no experience is awarded for this encounter. Most likely, a cleric or paladin in the party will turn the zombies to powder with even a poor turning attempt.

A necromancer in service to the Great Dire Dark animated the loggers and placed them here to add a little bit of danger to the underground complex, sow fear and dread among the loggers, and to prevent the loggers from being *raised* and returned to a normal life.

All APLs (EL 0)

🧟‍♂️**Zombies** (3); hp 13 each; see Monster Manual

Once the characters have a chance to look around the room, you can describe it as follows:

The ceiling of this large room rises 20 feet above you. Around three edges of this room runs a small ledge, fifteen feet from the floor and about five feet deep. Up on the ledge, in the far left corner, you can see a low door that appears to be the only exit from this chamber.

The characters have to figure out how to scale the 15-foot wall to reach the ledge, and open the door. (Climb check, DC 20). The door is neither locked nor trapped, but it will not open under any means short of a *passwall* or *disintegrate* spell, unless the correct phrase is spelled out with the metal plates. The door itself is heavy stone.

Inset into the door are 18 metal plates, each about six inches square and an inch thick. They are arranged with 8 plates on the top row, and 10 on the bottom row. Each plate has a letter in Common (but one plate is blank, representing a space). Currently, the plates spell:

BASKS ON SUDDENRUIN

When the characters take a look at this door, give them Player Handout 2. The plates can be removed and switched around without harm, (the current configuration of plates was just someone else's poor guess from ages ago). In order for the door to open, the plates must be switched around to spell:

DARKNESS IS UNBOUND

Although the party may suspect some sort of trap when this correct configuration is arranged, due to its dire message, there isn't one. When the correct

configuration of letters is inserted into the door, it will push open with a shove.

As soon as the door is properly opened, move immediately to Encounter Four.

Encounter Four: Two Tragic Tales

As soon as a character opens the door at the top of the ledge, (which is neither locked nor trapped), a *web* spell goes off, centered just on the other side of the door. Go into initiative rounds if you want to keep the characters guessing, but they are only victims of accidental timing.

On the other side of the door is a large room with two other exits. Shannus had just come into one of the passages, (his trip here was uneventful, down a gradually sloping passage that led underneath the loggers' camp building), and was looking around. Then a creature came scuttling out of the other passage. It looked hurt, and didn't seem too dangerous, but Shannus decided to be safe rather than sorry, and *webbed* the whole area. This is just as the characters open the door.

Once the characters get this mess sorted out, they can see the little creature that startled Shannus. It's a grig, (a tiny grasshopper-legged sprite), named Larko. Larko looks badly abused, and he's had his grasshopper wings cut off, forcing him to walk. He's very tired and very thirsty; he's been walking down the twisting passages for several hours.

Characters that played *Glory Town* recognize Larko as the grig scout they rescued from one of the Great Dire Dark's retrievers. The last they saw of him, Larko had been captured by a vrock named Vershanshin, the Great Dire Dark's fey hunter, and led off to some unknown fate.

Larko explains that he was captured along with several other fey, and brought through the endless, twisting passages under the Iron Wood. They were taken to a large room filled with hooks and wires, and have been tortured ever since. The torturers are evil creatures that Larko hasn't ever seen before; if the characters question him about the room or the torturers, pull details from Encounter Five B.

Larko begs the characters to go free his people from the torturers, and Shannus agrees to go along. Larko will be grateful to find that the surface is only a short distance away. He doesn't want to return to the torture chamber, but if the characters insist, he'll go along. Even without him, they can easily follow his little grasshopper tracks through the maze of dusty corridors, as it seems no one else has trodden these passages for generations.

Before the characters can be off, however, there is noise from the passageway from which Shannus entered. Stumbling into the room comes Felton Grover, out of breath and looking panicked. He stops Shannus,

informing him that there's an emergency in Glory. A group of townspeople came running to the logging camp moments ago, looking for Shannus. A large ape-creature has smashed through the town walls, killing and smashing anyone in its way. The town is under attack right now; Shannus and the characters are needed immediately. Shannus wants to return to defend Glory, and he asks the characters to come and help.

Felton doesn't know two bits of information: he doesn't know that the attacking creature has four arms, (the townspeople never told him), and he doesn't know that it's already burst out of the village and fled into the woods.

At this point, the characters have a tough decision to make, as they are needed in two places at once. If they want to go with Shannus to Glory, move on to Encounter Five A. If they follow the path to free the fey, go on to Encounter Five B.

Until the characters have really committed themselves to one path or another, they may switch between them. For example, the characters may rush to help defend Glory, but when they find that the ape-creature has gone, they want to go back and free the fey, instead. That's fine, but once they've seriously embarked on one path, they will not be able to follow up on the other, (for reasons that are explained in the following two sections).

Discourage parties that want to split up. Not only is it a headache for you as the DM, but at half-strength in each encounter, the characters probably won't survive. Shannus and Larko both encourage the characters to stick together, whichever direction they decide to go. Make the players really squirm about wanting to do the "right" thing.

Encounter Five A: Prendek the Brute

If the characters return to Glory with Shannus, then it is after nightfall with a full moon hanging in the sky. When the characters approach the town, read:

Shannus guides you the short distance to the walled town of Glory. Large sections of the wall have been torn down. Fires blaze in the town, bodies lie sprawling or torn, and people rush about frantically.

There is no sign of the creature that did this damage. One wall of the town has been smashed inwards, a path of destruction winds through the town, and another section of wall is splintered outwards. The

path of destruction leads off into the dark woods, clearly marked by bent trees and uprooted plants.

Shannus rushes in to help the townspeople as well as he can. The people of Glory quickly and eagerly follow his leadership in tending the wounded and putting out the fires. If the characters move in to help, that's fine, too; there's a lot of need for aid in Glory right now.

The characters may want to go after the creature on their own initiative, which is fine. After a several minutes, (whether the characters are helping the town or standing around), Shannus asks them to go after the creature that did this to his town. Shannus explains that he must stay and tend to his people here, and start to rebuild the walls. He asks the characters to go after the creature both for revenge, and to keep it from coming back to Glory.

If the characters ask around, several people can describe the creature: it was a hulking ape-like form, tall as a building and covered in dirty white fur. Many people noticed it had four arms, not two. The town guards were hardly able to hurt it at all. The creature kept bellowing loudly in a killing rage as it smashed blindly through the town.

Of course, there isn't anything other than Shannus' urging to make the characters go after the creature. If they want to stay and help rebuild, they are welcome to do so. The brute doesn't return again.

Predek is a "special recruit" that Breyin acquired months ago. He is a girallon that lived alone in the Iron Wood until the mental touch of the Great Dire Dark drove it insane. Breyin had kept the dangerous creature isolated in the northern section of the Iron Wood until he needed an unstoppable juggernaut. With his forces rapidly depleting under Shannus' attacks, Breyin decided to strike at Glory with Predek this night. Although Predek was warned not to hurt anyone but the "big elf," the stupid brute went on a killing spree as soon as he was turned loose on the town. When he got bored, he wandered off.

If the characters wish to take off after the dimwitted creature, its trail is very easy to follow. Clearly, some large (or Huge, at APL 6 and above) two-footed creature made these tracks. The path leads on for several hours through the darkness of the Iron Wood. Have the party set a marching order, and ask them how they are advancing through the Iron Wood.

Boldly: If the characters are not being sneaky as they advance, then Predek the Brute bellows and rushes out at them as they approach. The characters hear it coming in the seconds before it charges, so roll initiative normally. Parties of APL 4 through 8 have only Predek to deal with. At APL 10, a succubus attacks from hiding as

Predek enters melee. At APL 12, the succubus attacks and also commands her bodyguard, a stone golem, to defend her.

Cautiously: If the characters are being at all stealthy, or send forward a stealthy scout, then they come upon a moonlit glade and witness a succubus, in service to the Great Dire Dark, attempting to seduce Predek into betrayal:

In the clearing, you can see a four-armed, shaggy creature covered in dirty white fur. It dwarfs a smaller female form with bat wings and glowing red eyes. The demonic woman walks slowly around the monstrous brute as she speaks to him: "All the rending and tearing you want, my pet," she coos to the creature, "if you turn on your master. Kill him, and my lord, the Great Dire Dark, promises you as much slaughter and destruction as you can give. A new life of rage awaits you if you would only turn on your cruel master, Breyin the Moonlord."

The succubus will continue to chatter away enticingly at Predek, but if any character gets within 30 feet of the girallon, he is able to pick them out with his Scent ability. He then rushes to attack as quickly as possible. At APL 4 through 8, the succubus *teleports* away as quickly as possible. At APL 10, she stays and fights along with Predek, supporting him with her spell-like abilities. At APL 12, not only does the succubus stay to fight, but she has a stone golem bodyguard which fights to protect her. It lies crouched down as a seemingly normal pile of rock until the succubus gives a command for it to raise and attack.

APL 4 (EL 5)

☛ **Predek the Brute**, girallon; hp 52; see Monster Manual.

Tactics: Predek will simply charge at any potential enemy that he sees. If he sees the opportunity to shred a target (any target) with a full attack action, he will not hesitate to do so.

APL 6 (EL 7)

☛ **Predek the Brute**, advanced girallon (14 HD); hp 133; see Appendix One.

Tactics: Predek will simply charge at any potential enemy that he sees. If he sees the opportunity to shred a target (any target) with a full attack action, he will not hesitate to do so.

APL 8 (EL 9)

☛ **Predek the Brute, advanced girallon (21 HD);** hp 201; see Appendix One.

Tactics: Predek will simply charge at any potential enemy that he sees. If he sees the opportunity to shred a target (any target) with a full attack action, he will not hesitate to do so.

APL 10 (EL 11)

☛ **Predek the Brute, advanced girallon (21 HD);** hp 201; see Appendix One.

☛ **Succubus;** hp 33; see Monster Manual.

Tactics: Predek will simply charge at any potential enemy that he sees. If he sees the opportunity to shred a target (any target) with a full attack action, he will not hesitate to do so. The succubus will hang as far back from the brute as she can, and use her spell-like abilities against the characters. A possible, though exceedingly cruel, tactic is to use a *suggestion* to make a character lay down right in front of Predek. If the succubus is wounded down to 8 hp or less, she *teleports* away.

APL 12 (EL 13)

☛ **Predek the Brute, advanced girallon (21 HD);** hp 201; see Appendix One.

☛ **Succubus;** hp 33; see Monster Manual.

☛ **Golem, Stone;** hp 77; see Monster Manual.

Tactics: Predek will simply charge at any potential enemy that he sees. If he sees the opportunity to shred a target (any target) with a full attack action, he will not hesitate to do so.

The succubus will hang as far back from the brute as she can, and use her spell-like abilities against the characters. A possible, though exceedingly cruel, tactic is to use a *suggestion* to make a character lay down right in front of Predek. If the succubus is wounded down to 8 hp or less, she *teleports* away.

The stone golem has been tasked to protect the succubus, and it will not stray far from her unless it has to, (to pursue an archer sniping at her, for example). In the event of her death or flight, the uncontrolled creature simply wanders off.

Development: By the time the characters defeat Predek and return to Glory, it is late in the morning. If they wish to examine the hole in the ground by the loggers' camp, they find it has collapsed completely sometime in the night. The characters have missed their chance to free the fey. However, Shannus and all the townspeople are very grateful if they hear Predek was slain. If the characters

mention that Breyin sent Predek, Shannus becomes even more determined to kill the Moonlord.

At this time, move on to Encounter Six.

Encounter Five B: The Playroom

Characters who follow Larko's little tracks travel further into the underground complex. Shannus does not accompany them, as he has his town to see to. Several creepy and disturbing hours pass as the characters travel through dark, ancient corridors. Read or paraphrase:

Hours pass before you see any change in these old, old halls. Then, slowly at first, you see signs of increasing fiendish habitation: the walls become slick with some sort of secretion, and organic-looking globes of some kind give off a feeble light. From somewhere far off, you hear a high-pitched wailing.

Following the tracks, which bring the characters closer to the intermittent shrieking, as well, the characters are led to an archway that opens onto a balcony.

This area is entirely dark, and the residents of the torture chamber will easily see any light sources (including Feff) brought within a hundred feet of the archway. Once the goblins are warned that the characters are approaching, they cast *mage armor* (and *mirror image* and *protection from good* at APL 12) on themselves as soon as possible, and prepare to attack anyone appearing on the balcony.

If the characters have brought no light source whatsoever, they might be able to surprise the torturers: make opposed Move Silently/Listen and Hide/Spot rolls.

The balcony is about ten feet square, and overlooks a torture chamber used by minions of the Great Dire Dark. The chamber is eighty feet square, and the goblins are spread out all around the room. The balcony is in the center of one wall, thirty feet off of the floor.

Note that most light sources and darkvision won't let the characters see more than sixty feet, so much of this large room may remain hidden in darkness. If the characters can't see the far ends of the room, be sure to describe the chamber as "as large as you can see" to mask its true size. Some of the goblins will hang back where the characters can't see them. As long as the characters have any source of light, they can be seen by any creature in the room without any difficulty.

Below the balcony is a large laboratory hung with all manner of spiked and barbed cables. Hooked painfully to the cables are several kinds of fey, mostly

grigs. Strange figures move around the room: one is a man-sized, slimy-skinned, tusked creature that is systematically torturing the fey with iron instruments. Other figures seem like small, evil, furred children. They are playing with the cables, sharp implements, and the corpses of the fey that have succumbed to the torture.

The floor is thirty feet below the balcony, but the profusion of cables means that climbing up or down requires an easy Climb check (DC 10).

The characters have never seen creatures like these before, which should give them pause and keep them nervous. In actuality, the torturer is a half-fiendish hobgoblin fighter, and the “children” are fiendish goblin sorcerers (at higher APLs, the creatures are half-fiendish instead, giving them much better resistances and some spell-like abilities). There are also dozens of rats scuttling all over the floor of this room, but they won’t attack the characters. Four of the rats are familiars for the goblin sorcerers.

APL 4 (EL 5)

☛ **Fiendish Goblin Sor1** (4); hp 3, 3, 4, 4; see Appendix One.

☛ **Fiendish Hobgoblin Ftr1**; hp 6; see Appendix One.

Tactics: The goblin sorcerers use their *animate rope* spell to attack and attempt to entwine the characters with the cables filling this room. The fiendish hobgoblin torturer pulls a scythe off of one of the tables and attacks any characters that come down to the floor level in melee. If no character leaves the balcony, he’ll throw clubs at them.

APL 6 (EL 7)

☛ **Fiendish Goblin Sor1** (4); hp 3, 3, 4, 4; see Appendix One.

☛ **Fiendish Hobgoblin Ftr5**; hp 32; see Appendix One.

Tactics: The goblin sorcerers use their *animate rope* spell to attack and attempt to entwine the characters with the cables filling this room. The hobgoblin torturer pulls a scythe off of one of the tables and attacks any characters that come down to the floor level in melee. If no character leaves the balcony, he’ll throw clubs at them.

APL 8 (EL 9)

☛ **Half-fiendish Goblin Sor2** (4); hp 7, 6, 6, 7; see Appendix One.

☛ **Half-fiendish Hobgoblin Ftr4**; hp 30; see Appendix One.

Tactics: The goblin sorcerers use their *animate rope* spell to attack and attempt to entwine the characters with the cables filling this room. The hobgoblin torturer pulls a scythe off of one of the tables and attacks any characters that come down to the floor level in melee. If no character leaves the balcony, he’ll use his spell-like abilities on them or throw clubs at them.

APL 10 (EL 11)

☛ **Half-fiendish Goblin Sor2** (4); hp 7, 6, 6, 7; see Appendix One.

☛ **Half-fiendish Hobgoblin Ftr8**; hp 68; see Appendix One.

Tactics: The goblin sorcerers use their *animate rope* spell to attack and attempt to entwine the characters with the cables filling this room. The hobgoblin torturer pulls a scythe off of one of the tables and attacks any characters that come down to the floor level in melee, alternating scythe attacks with his *poison* spell-like ability. If no character leaves the balcony, he’ll use his spell-like abilities on them or throw clubs at them.

APL 12 (EL 13)

☛ **Half-fiendish Goblin Sor6** (4); hp 24, 24, 23, 25; see Appendix One.

☛ **Half-fiendish Hobgoblin Ftr8**; hp 68; see Appendix One.

Tactics: On the first round, two of the goblins cast *unholy blight* on the balcony area, while the others use area *dispel magic* spells. The goblins will thereafter alternate *dispel magic* on any obviously enhanced character and *unholy blight* on any groups of characters. The goblins use *glitterdust* to expose any invisible foes. If pressed in close melee, they will back off and use *animate rope* or *burning hands*. The hobgoblin torturer pulls a scythe off of one of the tables and attacks any characters that come down to the floor level in melee, alternating scythe attacks with his *poison* spell-like ability. If no character leaves the balcony, he’ll use his spell-like abilities on them or throw clubs at them.

Development: The equipment the fiendish creatures use is all corroded and valueless. However, the iron torture implements are in pretty good condition. Be sure to point out to the characters that the torture implements are all made of iron; this is an important clue for the resolution of the Glory Trilogy, although it won’t be important in this adventure.

Once the characters have cleaned out the playroom, they can set the fey free. All of these creatures were captured by Vershanshin, the Great Dire Dark’s Fey

Hunter (a vrock the characters may have encountered in *Glory Town*), and deposited here. Here is the information they can impart about the forces active in the Iron Wood, (if the characters ask):

- The hideous creatures here are servants of the Great Dire Dark.
- The Great Dire Dark is an evil that lives beneath the Iron Wood, in these very tunnels, and infests the whole wood with its presence.
- Many fey creatures don't know why they're being tortured, and they don't care; they want to be freed.
- The Great Dire Dark has been growing stronger recently. None of the fey know why.
- The lycanthropes are mean and fearsome, and sometimes drive the fey away from their homes.
- The lycanthropes don't kidnap the fey like the minions of the Great Dire Dark do. In fact, the lycanthropes rarely attack fey, as long as the fey stay out of their way.
- The lycanthropes are led by some kind of wolf-creature called Breyin the Moonlord. The sprites think he's their king. The other lycanthropes revere Breyin, and do as he commands.
- Breyin hates the Great Dire Dark. He does what he can to keep the Great Dire Dark imprisoned beneath the Iron Wood, rather than roam free. The fey don't know how he does this, or why, but they're glad for it. They don't want the Great Dire Dark to be free.

Most of the fey need help to leave, and ask the characters to take them out. If the characters want to explore these cursed passages further, they encounter nothing but endlessly twisting tunnels and deserted warrens.

By the time the characters return to the surface, it is late morning. They can witness the destruction to Glory and help rebuild, but Predek the Brute is long gone. (If the characters wish to track him, they may do so for a short while, but the huge ape eventually takes to the trees and cannot be tracked). Move on to Encounter Six.

Treasure: Miscellaneous torture items and other salvageable loot.

All APLs: L: 15 gp; C: 0 gp; M: 0 gp

Encounter Six: The Town of Glory

Whether the characters have come from Encounter 5A or Encounter 5B, it is probably late in the morning and the

characters have been up all night. The characters may think their work here is done; after all, Felton asked them to investigate the hole in the logging camp and they have done so to the best of their abilities. However, it isn't safe for the characters to try to leave the Iron Wood so late in the morning without any rest, and any NPC will tell them so. NPCs encourage the characters to rest for the day, and set out early the following morning. If the characters are looking for either Felton or Shannus, both are in town, at the Fallen Timber Tavern.

This is probably the first time the characters get a good look at Glory, so information about the town is presented in this encounter. If the characters have no interest in entering or investigating the town at all, that's fine; move on to Encounter Seven.

When the characters enter the town of Glory, read:

Two unusual features catch your eye as you pass the gate guards and enter the walled town of Glory. First, you see five spires rising over the entrance to the town. The center spire is higher than the two on either side of it, and upon three of the lower spires are impaled heads: two human heads and a half-orc head. (Characters who have the Trust of Breyin from *Glory Town* will recognize the "new" head as that of Kelgore the Gouger, the half-orc wereboar). *The second thing you notice are six hanging cages just inside the town, hanging a foot off the ground and barely large enough to fit a human. The cages stand empty.*

Glory is a riot of activity, and you see herbalists and general stores and taverns crowded together. The people seem busy and well to do. A large group of town guardsmen are working to repair the damaged palisade walls.

Glory looks every inch the boomtown. There are an inordinate number of herbalists here, and fine items of rare woods (rare herbs and woods fueled the rapid expansion of Shannus' town). There are a number of inns, taverns, and stables crowded together, but the centerpiece of the town is the Fallen Timber Tavern. When the characters explore the town, they can't help but to notice it.

The characters may want to ask around town about some of the sights. They can learn the following short history of Glory: Only two years ago, the only structure here was the Fallen Timber Tavern, and the wide yard around it, fenced in to prevent lycanthrope attacks. Under Shannus' care, the town erected a wooden palisade and has become a bustling boomtown, specializing in rare woods and exotic herbs.

If asked about the spiked heads, any town resident can tell the characters that the terrible lycanthropes of

the Iron Wood are led by a frightening creature known as the Moonlord. The Moonlord used to have four lycanthrope lieutenants. Shannus has slain three of those lieutenants, and he hopes to kill the other one if he can find him. The central, higher spike is reserved for the head of the Moonlord himself.

If the characters are looking for either Shannus or Felton, they are directed to the Fallen Timber Tavern. Read:

The centerpiece of this small town is an inn that looks to be far older than most of the buildings here. The weather-beaten sign reads “Fallen Timber Tavern.”

Inside, Felton and Shannus are together sharing a table. They are drinking a rare tea native to this area, and have several maps and charts spread out on the table between them. If the characters care to ask, Shannus is turning over the position of Logging Camp Master to Felton. Felton's not very bright, but he's brave and a very experienced logger, so Shannus has promoted him and is going over some of Henk's old records with him. Depending on what the characters have done so far, one or both of these NPCs will be happy to see them.

The characters can be put up here at the Fallen Timber Tavern, back at the loggers' camp, or they could even just camp in the woods or along the road if they'd like. Note where the characters are located in the early evening, and move on to Encounter Seven.

Encounter Seven: Mist Children

Later that evening, the characters witness a strange meeting, whether they are in town, outside of town, or even near the lumber camp, they see elven forms moving through the mist. Read or paraphrase:

It may be just a trick of the setting sun, but you think the mist is suddenly closing in a little thicker. Forms appear out of the mist, in a wide half-circle, approaching the town gates of Glory. The figures are lean elves, dressed in simple leather clothes and carrying spears and wide-bladed swords. The elves look primitive and proud, but they don't look immediately hostile. From somewhere out in the mist you hear an echoing cry in a curious language: “Alethien Shannus, triel.”

Characters that speak Elven recognize the words as archaic Elven for “We seek Shannus, our brother.” After a few moments, the echoing voice cries in Common:

“We seek Shannus, our brother, and all the folk of the man-town called Glory.”

These elves are the Mist Children, a degenerate clan of gray elves living in the Iron Wood. They do not have a single leader or speaker, and several warrior-chieftains can speak on behalf of all the Mist Children. If the characters go wild with detection spells, the Mist Children are mostly neutral in alignment, but a handful are good and about a quarter of them are evil. None intend any harm to the characters, Shannus, or the people of Glory. Very few of them carry any magic.

The characters are welcome to parley with the elves, along with Shannus and a few other townspeople. The following issues come to light:

- The elves present are all the warriors from a clan called the Mist Children. They live in the Iron Wood, to the south.
- For ages, the Mist Children have lived in a distant peace with the werereatures: the lycanthropes don't bother them, and they don't bother the lycanthropes.
- Shannus was once a member of their clan, but he left long ago to follow his own path. The Mist Children are isolationist, and do not approve of Shannus leaving. Even though he has returned to the Iron Wood, he is no longer considered one of the Mist Children.
- The Mist Children resisted Shannus' pleas for help against the lycanthropes, as the Mist Children were not willing to jeopardize the peace they had with the lycanthropes.
- Recently, many of the Mist Children outposts have been attacked and many elves slain (the characters may recall one such outpost from *Glory Town*). They blame the Moonlord and the lycanthropes, although characters may know better.
- Last night a group of wolves and rats attacked the secret forest home of the Mist Children. Their attack was well coordinated and intelligent, and the creatures displayed greater-than-animal cunning in battle. The spears and bows of the Mist Children were mostly ineffective, but the silver and magic weapons borne by the greatest of the Mist Children warrior-chieftains cut into the creatures easily. Clearly the Moonlord has broken his peace.
- The Mist Children are now willing to side with Shannus against the lycanthropes, but they lack silver weapons. If Shannus will supply them with silver weapons, they will fight.

Shannus finds this to be very good news, but the characters may not. After all, the characters probably suspect a third faction here (the Great Dire Dark) of which the Mist Children are completely unaware. The Mist Children will listen to the characters, but argue that even if there is another force, the Moonlord has still broken the peace in the attack. They intend to fight against the Moonlord as well as they can.

Shannus is prepared for the help. He has purchased heaps of silvered weapons: silver daggers, silver tipped spears, and silver tipped arrows. All of these he liberally and happily gives out to the Mist Children, welcoming them into Glory to cement their new alliance.

Clever questioning may reveal some unusual facts that make the attack on the Mist Children seem a little suspicious. Only very astute characters may pick up on these clues, and even then they will have no solid proof that the Moonlord was not responsible:

- First, all of the attackers were large rats or wolves. No hybrid forms were seen.
- There also weren't very many of them, maybe a dozen at most.
- Furthermore, the Mist Children made no kills. Wounded attackers fled, and no bodies were recovered.

No arguments will dissuade the Mist Children from their hatred of the Moonlord, at any rate. The characters may rail against the blind hatred these elves are showing toward the Moonlord, but they cannot be deviated from it (very skilled orators may convince some of the elves to return, but most will still cry for vengeance).

What really happened was a clever ploy of the Great Dire Dark to set the Mist Children against Breyin's forces. The attackers weren't lycanthropes, but were quasits in service to the Great Dire Dark. Quasits can change form into rats or wolves, and are vulnerable to silver weapons. For the time being, the Great Dire Dark's plan is succeeding, but the characters have a chance to learn the truth. One of Breyin's scouts, a werebat, watched the battle. The werebat reported to Breyin, who *teleported* to the scene of the attack on the elven village. Breyin was then able to track the quasits to their lair. He then *teleported* near Glory, where he observes this exchange between the Mist Children and the people of Glory.

Breyin knows his allies are slipping away quickly, and he must show someone the truth of the "lycanthrope" attack on the Mist Children. The people of Glory are too afraid to be of use, the loggers aren't competent fighters, and Shannus and the Mist Children are too full of hate to listen to him. This leaves only the

characters as Breyin's last option. Move on to Encounter Eight.

Encounter Eight: Deception Revealed

As negotiations with the elves are being concluded, the characters hear a voice in their heads. This is a *message* spell, sent by Breyin the Moonlord. If the characters have voiced suspicions about the attack on the Mist Children, he says:

You are right to be skeptical of this story; you are worthy of the truth. Come into the woods and follow me, and I will show you the nature of this deception.

Otherwise, he says:

All is not as it seems here. The elves have been deceived. Come into the woods, follow me, and I will show you the nature of this deception.

No one other than the characters hears these words, (a *message* spell can have up to six targets), and anyone the characters ask except Feff dismisses their claim or questions their sanity. Feff, if asked, will reply reverently but cryptically, "sometimes, the boss, he talks to you like that, when it's important."

Feff will not go into the woods at all. Breyin sent him a separate *message* telling him to stay behind. Breyin doesn't tell Feff why, (Feff isn't the sort to question orders), but in actuality, Breyin is afraid that Feff's light will give the characters away in the next encounter.

If the characters go into the woods, they catch sight of a large, lean gray dog with a silver lambent glow. This is Breyin the Moonlord, but he doesn't reveal himself to the characters. The dog doesn't allow any character to get within forty feet of it (which is as far as they can see in the mist), and doesn't communicate with the characters except by the *message* spell. Unless it's absolutely necessary, such as the characters refuse to go onward, Breyin doesn't want to communicate with them at all.

Only very knowledgeable characters may understand what they are seeing; a Knowledge (The Planes) check (DC 28) or Bardic Knowledge (DC 30) will reveal this creature as a hound archon in animal form.

Breyin leads the characters about ten miles south, to an elven shack where hides are cured. The characters can see dead elves around the area, and large rats and wolves keeping watch over the shack. Vegetation all over the area is dead and dying. Once Breyin knows the

characters have noticed the area, he *teleports* away with a soft pop. There are several options that the characters can pursue here, although most of them lead to the climactic battle of this encounter:

If the characters **rush in to fight**, roll initiative normally. The quasits are jumpy after their deception, and expecting some sort of counter-attack, so the characters aren't likely to surprise them. The characters will become quickly aware that these aren't lycanthropes, as the quasits will use their *cause fear* and *invisibility* abilities to best advantage.

If any character tries to **sneak into the clearing**, make opposed Move Silently/Listen and Hide/Spot checks. If the quasits detect a character, they attack immediately; go right into initiative rounds. A successful stealthy character may want to sneak into the shack. However, the shack is now filled with heaps of rotted, disgusting animal carcasses. A search of the carcasses reveals the treasure identified in the Treasure Summary. When the character leaves the shack, the quasits in wolf form immediately attack; they have the Scent ability, and can detect the now-stinky character with a great deal of precision. Move right into combat at this time.

If the characters **wait and watch**, the Great Dire Dark itself appears after about five minutes. The characters witness an eruption of blackness from the ground near the hut, coalescing into a Large-sized man of utter darkness. This is the Great Dire Dark, whose very presence causes *fear* in characters (Will save, DC 10 + the APL avoids). Upon viewing this horror, the characters know with gut-wrenching certainty that this being is the Great Dire Dark. To those characters that remain, read:

A booming telepathic voice fills the area, echoing in your skull: "Good work, my servants." The rats and wolves each shift into the form of tiny winged imps, and flutter gleefully around the terrible dark being. "I have one more task for you all." The giant man swings an arm in your direction. "Kill these inquisitive intruders. The elves must not learn the extent of my deception." The Great Dire Dark flows back into the ground, leaving only these ringing words: "I CRAVE WAR!"

If the characters attempt to attack the Great Dire Dark, they will find that none of their weapons or spells have any effect on the horror at this time. The quasits rush to obey their master's orders, and fight to the death. They even pursue fleeing characters, determined to let no one survive to spread the word of the Great Dire Dark's deception.

APL 4 (EL 7)

☛ **Quasits (4)**; hp 13 each; see Monster Manual.

APL 6 (EL 9)

☛ **Quasits (8)**; hp 13 each; see Monster Manual.

APL 8 (EL 11)

☛ **Quasit Agents (4)**, outsider Rog3/Ftr1; hp 28 each; see Appendix One.

APL 10 (EL 13)

☛ **Quasit Agents (8)**, outsider Rog3/Ftr1; hp 28 each; see Appendix One.

APL 12 (EL 15)

☛ **Quasit Agents (8)**, outsider Rog5/Ftr1; hp 35 each; see Appendix One.

Treasure: Found among the dead if successful in defeating the quasits and from a search of the elven hut.

APL 4: L: 0; C: 30; M: *eyes of the eagle* (value 83 gp per character), *potion of fire breath* (value 75 gp per character), *quiver of Ehlonna* (value 150 gp per character), *rope of climbing* (value 250 gp per character).

APL 6: L: 0; C: 65; M: *eyes of the eagle* (value 83 gp per character), *potion of fire breath* (value 75 gp per character), *quiver of Ehlonna* (value 150 gp per character), *rope of climbing* (value 250 gp per character), *horn of fog* (value 167 gp per character).

APL 8: L: 0; C: 90; M: *eyes of the eagle* (value 83 gp per character), *potion of fire breath* (value 75 gp per character), *quiver of Ehlonna* (value 150 gp per character), *rope of climbing* (value 250 gp per character), *horn of fog* (value 167 gp per character), *bracers of archery* (value 425 gp per character).

APL 10: L: 0; C: 190 gp; M: *eyes of the eagle* (value 83 gp per character), *potion of fire breath* (value 75 gp per character), *quiver of Ehlonna* (value 150 gp per character), *rope of climbing* (value 250 gp per character), *horn of fog* (value 167 gp per character), *bracers of archery* (value 425 gp per character), *bracers of armor +3* (value 750 gp per character).

APL 12: L: 0; C: 60 gp; M: *eyes of the eagle* (value 83 gp per character), *potion of fire breath* (value 75 gp per character), *quiver of Ehlonna* (value 150 gp per character), *rope of climbing* (value 250 gp per character), *horn of fog* (value 167 gp per character), *bracers of archery* (value 425 gp per character), *bracers of armor +3* (value 750 gp per character), *collar of resistance +4* (value 653 gp per character), *circlet of persuasion* (value 375 gp per character).

Conclusion

As soon as the quasits have been defeated, the characters are free to examine the tanning hut. The quasits have accumulated quite a bit of assorted treasure, but no other clues. Breyin *teleported* away as soon as the battle began, and he does not reappear.

Although the characters may wish to return to Glory to report what they have seen to Shannus and the Mist Children, all the elves have left the town (including Shannus). They have broken up into small hunting groups, and spread out into the woods to begin a bloody purge of the werereatures. It could be weeks before any of them return, the townspeople say, and no way of telling which of the many hunting parties Shannus joined. If the characters end this scenario with a sickening sense that things are spiraling out of control in the Iron Wood, and the Great Dire Dark seems to be winning, then you have done your job well.

The characters have earned the trust of one of the factions at work in the Iron Wood. The appropriate Trust is marked on the Adventure Certificate for this scenario. A character cannot gain more than one Trust, and all the characters from the table must receive the same Trust. If the characters defeated Prendek the Brute at Shannus' request, then mark the Trust of Shannus. If they went to the Playroom to free the captured fey, then mark the Trust of Breyin the Moonlord.

Furthermore, any character that encountered Feff in this adventure may choose to take him as a cohort if the character possesses the Leadership feat and a Leadership score of at least 7, is within one alignment step of lawful good (that is, lawful good, lawful neutral, or neutral good), and currently has no cohort (or chooses to dismiss their cohort immediately).

The End

Experience Point Summary

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

Encounter Three: Henk's Sad Fate

Disable or bypass the spear trap:

APL 4	90 XP
APL 6	120 XP
APL 8	150 XP

APL 10	180 XP
APL 12	210 XP

Disable or bypass the pit trap:

APL 4	90 XP
APL 6	120 XP
APL 8	150 XP
APL 10	180 XP
APL 12	210 XP

Solve the engraved plate puzzle on the door:

APL 4	75 XP
APL 6	75 XP
APL 8	75 XP
APL 10	75 XP
APL 12	75 XP

Encounter Five: (only 1 reward is possible)

Defeat the Prendek the Brute:

APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP

Defeat the fiends in the Playroom:

APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP

Encounter Eight: Deception Revealed

Defeat the quasits:

APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

Bonus Role-Playing Experience

APL 4	60 XP
APL 6	105 XP
APL 8	150 XP
APL 10	195 XP
APL 12	240 XP

Total Possible Experience

APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 XP

Treasure Summary

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

Treasure Key:

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

Encounter Five B: The Playroom

Defeat the minions of the Great Dire Dark.

All APLs—loot 15 gp, coin-0 gp, Magic-0gp.

Encounter Eight: Deception Revealed

Defeat the quasits and search the elven hut.

APL 4: L: 0; C: 30; M: *eyes of the eagle* (value 83 gp per character), *potion of fire breath* (value 75 gp per

character), *quiver of Ehlonna* (value 150 gp per character), *rope of climbing* (value 250 gp per character).

APL 6: L: 0; C: 65; M: *eyes of the eagle* (value 83 gp per character), *potion of fire breath* (value 75 gp per character), *quiver of Ehlonna* (value 150 gp per character), *rope of climbing* (value 250 gp per character), *horn of fog* (value 167 gp per character).

APL 8: L: 0; C: 90; M: *eyes of the eagle* (value 83 gp per character), *potion of fire breath* (value 75 gp per character), *quiver of Ehlonna* (value 150 gp per character), *rope of climbing* (value 250 gp per character), *horn of fog* (value 167 gp per character), *bracers of archery* (value 425 gp per character).

APL 10: L: 0; C: 190 gp; M: *eyes of the eagle* (value 83 gp per character), *potion of fire breath* (value 75 gp per character), *quiver of Ehlonna* (value 150 gp per character), *rope of climbing* (value 250 gp per character), *horn of fog* (value 167 gp per character), *bracers of archery* (value 425 gp per character), *bracers of armor +3* (value 750 gp per character).

APL 12: L: 0; C: 60 gp; M: *eyes of the eagle* (value 83 gp per character), *potion of fire breath* (value 75 gp per character), *quiver of Ehlonna* (value 150 gp per character), *rope of climbing* (value 250 gp per character), *horn of fog* (value 167 gp per character), *bracers of archery* (value 425 gp per character), *bracers of armor +3* (value 750 gp per character), *collar of resistance +4* (value 653 gp per character), *circlet of persuasion* (value 375 gp per character).

Total Possible Treasure

APL 4:	598 gp
APL 6:	800 gp
APL 8:	1,250 gp
APL 10:	2,100 gp
APL 12:	2,998 gp

Appendix 1: Non-Player Characters

Introduction

All APLs

♣**Felton Grover**, male human Exp5; CR 4; Medium-sized humanoid (human); HD 5d6+15; hp 32; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +6 melee (1d8+4/x3 iron sledgehammer, treat as warhammer) or +6 melee (1d3+3, unarmed strike); AL NG; SV Fort +4, Ref +2, Will +3; Str 17, Dex 13, Con 16, Int 9, Wis 9, Cha 11.

Skills and Feats. Climb +11, Craft (woodworking) +7, Handle Animal +8, Jump +11, Profession (logger) +7, Swim +11; Endurance, Toughness, Weapon Proficiency (sledgehammer).

Possessions. iron sledgehammer, logger's clothes.

Encounter Two: Let Us Descend Together

All APLs

♣**Shannus**: male elf Sor6/Dragon Disciple (brass) 5; CR 11; Large humanoid (elf); HD 6d4+3d6+2d8+22; hp 65; Init +6; Spd 30 ft.; AC 13 (touch 11, flat-footed 11); Atk +7 melee (1d8+2, bite) and +5 melee (1d6+1, 2 claws) or +7/+2 (1d8/x3, longbow); SA spells, breath weapon—line of fire (1d6 damage), Reflex save (DC 17) for half, 1/day; SQ immune to magic sleep effects, +2 to Will saves against Enchantment effects, low-light vision; AL CG; SV Fort +9, Ref +6, Will +10; Str 14, Dex 14, Con 14, Int 12, Wis 10, Cha 18.

Skills and Feats. Concentration +12, Diplomacy +5, Knowledge (arcana) +10, Listen +6, Search +6, Spellcraft +10, Spot +8; Combat Casting, Combat Reflexes, Improved Initiative, Multiattack.

Possessions. composite longbow and 20 arrows, *cloak of resistance* +1, *ring of warmth*.

Spells Known (6/7/7/7; Base DC = 14 + spell level): 0—*daze*, *detect magic*, *disrupt undead*, *flare*, *prestidigitation*, *ray of frost*, *read magic*; 1st—*lesser fire orb*,* *mage armor*, *magic missile*, *shield*; 2nd—*eagle's splendor*,* *flaming sphere*; 3rd—*fireball*.

* see Appendix 2: New Rules Items

Encounter Five A: Predek the Brute

APL 6

♣**Predek the Brute**: male girallon, advanced to 14 HD; CR 7; Huge Beast; HD 14d10+56; hp 133; Init +2; Spd 40 ft., climb 40 ft.; AC 17 (touch 10, flat-footed 15); Atk +20 melee (1d6+12, 4 claws) and +15 melee (2d6+6, bite); Face/Reach 10 ft by 5 ft/15 ft; SA rend 2d6+18;

SQ scent; AL N; SV Fort +13, Ref +11, Will +5; Str 34, Dex 15, Con 18, Int 3, Wis 12, Cha 7.

Skills and Feats. Climb +24, Move Silently +7, Spot +10.

APL 8, 10, and 12

♣**Predek the Brute**: male girallon, advanced to 21 HD; CR 9; Huge Beast; HD 21d10+86; hp 201; Init +2; Spd 40 ft., climb 40 ft.; AC 17 (touch 10, flat-footed 15); Atk +25 melee (1d6+12, 4 claws) and +20 melee (2d6+6, bite); Face/Reach 10 ft by 5 ft/15 ft; SA rend 2d6+18; SQ scent; AL N; SV Fort +16, Ref +14, Will +8; Str 34, Dex 15, Con 18, Int 3, Wis 12, Cha 7.

Skills and Feats. Climb +28, Move Silently +7, Spot +13.

Encounter Five B: The Playroom

APL 4

♣**Fiendish Goblin Sor1**; CR 1; Small humanoid (goblin); HD 1d4; hp 3; Init +1; Spd 30 ft.; AC 12 (touch 12, flat-footed 11); Atk +0 melee (1d6-1 club) or +2 ranged (1d6-1, club); SA smite good; SQ cold resistance 5, fire resistance 5, familiar (rat), SR 2, darkvision 60 feet; AL NE; SV Fort +2, Ref +1, Will +1; Str 8, Dex 13, Con 11, Int 10, Wis 8, Cha 11.

Skills and Feats. Concentration +2, Hide +6, Knowledge (arcana) +2, Listen +1, Spot +2; Alertness (from familiar), Spell Focus (Transmutation).

Possessions. clubs made of old bones.

Spells Known (5/3; base DC = 10 + spell level, 12 + spell level for transmutation spells): 0—*daze*, *detect magic*, *mending*, *prestidigitation*; 1st—*animate rope*, *mage armor*.

♣**Fiendish Hobgoblin Ftr1**; CR 1; Medium-sized humanoid (goblin); HD 1d10+1; hp 6; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +5 melee (2d4+4/x4 scythe) or +2 ranged (1d6, club); SA smite good; SQ cold resistance 5, fire resistance 5, SR 2, darkvision 60 feet; AL NE; SV Fort +3, Ref +1, Will +0; Str 17, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats. Hide +1, Listen +3, Move Silently +3, Spot +3; Alertness, Weapon Focus (scythe).

Possessions. chain shirt, scythe, clubs made of old bones.

APL 6

♣**Fiendish Goblin Sor1**; CR 1; Small humanoid (goblin); HD 1d4; hp 3; Init +1; Spd 30 ft.; AC 12 (touch 12, flat-footed 11); Atk +0 melee (1d6-1 club) or +2

ranged (1d6-1, club); SA smite good; SQ cold resistance 5, fire resistance 5, familiar (rat), SR 2, darkvision 60 feet; AL NE; SV Fort +2, Ref +1, Will +1; Str 8, Dex 13, Con 11, Int 10, Wis 8, Cha 11.

Skills and Feats. Concentration +2, Hide +6, Knowledge (arcana) +2, Listen +1, Spot +2; Alertness (from familiar), Spell Focus (Transmutation).

Possessions: clubs made of old bones.

Spells Known (5/3; base DC = 10 + spell level, 12 + spell level for transmutation spells): 0— *daze, detect magic, mending, prestidigitation*; 1st— *animate rope, mage armor*.

☛ **Fiendish Hobgoblin Ftr5**; CR 6; Medium-sized humanoid (goblin); HD 5d10+5; hp 32; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +9 melee (2d4+6/x4, scythe) or +6 ranged (1d6+3, club); SA smite good; SQ damage reduction 5/+1, cold resistance 10, fire resistance 10, SR 10, darkvision 60 feet; AL NE; SV Fort +5, Ref +2, Will +3; Str 17, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats. Hide +3, Craft (torture implements) +6, Listen +3, Move Silently +4, Spot +3; Alertness, Iron Will, Power Attack, Weapon Focus (scythe), Weapon Specialization (scythe).

Possessions: chain shirt, scythe, clubs made of old bones.

APL 8

☛ **Half-Fiendish Goblin Sor2**; CR 4; Small outsider; HD 2d4+2; hp 7; Init +3; Spd 30 ft.; AC 15 (touch 14, flat-footed 12); Atk +3 melee (1d4+1 bite) and -2 melee (1d3+1, 2 claws) or +4 ranged (1d6+1, club); SA *darkness* 3/day; SQ acid, cold, electricity, and fire resistance 20, familiar (rat), darkvision 60 ft., immune to poison; AL NE; SV Fort +3, Ref +3, Will +2; Str 12, Dex 17, Con 13, Int 14, Wis 8, Cha 13.

Skills and Feats. Concentration +6, Hide +8, Listen +2, Knowledge (arcana) +4, Spellcraft +7, Spot +3; Alertness (from familiar), Spell Focus (Transmutation).

Possessions: clubs made of old bones.

Spells Known (6/5; base DC = 11 + spell level, 13 + spell level for transmutation spells): 0— *daze, detect magic, flare, mending, prestidigitation*; 1st— *animate rope, mage armor*.

☛ **Half-Fiendish Hobgoblin Ftr4**; CR 6; Medium-sized outsider; HD 4d10+8; hp 30; Init +3; Spd 30 ft.; AC 18 (touch 13, flat-footed 15); Atk +10 melee (2d4+9/x4, scythe) or +9 melee (1d6+5 bite) and +5 melee (1d4+5, 2 claws) or +7 ranged (1d6+5, club); SA *darkness* 3/day, *desecrate* 1/day; SQ acid, cold,

electricity, and fire resistance 20, darkvision 60 ft., immune to poison; AL NE; SV Fort +6, Ref +4, Will +3; Str 21, Dex 17, Con 15, Int 14, Wis 10, Cha 12.

Skills and Feats. Climb +12, Craft (torture implements) +9, Hide +5, Listen +4, Move Silently +6, Spot +4; Alertness, Iron Will, Power Attack, Weapon Focus (scythe), Weapon Specialization (scythe).

Possessions: chain shirt, scythe, clubs made of old bones.

APL 10

☛ **Half-Fiendish Goblin Sor2**; CR 4; Small outsider; HD 2d4+2; hp 7; Init +3; Spd 30 ft.; AC 15 (touch 14, flat-footed 12); Atk +3 melee (1d4+1 bite) and -2 melee (1d3+1, 2 claws) or +4 ranged (1d6+1, club); SA *darkness* 3/day; SQ acid, cold, electricity, and fire resistance 20, familiar (rat), darkvision 60 ft., immune to poison; AL NE; SV Fort +3, Ref +3, Will +2; Str 12, Dex 17, Con 13, Int 14, Wis 8, Cha 13.

Skills and Feats. Concentration +6, Hide +8, Listen +2, Knowledge (arcana) +4, Spellcraft +7, Spot +3; Alertness (from familiar), Spell Focus (Transmutation).

Possessions: clubs made of old bones.

Spells Known (6/5; base DC = 11 + spell level, 13 + spell level for transmutation spells): 0— *daze, detect magic, flare, mending, prestidigitation*; 1st— *animate rope, mage armor*.

☛ **Half-Fiendish Hobgoblin Ftr8**; CR 10; Medium-sized outsider; HD 8d10+24; hp 68; Init +3; Spd 30 ft.; AC 18 (touch 13, flat-footed 15); Atk +15/+10 melee (2d4+11/19-20/x4, scythe) or +14 melee (1d6+6, bite) and +9 melee (1d4+6, 2 claws) or +11/+6 ranged (1d6+6, club); SA *darkness* 3/day, *desecrate* 1/day, *unholy blight* 1/day, *poison* 3/day; SQ acid, cold, electricity, and fire resistance 20, darkvision 60 ft., immune to poison; AL NE; SV Fort +9, Ref +5, Will +4; Str 22, Dex 17, Con 16, Int 14, Wis 10, Cha 12.

Skills and Feats. Climb +13, Craft (torture implements) +13, Hide +5, Jump +10, Listen +6, Move Silently +6, Spot +6; Alertness, Dodge, Improved Critical (scythe), Iron Will, Mobility, Power Attack, Weapon Focus (scythe), Weapon Specialization (scythe).

Possessions: chain shirt, scythe, clubs made of old bones.

APL 12

☛ **Half-Fiendish Goblin Sor6**; CR 8; Small outsider; HD 6d4+9; hp 24; Init +3; Spd 30 ft.; AC 15 (touch 14, flat-footed 12); Atk +5 melee (1d4+1 bite) and +0 melee (1d3+1, 2 claws) or +7 ranged (1d6+1, club); SA

darkness 3/day, *desecrate* 1/day, *unholy blight* 1/day; SQ acid, cold, electricity, and fire resistance 20, familiar (rat), darkvision 60 ft., immune to poison; AL NE; SV Fort +5, Ref +5, Will +4; Str 12, Dex 17, Con 13, Int 14, Wis 8, Cha 14.

Skills and Feats: Concentration +14, Hide +8, Listen +4, Knowledge (arcana) +4, Spellcraft +9, Spot +5; Alertness (from familiar), Combat Casting, Spell Focus (Transmutation), Toughness.

Possessions: clubs made of old bones.

Spells Known (6/7/6/3; base DC = 12 + spell level, 14 + spell level for transmutation spells): 0— *daze*, *detect magic*, *flare*, *mending*, *open/close*, *prestidigitation*, *resistance*, 1st— *animate rope*, *burning hands*, *mage armor*, *protection from good*, 2nd— *glitterdust*, *mirror image*, 3rd— *dispel magic*.

☛ **Half-Fiendish Hobgoblin Ftr8**; CR 10; Medium-sized outsider; HD 8d10+24; hp 68; Init +3; Spd 30 ft.; AC 18 (touch 13, flat-footed 15); Atk +15/+10 melee (2d4+11/19-20/x4, scythe) or +14 melee (1d6+6, bite) and +9 melee (1d4+6, 2 claws) or +11/+6 ranged (1d6+6, club); SA *darkness* 3/day, *desecrate* 1/day, *unholy blight* 1/day, *poison* 3/day; SQ acid, cold, electricity, and fire resistance 20, darkvision 60 ft., immune to poison; AL NE; SV Fort +9, Ref +5, Will +4; Str 22, Dex 17, Con 16, Int 14, Wis 10, Cha 12.

Skills and Feats: Climb +13, Craft (torture implements) +13, Hide +5, Jump +10, Listen +6, Move Silently +6, Spot +6; Alertness, Dodge, Improved Critical (scythe), Iron Will, Mobility, Power Attack, Weapon Focus (scythe), Weapon Specialization (scythe).

Possessions: chain shirt, scythe, clubs made of old bones.

Encounter Eight: Deception Revealed

APLs 8 and 10

☛ **Quasit Agents**, quasit Rog3/Ftr1; tiny outsider (chaotic, evil); CR 7; HD 3d8+3d6+1d10; hp 28; Init +7, Spd 20 ft., fly 50 ft. (perfect); AC 18 (touch 15, flat-footed 18); Atk +11 melee (1d3-1 and poison, 2 claws) and +9 melee (1d4-1 bite); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SA sneak attack +2d6, spell-like abilities, poison; SQ damage reduction 5/silver, evasion, SR 5, poison immunity, fire resistance 20, alternate form (dire rat and wolf), regeneration 2, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +6, Ref +9, Will +5; Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Bluff +8, Handle Animal +8, Hide +14, Listen +6, Move Silently +6, Open Lock +11, Search +4, Spellcraft +4, Spot +6, Tumble +11;

Improved Initiative, Dodge, Multiattack, Weapon Finesse (bite), Weapon finesse (claw).

APL 12

☛ **Quasit Agents**, quasit Rog5/Ftr1; tiny outsider (chaotic, evil); CR 9; HD 3d8+5d6+1d10; hp 35; Init +7, Spd 20 ft., fly 50 ft. (perfect); AC 18 (touch 15, flat-footed 18); Atk +12 melee (1d3-1 and poison, 2 claws) and +10 melee (1d4-1 bite); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SA sneak attack +3d6, spell-like abilities, poison; SQ damage reduction 5/silver, evasion, SR 5, poison immunity, fire resistance 20, alternate form (dire rat and wolf), regeneration 2, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +6, Ref +10, Will +5; Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Bluff +10, Handle Animal +8, Hide +16, Listen +8, Move Silently +8, Open Lock +13, Search +6, Spellcraft +4, Spot +8, Tumble +13; Improved Initiative, Dodge, Mobility, Multiattack, Weapon Finesse (bite), Weapon finesse (claw).

Appendix 2: New Rules Items

EAGLE'S SPLENDOR AS PRESENTED IN *TOME AND BLOOD*

Transmutation

Level: Brd 2, Clr 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creature becomes more poised, articulate, and personally forceful. The spell grants an enhancement bonus to Charisma of 1d4+1 points, adding the usual benefits to Charisma-based skills. Sorcerers and bards who receive eagle's splendor do not gain extra spells, but the save DCs for their spells increase.

Arcane material component: A few feathers or a pinch of droppings from an eagle.

LESSER FIRE ORB AS PRESENTED IN *TOME AND BLOOD*

Evocation [fire]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

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

Target: Up to five creatures or objects, no two of which can be more than 15 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

An orb of fire about 2 inches across shoots from your palm at its target, dealing 1d8 points of fire damage. You must succeed at a ranged touch attack to hit your target. If you miss, there is no splash damage.

For every two levels of experience past 1st, you gain an additional orb that you shoot at the same time. You have two at 3rd level, three at 5th level, four at 7th level, and the maximum of five orbs at 9th level or higher. If you shoot multiple orbs, you can have them strike a single creature or several creatures. A single orb can strike only one creature. You must designate targets before you roll for SR or roll damage.

DRAGON DISCIPLE AS PRESENTED IN *TOME AND BLOOD*

As of October 1st, 2003 use the version of this prestige class found in the 3.5 Dungeon Master's Guide.

A Dragon Disciple is different. He always suspected, but the dreams confirm it. The experience is so vivid and real that other dreams are as dusty cinders in the comparison. Hurling through the sky, unfettered by the earth, the dreamer exults in his beautifully scaled wings pulling him through the clouds. His senses are alive was never before, allowing him to smell, hear, and see with terrible clarity no mere human can ever really comprehend. A volatile power burns in his lungs, a potency he knows he could unleash with a mere breath. It's almost . . . draconic.

It is known that certain powerful dragons can take humanoid form and even have humanoid lovers. Sometimes a child is born of this union and every child of that child unto the thousandth generation claims a bit of dragon blood, be it ever so small. Usually, little comes of it, though might sorcerers occasionally credit their powers to draconic heritage. For some, however, dragon blood beckons them irresistibly. First come the dreams. Many dismiss them as nothing more than wish fulfillment (or even nightmares), and that's the end of it. But a few embrace the dreams, recognizing their allure as promise. These become dragon disciples, who use their magical power as a catalyst to ignite their dragon blood, realizing its fullest potential.

Dragon disciples prefer a life of exploration to a cloistered existence. Most are sorcerers, but bards sometimes follow the path. Already adept at magic, many pursue adventure, especially if it furthers their goal of find about more about their draconic heritage. All dragon disciples are drawn to areas known to harbor dragons.

Hit Dice: Special (see below)

Requirements

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

Race: Any nondragon (cannot already be half-dragon).

Knowledge (Arcana): 8 ranks

Languages: Draconic.

Spells: Ability to cast arcane spells without preparation.

Special: The player choose a dragon type when taking the first level of this prestige class, subject to the DM's approval.

Class Skills

The dragon disciple's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Gather Information (Cha), Knowledge (Int), Listen (Wis), Profession (Wis), Scry (Int, exclusive skill), Search (Int), Speak Language (Int), Spellcraft (Int), and Spot (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Dragon Variety	Breath Weapon	3 rd Level	7 th Level	10 th Level	Save DC
Black	Line* of acid	2d4	4d4	6d4	17
Blue	Line of lightning	2d8	4d8	6d8	18
Green	Cone** of gas	2d6	4d6	6d6	17
Red	Cone of Fire	2d10	4d10	6d10	19
White	Cone of Cold	1d6	1d6	3d6	16
Brass	Line of fire	1d6	1d6	3d6	17
Bronze	Line of lightning	2d6	4d6	6d6	18
Copper	Line of acid	2d4	4d4	6d4	17
Gold	Cone of fire	2d10	4d10	6d10	20
Silver	Cone of cold	2d8	4d8	6d8	18

* A line is always 5 ft. high, 5 ft. wide, and 60 ft. long.

** A cone is always 30 ft. long.

Table 3-8: THE DRAGON DISCIPLE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Bonus Spells
1	+0	+2	+0	+2	Hit increase (d6), +1 natural armor	1
2	+1	+3	+0	+3	Claws and bite, ability boost (Str +2)	1
3	+2	+3	+1	+3	Breath weapon (1/3)	None
4	+3	+4	+1	+4	Hit Increase (d8), ability boost (Str +2)	1
5	+3	+4	+1	+4	Enlargement, +2 natural armor	1
6	+4	+5	+2	+5	Hit increase (d10)	1
7	+5	+5	+2	+5	Breath weapon (2/3), ability boost (Con +2)	None
8	+6	+6	+2	+6	+3 natural armor	1

9	+6	+6	+3	+6	Wings, ability boost (Int +2)	1
10	+7	+7	+3	+7	Dragon apotheosis	None

Class Features

All the following are Class features of the dragon disciple prestige class.

Weapon and Armor Proficiency: Dragon disciples gain no additional proficiency in any weapon or armor.

Bonus Spells (Sp): Dragon disciples gain bonus spells as they gain levels in this prestige class, as if through having a high ability score listed in the above table. A bonus spell can be added to any level of spells the disciple already has the ability to cast.

If a character had more than spellcasting class before becoming a dragon disciple, he must decide to which class he adds the bonus spell(s). Once a bonus spell has been applied it cannot be shifted.

Hit Die Increase: As a dragon disciple gains levels in his prestige class, his dragon nature expresses itself more. His base Hit Die type increases at 1st, 4th, and 6thth level. This is not a retroactive benefit: Beginning at the appropriate level, the dragon disciple rolls hit points with increased Hit Die type.

Natural Armor: At 1st, 5th, and 8th level, a dragon disciple becomes more draconic in appearance. His skin develops tiny iridescent scales, nearly invisible at first but becoming more noticeable at higher levels. This provides increasing natural armor bonuses to his base Armor Class, as indicated in Table 3-8 (these bonuses do not stack). As his skin thickens, the dragon disciple takes on more and more of his progenitor's physical aspect.

Claws and Bite: At 2nd level, the dragon disciple gains claw and bite attacks if he does not already have them. Use the values below or the disciples base claw and bit attacks, whichever are greater.

Ability Boost: As the dragon disciple gains levels in the prestige class, his ability scores increase as noted in Table 3-8. These increases stack and are gained as if through level advancement.

Size	Bite Damage	Claw Damage
Small	1d4	1d3
Medium-size	1d6	1d4
Large	1d8	1d6

Breath Weapon (Su): At 3rd and 7th level, the dragon disciple begins to develop his ancestor's signature ability: a breath weapon. The type depends on the dragon variety whose heritage he enjoys. The amount of damage dealt is one-third of full strength at 3rd level, increases to two-thirds at 7th level and reach full

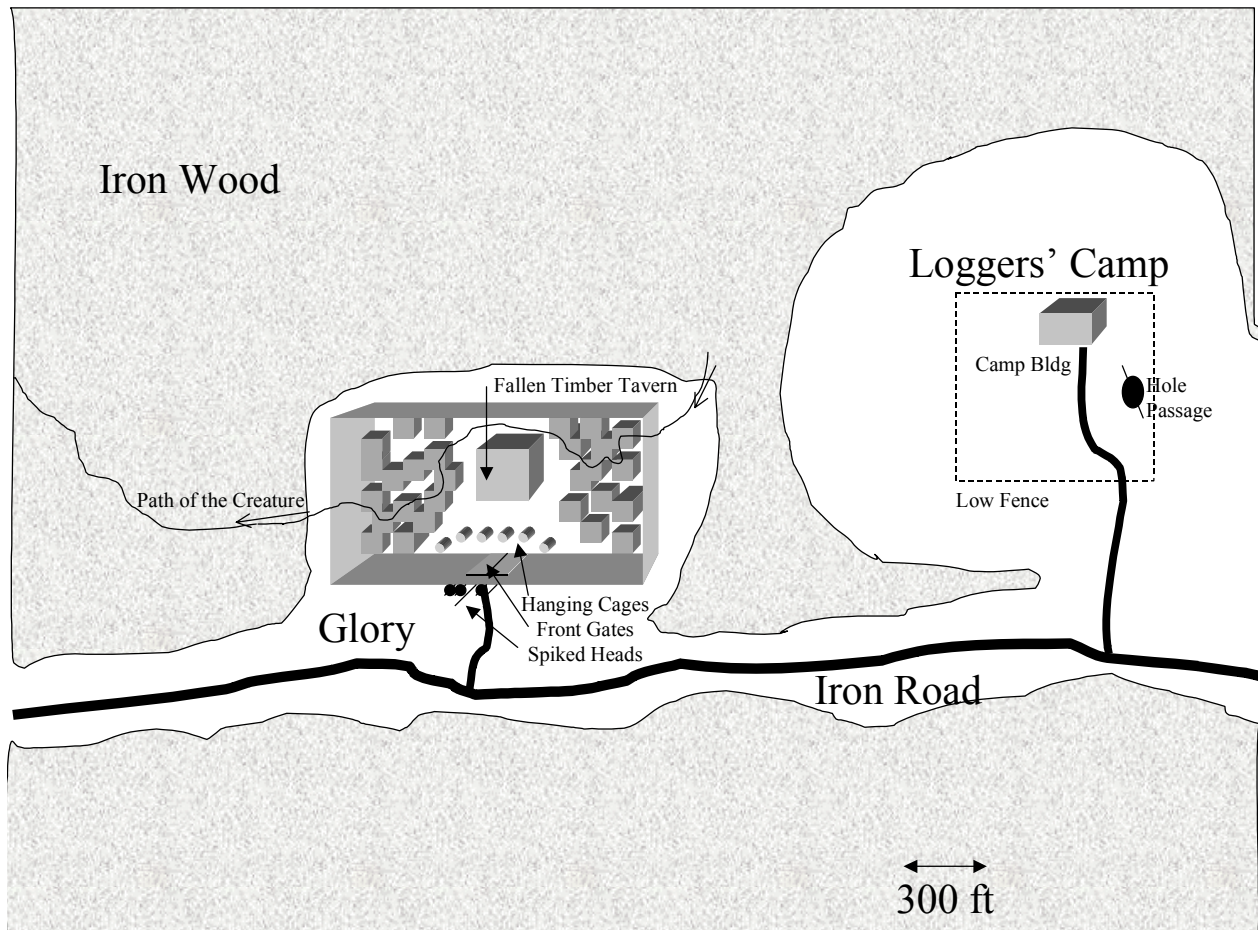
potency at 10th level (dragon apotheosis). Only the potential damage changes; the area and save DC are as the full strength weapon (see below). Regardless of its strength the breath weapon can only be used once per day. Use all rules for dragon breath (see the Dragon entry in the Monster Manual except as specified here.

Enlargement: At 5th level, the dragon disciple's size increases one-step, from Small to Medium-size or from Medium-size to Large. (A character already size Large or Larger does not get any bigger.) The change in size affects the dragon disciple's base claw and bite damage (see above). In addition, he gains a -1 size modifier to his base attack bonuses and Armor Class.

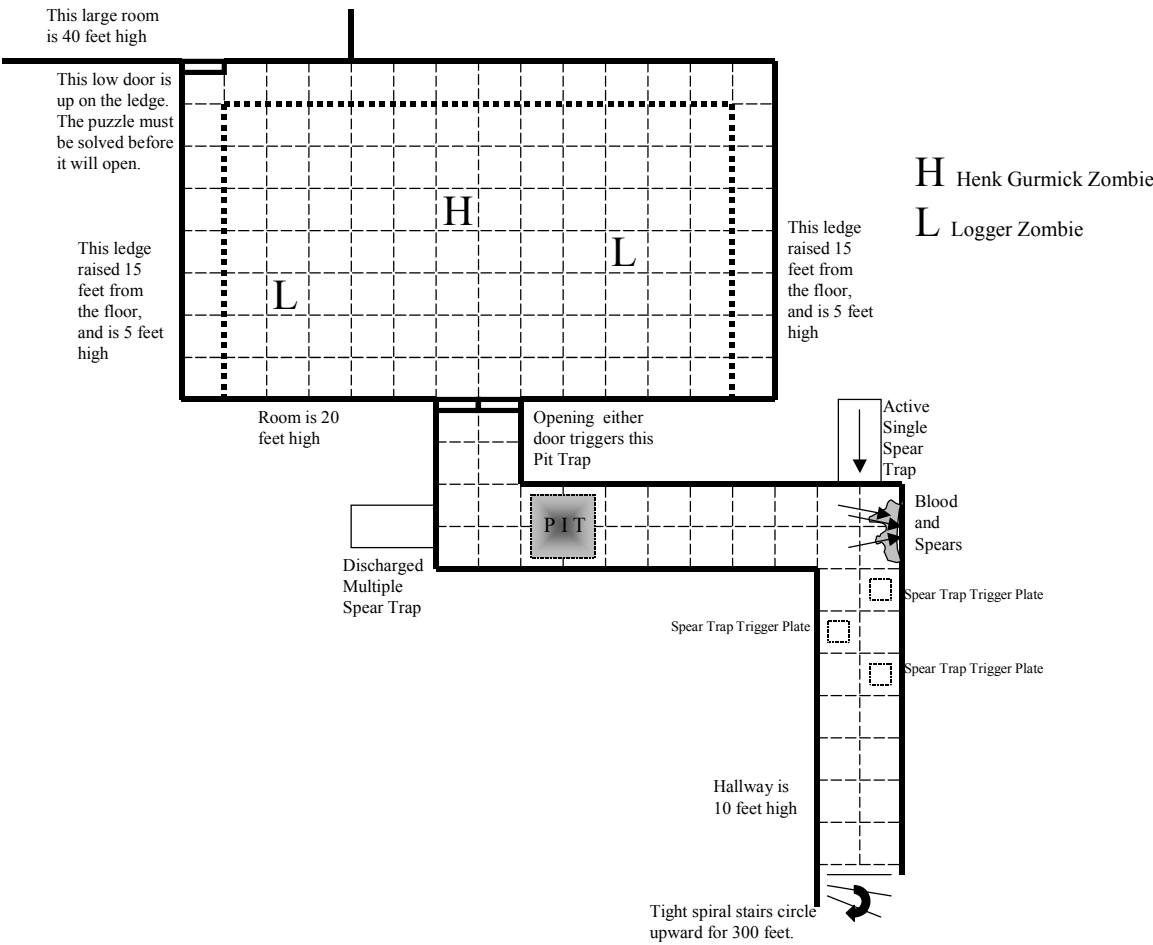
Wings: At 9th level, a dragon disciple of size large and above grow wings. The can no fly at the normal speed (average maneuverability). Small creatures have wings only if they already possessed them.

Dragon Apotheosis: AT 10th level, the dragon disciple fully realizes his draconic heritage and takes on the half-dragon template. His breath weapon reaches full strength, and he gains an additional 4 points of Strength and 2 points of Charisma. His natural armor bonuses increases to +4, and he acquires low-light vision, darkvision (60-ft.-range), immunity to sleep and paralysis effects, and an addition immunity base on the dragon variety (see page 214 of the Monster manual for complete details).

Appendix 3: Glory and Environs



Appendix 4: Dungeon Crawl Map



Appendix 5: Camping in the Iron Wood

Despite all of the warnings the characters will hear about the danger of the Iron Wood, some groups may foolishly decide to spend the night in the Iron Wood anyway. They will pay dearly for their decision, probably with their lives. When the sun goes down, the Iron Wood is completely infested with lycanthropes. Use this supplemental encounter if the characters spend a night in the Iron Wood. Note that you should not use this encounter if the characters are hunting down Predek the Brute in Encounter Five A, as long as the characters stay on the move. None of the lycanthropes want to be anywhere near Predek when he's on a rampage.

Two hours after nightfall, the characters are attacked by a marauding pack of werewolves.

APL 4, and 6 (EL 7)

☛ **Werewolves** (4); hp 13, see Monster Manual.

APL 8, 10, and 12 (EL 9)

☛ **Werewolves** (8); hp 13, see Monster Manual.

The werewolves pursue any characters that flee, basically in order to chase them out of the Iron Wood. If any of the werewolves are reduced to a quarter of its hit points or less (or the total number of creatures is dropped to one-quarter or less), they attempt to flee.

If the werewolves were not allowed to flee, another attack occurs in another hour or so, identical to the one before. Keep up these attacks once per hour.

If any werewolf is allowed to flee, it alerts others to the presence of the characters. An hour later after a werewolf fled, the characters are attacked by wererat rogues attempting to ambush them in their sleep.

APL 4 (EL 9)

☛ **Wererat Rog5** (3); CR 6; Medium-sized shapechanger (hybrid form); HD 5d6+10; hp 33; Init +10; Spd 30 ft.; AC 18 (touch 16, flat-footed 12); Atk +9 melee (1d6/18-20, rapier) and +7 melee (1d4, bite) or +9 ranged (1d6/x3, shortbow); SA Curse of lycanthropy as rat; sneak attack +3d6; SQ damage reduction 15/silver, evasion, rat empathy, scent, uncanny dodge (Dex bonus to AC); AL LE; SV Fort +6, Ref +10, Will +4; Str 10, Dex 23, Con 15, Int 10, Wis 10, Cha 12.

Skills and Feats: Bluff +9, Climb +14, Disguise +9, Hide +14, Listen +16, Move Silently +9, Open Locks +11, Pick Pockets +11, Search +16, Spot +16, Tumble +11; Improved Control Shape, Improved Initiative, Multiattack, Weapon Finesse (bite), Weapon Finesse (short sword).

Possessions: rapier, shortbow

APL 6 (EL 11)

☛ **Wererat Rog4** (6); as APL 4 stats.

APL 8 (EL 13)

☛ **Wererat Rog10** (2); CR 11; Medium-sized shapechanger (hybrid form); HD 10d6+20; hp 66; Init +10; Spd 30 ft.; AC 18 (touch 16, flat-footed 12); Atk +13/+8 melee (1d6/18-20, rapier) and +11 melee (1d4, bite) or +13/+8 ranged (1d6/x3, shortbow); SA Curse of lycanthropy as rat; sneak attack +5d6; SQ damage reduction 15/silver, improved evasion, rat empathy, scent, uncanny dodge (Dex bonus to AC, cannot be flanked); AL LE; SV Fort +7, Ref +13, Will +5; Str 10, Dex 23, Con 15, Int 10, Wis 10, Cha 13.

Skills and Feats: Bluff +16, Climb +14, Disguise +14, Hide +14, Listen +21, Move Silently +9, Open Locks +16, Pick Pockets +16, Search +21, Spot +21, Tumble +16; Combat Reflexes, Improved Control Shape, Improved Initiative, Multiattack, Skill Focus (Bluff), Weapon Finesse (bite), Weapon Finesse (rapier).

Possessions: rapier, shortbow, 40 arrows.

APL 10 (EL 15)

☛ **Wererat Rog10** (4); as APL 8 stats.

APL 12 (EL 17)

☛ **Wererat Rog10** (8); as APL 8 stats.

If at any time the characters try to flee, the werecreatures will try to hound them from the woods rather than slay them. If the characters survive this wererat attack, their sleep is unmolested for the remainder of the night.

The characters should receive no experience for these encounters. If the characters have excessively deviated from the track of the adventure, the DM is free to end the adventure once the characters flee the Iron Wood.

Player Handout 1: Feff

Because you befriended Henk Gurmick in the adventure *Glory Town*, his ally Feff has decided to travel with you for the time being (until the DM tells you otherwise). You can control Feff like you would a cohort but, like a cohort, Feff won't do anything foolish or suicidal. He will, however, use any of his abilities on your behalf. Feff isn't very smart, but he's very loyal.

Feff, Lantern Archon

Small Outsider (Good, Lawful)

Hit Dice:	1d8 (4 hp)
Initiative:	+4 (Improved Initiative)
Speed:	Fly 60 ft. (perfect)
AC:	15 (+1 size, +4 natural)
Attacks:	2 light rays +2 ranged touch
Damage:	Light ray 1d6
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	Damage reduction 20/+1, celestial qualities
Saves:	Fort +2, Ref +2, Will +2
Abilities:	Str 1, Dex 11, Con 10, Int 6, Wis 11, Cha 10
Skills:	-
Feats:	Improved Initiative
Challenge Rating:	2
Treasure:	None
Alignment:	Lawful good

A lantern archon is a ball of light about the size and brightness of a torch.

Light Ray (Ex): A lantern archon's light rays have a range of 30 feet.

Spell-like Abilities: At will: *aid*, *detect evil*, and *continual flame* as the spells cast by a 3rd-level sorcerer.

Celestial Qualities:

Aura of Menace (Su): A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed at a Will save to resist its effects. For a lantern archon, this DC is 11. Those who fail suffer a -2 morale penalty to attacks, AC, and saves for one day or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by that archon's aura for one day. This ability will not affect Feff's allies (which includes all the characters).

Magic Circle against Evil (Su): A *magic circle against evil* effect always surrounds archons, identical with the spell cast by a sorcerer whose level equals the archon's Hit Dice. The effect can be dispelled, but the archon can create it again during its next turn as a free action. (The defensive benefits from the circle are not included in the statistics block.)

Teleport (Su): Archons can *teleport without error* at will, as the spell cast by a 14th-level sorcerer, except that the creature can transport only itself and up to 50 pounds of objects.

Tongues (Su): All celestials can speak with any creature that has a language, as though using a *tongues* spell cast by a 14th-level sorcerer. This ability is always active.

Immunities (Ex): All celestials are immune to electricity and petrification attacks. All celestials also receive a +4 racial bonus to Fortitude saves against poison.

Keen Vision (Ex): All celestials have low-light vision and 60-foot darkvision.

Player Handout 2: The Door Tiles

Cursory examination shows 18 tiles set into this door. Each is a heavy metal tile with a single letter engraved on it in Common. It looks as though the tiles can be removed and rearranged.

