

VER4-03

Glory's Warriors

A One-Round D&D LIVING GREYHAWK[®]

Verbobonc Regional Adventure

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Dragged away from a peaceful night to fight in the war for the Iron Wood, the characters must choose their allies carefully and keep the Great Dire Dark from eclipsing the entire forest. Decisions the characters have made earlier in the Glory Trilogy will affect their fate in this scenario. This climactic battle is Part Three of the Glory Trilogy, which should be played in order. An adventure for APLs 4-12.

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

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Introduction

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

Preparation

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

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

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

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

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

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

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

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

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

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

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

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the 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.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

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

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

5. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
6. 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 the Viscount of 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.

Moon Cycle: This adventure begins the day before the new moon; the Battle of Light and Honor (Encounter Eight) takes place the morning after the new moon.

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

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 Ververdyva 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 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. 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. 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 all but shattered, allowing the Great Dire Dark to roam the Iron Wood freely. 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.

Validia

Validia was established to study and work with the local lycanthropes in the area. Lycanthropes are welcome in the city, but strict laws govern their activities in the town and the surrounding countryside. Validia is a progressive community that embraces all races and all good religions. Elves, dwarfs, humans and half-orcs live in basic harmony together. There are even a few enlightened goblins that live and work in the community along with a slow of mind but gentle of personality ogre. Validia also offers a safe refuge for the few merchants and explorers that brave the southern Iron Wood.

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.

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. All the werereatures in this scenario look up to him, and some of them completely idolize him. None of them know he is actually a hound archon

pursuing a higher calling. Breyin was proud of his position as warden of the Great Dire Dark's imprisonment, but as his control fades he feels helpless. Breyin is kind and polite, but he feels that the ends often justify the means. He feels backed into a difficult corner by Shannus' actions. When roleplaying Breyin (the characters will interact with him a lot in the first half of this scenario), be as polite and noble as possible, if a little desperate. Breyin has had to do some hard things to keep his greater goal in mind, and sometimes those hard things bother his conscience. The players should probably like Breyin, but be skeptical of the things he's done.

Paladins are forbidden to associate with those of evil alignment (like most lycanthropes), so Breyin has lost access to his paladin abilities. He considers it a sacrifice he's had to make to keep the Great Dire Dark safely locked away.

Shannus 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.

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. The conflict between two forces that Felton knows are good make him unsure and unwilling to take sides. Try to endear Felton to the characters. When roleplaying Felton, use small words and your best "big dumb ox" voice.

Larko is a grig, a grasshopper-legged sprite about two feet tall. His wings have been cut off, but he is otherwise healthy. Larko is good-hearted and innocent, although he spends much of his time terrified of one thing or another. He is good friends with the logger Felton Grover, and doesn't leave his side.

Ghen Tayber is the owner and manager of Tayber's Mundivagant Menagerie, a traveling monster show. Tayber arrives in Glory with three rust monsters he has

recently acquired for his show. Without realizing it, Tayber is being manipulated in a clever scheme by the Great Dire Dark. Ghen Tayber is a flamboyant showman who dresses in orange and silver. He is friendly, but quick to anger if the characters interfere with his business or his monsters.

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.

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. The Great Dire Dark has been able to draw together demonic minions to serve his ends in the Iron Wood, and the characters have encountered several of these in the previous scenarios in this series. The Great Dire Dark is a typical mastermind villain: he would rather let minions do his dirty work, he is quick to gloat over fallen foes, and he will only reveal himself when he feels that his victory is completely insured. The Great Dire Dark is a unique creature, but is in many respects like a manifested ghost. His incorporeal soul is bound to the Material Plane, granting him the powers and immunities of incorporeal undead. The Great Dire Dark has one weakness, tied to his demonic heritage: he cannot abide the touch of cold iron. Cold iron weapons, even nonmagical ones, bypass his incorporeality and his significant damage reduction. If the Great Dire Dark is not killed with a cold iron weapon, he will rejuvenate in 2d4 days, like a ghost. If killed with a cold iron weapon, the Great Dire Dark is permanently destroyed. No one in the Iron Wood knows this weakness, not even Breyin; Breyin fought and killed the Great Dire Dark dozens of times centuries ago, and now Breyin believes that the Great Dire Dark is completely unkillable. The characters may have picked up clues about this weakness in the past scenarios of this series, and in this scenario they will learn more.

Adventure Summary

Before Play: The characters have been invited to the town of Validia (if they have earned the Trusts of Shannus and/or Breyin in past scenarios), or they are otherwise stopping through there for their own reasons.

Encounter 1: The Ogre's Low Voice: Grakin, Validia's resident ogre, is staying up late telling the characters a little bit about Validia and the Iron Wood. Powerful werewolves burst into the inn and attempt to infect as many characters as possible.

Encounter 2: New Recruits in the Army of the Moonlord: Breyin the Moonlord attempts to press the infected inn patrons into his service. Upon noticing the characters, he reveals much information and asks them to deliver a mission of peace to Shannus on his behalf.

Encounter 3: Zealots: A group of fanatical Mist Children elves attempt to ambush Breyin, and he flees.

Encounter 4: Darkness Falls: As the characters travel through the Iron Wood, the message of peace is switched without the party's knowledge.

Encounter 5: Return to Glory: The characters arrive in Glory and deliver the altered message to Shannus. Shannus is irate, and prepares for war. Perhaps the characters meet some old friends as well.

Encounter 6: Arrival of the Menagerie Master: A menagerie owner named Ghen Tayber arrives in Glory, bringing his recent purchase (three rust monsters) into the town with him.

Encounter 7: Long Night: During the night, howlers attack the logging camp. If the characters ride out to face them, the rust monsters are freed and rampage around the town, destroying all of the town's iron and some of its silver. If the characters do not ride out to face the howlers, they have to fight the rust monsters and the quasit who has freed them.

Encounter 8: The Battle of Light and Honor: The next morning, Shannus brings his forces of men and Mist Children elves into the lumber yard to meet Breyin. Breyin has arrayed his forces of lycanthropes and fey. Both Shannus and Breyin ask the characters to fight on their side, while Felton, Larko, and Tayber remain indifferent (and take shelter in the logging camp

building). The battle between these two armies begins. Characters who do not participate in the battle learn some useful information about the Great Dire Dark's weakness.

Encounter 9: Darkness Ended: At the peak of the battle, the Great Dire Dark issues up from a hole in the earth, reveling in the carnage. Felton Grover rushes the Great Dire Dark, and hits it with his cold iron sledgehammer. The Great Dire Dark recoils in pain, and the secret of how to defeat this horror is revealed. The Great Dire Dark flees into the tunnels beneath the Iron Wood, and the characters must confront him there and defeat him for good.

Conclusion: A few outcomes are outlined here. Shannus and/or Breyin may be dead, and the Great Dire Dark might be permanently or only temporarily destroyed.

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), *Glory Town* (the first adventure in the Glory Trilogy), or *Glory Dimmed* (the second 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.

Some characters may have the Trust of Henk Gurmick from Glory Town. That Trust is not important to the play of this scenario (or ever, actually, as Henk died in *Glory Dimmed*).

The first use of Trusts in this scenario is to provide the characters with a reason to be in Validia, a town in the southern Iron Wood.

To characters with at least one Trust of Shannus and no Trusts of Breyin: give them Player Handout One: A Letter from Shannus.

To characters with at least one Trust of Breyin, and no Trusts of Shannus: give them Player Handout Two: A Message from the Moonlord.

To characters with Trust from both Breyin and Shannus: give them Player Handout Three: Two Letters.

Otherwise: Other characters happen to be in Validia, since this is where their adventures have landed them. They have, as yet, no connection with either side in this conflict.

You should also ask whether any of the characters played in the Year One Verbobonc regional scenario *VERI-10 For Man Nor Beast*, as those characters will recognize the menagerie owner Ghen Tayber when they see him in Encounter Six.

Since the characters know that Validia is located within the Iron Wood, and they have almost certainly heard that the Iron Wood is full of lycanthropes (even if they haven't played any other adventures in the Glory series), you should provide them with the opportunity to purchase silver weapons before they arrive in Validia, if they wish.

Encounter One: The Ogre's Low Voice

The characters are gathered together around a table in the Second Chance, the largest inn in the town of Validia, in the Iron Wood. The inn is very crowded, and there are over thirty guests here.

It is very late, and most of the guests of the inn are sleeping on tables or benches in the common room. The private rooms are all full, as well. The only ones awake at this late hour are the characters themselves, all seated around a circular table. With them is an ogre. This ogre, Grakin, is a resident of Validia and a good-hearted, if dimwitted, creature. The characters are gathered around listening to Grakin tell the story of Validia.

If any players insist that their characters would rather not be listening to the ogre late into the night, they are welcome to be asleep or resting in the common room, or in one of the private rooms upstairs.

The ogre's low voice rumbles throughout the common room of the inn. He speaks quietly, careful not to wake the two dozen or so sleeping patrons scattered on floors and benches around you, wrapped in blankets.

"So, like I says, these folks thought that true rangers 'n' druids, servants of the forest and all, should'na be afraid of the Iron Wood, but should be helpin' it. There's fey folks here, I heard, and they've bin gettin' killed off. Anyway, nobody'll tell you that the werereatures aren't the biggest threat in th' Iron Wood, and that true rangers 'n' druids would know that, too. Anyway, they decided that rather than fighting the werereatures all the time, mebbe it

would be a good idea to talk to 'em, and work with 'em, and so on.

"Anyway, once they built this here town, an' made it clear that werereatures were welcome, they got a lot of werereatures comin' to visit. These werereatures said they work for some werewolf called the Moonlord. He gives 'em a really good life, somewhere in the northern woods, but in exchange they gotta work at night. They gotta make sure they patrol the Iron Wood after dark, and make sure nobody stays here. Kill 'em, if they hafta. They dunno why. It's the Moonlord's rule, and nobody questions him.

"So here's the other unusual thing: these fairies, they're not gettin' killed off by the werereatures. They kinda like 'em: 'live and let live,' I s'pose. There's something else, somethin' darker, and it's killin' off the fey as quick as it can. I dunno what it is, and the werereatures don't know, either. Maybe the Moonlord knows.

"Now, not all folks are understanding like true rangers 'n' druids. Some don't wanna talk to the werereatures, but just kill 'em all off on account that they're usually pretty bad monsters. But look at me! Ogres are almost always bad monsters, but I never killed a person who didn't attack me first. You know who runs this here inn? A family of goblins! They're good folks, too, never hurt a soul. Here in Validia, they give people second chances. Chances to be good folk, even when the rest of our kind are really bad.

"The meanest werereature killer out there is the mayor of the town of Glory, two days north of here. He's some monster elf named Shannus. I never met him, and I ain't never seen him, neither, but they say he's all meanness and fury and taller than me. The werereatures tell me that he's almost..."

The ogre's eyebrows suddenly rise in a comical expression of surprise. Shadowy figures move into the inn, though doors and windows, and leap toward you.

The inn is suddenly filled with numerous werewolves. They burst through doors and windows during their surprise round. There are many more werewolves than those fighting the characters, but these other werewolves are busy attacking the sleeping guests in the common room and by bursting into the private rooms to attack the guests sleeping there too. This battle should seem very unfair and sudden.

For this battle, use Map 1: The Second Chance.

All APLs

🐾 **Grakin the Ogre**; hp 29; see *Monster Manual*.

🐾 **Sleeping Inn Guests**; male and female humanoids (various; mostly human) Com1 or War1, hp 9 each.

🐾 **Werewolves (a dozen or so)**; hp 29 each; see *Monster Manual*.

Tactics: These are the combatants not directly involved in the fight involving the characters. Grakin tries to flee as soon as he can, and the sleeping guests are awoken when they are attacked by the numerous werewolves. You shouldn't roll dice for this "side" combat, but assume that the townspeople are all injured, but no one is killed, by the werewolves attack.

Meanwhile, the characters have to content with the werewolves that attack them directly:

APL 4 (EL 6)

🐾 **Were-legendary wolf Ftr1**; hp 193 (205 due to *aid* spell); see Appendix One. This werewolf is in hybrid form when it attacks, and is a natural lycanthrope (thus, it has DR 10/silver). It is under the effects of Breyin's *aid* spell, so it gains +1 to attacks and saves against fear effects.

APL 6 (EL 8)

🐾 **Were-legendary wolves Ftr1 (2)**; hp 193 each (205 each due to *aid* spell); see Appendix One. These werewolves are in hybrid form when they attack, and are natural lycanthropes (thus, they have DR 10/silver). Each is under the effects of Breyin's *aid* spell, so gain +1 to attacks and saves against fear effects.

APL 8 (EL 10)

🐾 **Were-legendary wolves Ftr1 (4)**; hp 193 each (205 each due to *aid* spell); see Appendix One. These werewolves are in hybrid form when they attack, and are natural lycanthropes (thus, they have DR 10/silver). Each is under the effects of Breyin's *aid* spell, so gain +1 to attacks and saves against fear effects.

APL 10 (EL 12)

🐾 **Were-legendary wolves Ftr2/Sor1 (4)**; hp 211 each (223 each due to *aid* spell); see Appendix One. These werewolves are in hybrid form when they attack, and are natural lycanthropes (thus, they have DR 10/silver). Each is under the effects of Breyin's *aid* spell, so gain +1 to attacks and saves against fear effects.

APL 12 (EL 14)

🐾 **Were-legendary wolves Ftr4/Sor1 (4)**; hp 239 each (251 each due to *aid* spell); see Appendix One. These werewolves are in hybrid form when they attack, and are natural lycanthropes (thus, they have DR 10/silver). Each is under the effects of Breyin's *aid* spell, so gain +1 to attacks and saves against fear effects.

Tactics: You should resist the temptation to wipe out the party with this encounter; although properly EL'd, this encounter will probably severely outclass the characters. The werewolves are not here to kill, but to infect as many people as possible. For this reason, they will spread out their attacks on characters that have not yet been bitten. Even if they take attacks of opportunity from the characters, the werewolves will move past characters they believe to be infected in order to get at an undamaged party member. The werewolves will attack characters that seem particularly hardy several times. They will **NOT** attack any injured character if it looks like the bite damage might kill the character! These creatures also attack with their bite when they can only make a single attack, instead of a claw (even though their bite is a secondary attack), since they can only transmit lycanthropy through their bite.

Infected: It's important for the next scene that the characters don't know whether they are infected with lycanthropy or not. You should roll their Fortitude saves for them, in secret. At all APLs, the DC to avoid contracting lycanthropy is 15. The characters have no way of telling whether they are infected or not until the next full moon, which is not for two weeks.

Development: Once all the party has been attacked and damaged, or the characters have dispatched more than half of the werewolves facing them, read the following text on the next werewolf initiative count:

Suddenly, the werewolves in the inn raise their heads as though they heard something. As one, they scramble out of the inn, breaking windows and splintering doors in their haste to leave.

Almost immediately, you hear the clarion call of a horn or trumpet, coming from behind the inn. The noise is eerie and unearthly, and it sends deep shivers down your spine.

Most of the people here in the inn are injured, but none are dead. The people here get up and go see where the noise is coming from. When the characters step out the back of the inn as well, go to Encounter Two.

Encounter Two: New Recruits in the Army of the Moonlord

Many people in the Inn have stepped out the back, into the corral, to see where the beautiful horn music is coming from. Read:

The far side of the corral is lit with a beautiful, unearthly light. Standing in the light is a tall, proud creature built like a man but with the head of a dog. The creature is the source of the silvery glow.

Characters that played *VER3-03 Glory Dimmed* recognize the creature as the figure they followed through the woods to the elven shack full of quasits. Then, the silvery figure was the form of a dog. Now, it's the form of a dog-headed man. This is Breyin the Moonlord, a hound archon.

The werewolves fleeing the inn rush behind the glowing dog-headed man, and stand at attention as though they were some sort of honor guard. Seeing the mass of injured people staggering out of the inn, the dog-headed man speaks. His voice is clear and calm, and carries across the corral. He says:

"Greetings people of Validia. You may have been traders, woodsmen, or adventurers, but your old life is behind you. Now you are warriors, mighty warriors caught in an ancient battle that has raged in the Iron Wood for generations. I am Breyin Seven-Stars, the Moonlord, and you are now in my service. I will see that you are healed, and given new homes deep in the Iron Wood where you can live your days in peace and leisure. At night, you serve my needs in keeping the Iron Wood free from intruders. At all costs, intruders must be hounded from the Iron Wood at night.

You can run if you'd like, and reject my offer, but none of you can know if you are infected with lycanthropy or not. My werewolves have done their best to see that you are tainted with this disease. Will you become a ravening beast at the next full moon, to carelessly slaughter your family and friends before the good soldiery of Verbobonc puts you down, snarling and foaming at the mouth? Even powerful priests have difficulty curing the affliction, and their best cures are sometimes fatal. You have only one choice before you this night, and that is to join the army of the Moonlord.

You need not collect your things. All your needs will be provided. Follow my sergeants to your new homes."

At this, the werewolves begin ordering the wounded inn guests into columns, and prodding them into the darkness of the Iron Wood. Most go willingly, but clearly confused.

At this point, Breyin notices the party (assuming they aren't hiding, invisible, or the like). If they don't approach him, he approaches them. Breyin is very apologetic; he explains that he didn't know the characters were in the inn. His attack on the inn was the "distasteful contingency" that he mentioned in his letter.

Breyin has a lot of information to impart to the characters. If possible, try to avoid reading the following points like a list; instead, work them into a conversation with the characters. Breyin is polite, and regal, but is clearly an "end justifies the means" sort of thinker. Note that he isn't exceptionally intelligent, but he is very wise.

If Feff is with the party (as a cohort gained from *VER3-03 Glory Dimmed*), Feff and Breyin are happy to see each other again, and are clearly good friends.

- Breyin is a hound archon, a creature of law and good from the outer plane of Mount Celestia.
- Centuries ago, a powerful demon was imprisoned, and placed here in this wood.
- At that time, there were a few lycanthropes that prowled this wood, and a tribe of noble grey elves. There were also large numbers of fey. Travelers went through the woods often.
- Breyin was tasked to keep the demon imprisoned here. Breyin has been the creature's jailor ever since. The demon-creature is known only as the Great Dire Dark. Ever since the arrival of the Great Dire Dark, a thick mist has pervaded the entire Iron Wood.
- Almost immediately, Breyin realized that the Great Dire Dark has the ability to tempt and corrupt people in the Iron Wood to do evil. The lycanthropes seemed immune to this vile temptation, particularly the lycanthropes that were already evil. The grey elves have been corrupted only through the very slow passage of time. The more corruption the Great Dire Dark is able to inflict, the more powerful it has become.
- The Great Dire Dark seems unable to corrupt the fey, and so it's been slowly killing them off out of sheer cruelty. They say he has been torturing some of them with cold iron implements.
- Breyin realized that human traffic through the Iron Wood could spread the influence of the Great Dire Dark all over the region, and so he

had to devise some sort of plan to keep people out of the Iron Wood.

- To do this, he set himself up as a king among the lycanthropes, and commanded them to hound any travelers out of the Iron Wood after nightfall. When the lycanthropes started killing people, Breyin realized that this practice, although distasteful, worked to keep travelers away.
- For the most part, the Mist Children elves (as they started calling themselves) left the lycanthropes alone, and they left the Mist Children alone.
- The Great Dire Dark is a giant-sized form of darkness. It seems mostly insubstantial, and it radiates fear. There are a number of ancient tunnels under the Iron Wood, and the Great Dire Dark spends most of its time lurking down there.
- Breyin has fought and defeated the Great Dire Dark on several occasions. Each time, it seems as though Breyin's attacks are mostly ineffective (his attacks count as magic, lawful, and good). Once he does manage to defeat the Great Dire Dark, it explodes in a shower of black sparks, and Breyin thinks the Great Dire Dark has finally been destroyed. However, within a few days, the Great Dire Dark returns once again, and Breyin doesn't know why. (Note that Breyin, being from the Outer Planes, knows very little about undead. He has no knowledge of ghosts, their powers, or vulnerabilities. He thinks that the Great Dire Dark is some sort of powerful demon-spirit, but the characters may be able to identify the Great Dire Dark as some sort of ghost with a DC 15 Knowledge (religion) check).
- Recently, an elf named Shannus has established a town in the center of the Iron Wood, called Glory. He is the leader of the town.
- Shannus hates lycanthropes with a furious passion, and leads raids to kill as many as he can.
- Breyin used to have four powerful lieutenants, but Shannus has killed them all in the last few months.
- Breyin knows Shannus wants nothing more than to kill him, too.
- With the increase in townspeople and travelers in the Iron Wood, due to Glory's existence, the Great Dire Dark is becoming much more powerful.
- The Great Dire Dark has tricked the Mist Children. A group of quasits in wolf and rat

formed attacked several Mist Children outposts, and the Mist Children think the lycanthropes are to blame. As a result, the Mist Children have joined Shannus in his lycanthrope-hunting.

- Breyin's forces have nearly all been depleted. He is losing his fight against Shannus. If people are free to travel in the Iron Wood unmolested, the Great Dire Dark will be completely free to go wherever it wants and spread its terror far and wide.
- Breyin believes that the Great Dire Dark cannot ever be permanently destroyed (he's tried several times with no success).
- Breyin has decided that he must make peace with Shannus. He wants to tell the elf about the existence of the Great Dire Dark, but he can't go himself, since Shannus would just kill him.
- Breyin asks the characters (particularly those with a Trust of Shannus) to deliver a message of peace. He also asks them to look over the message, and make any suggestions they have.
- If the characters are upset about being turned into lycanthropes, Breyin will offer them some fresh belladonna from a pouch he carries.
- Breyin promises that his minions (the lycanthropes) will leave them alone as they travel through the Iron Wood to Glory.

The Message: Give the players Player Handout Four: Peace Offering when they look at Breyin's message. Breyin is genuinely interested in what they have to say about it, and will make any modifications they suggest.

Troubleshooting: Some characters may decide to attack the Moonlord right away. As soon as they take an aggressive action he *teleports* away, leaving the note behind. He then returns near enough to deliver a *message* to the party, claiming that he seeks peace and asking them to deliver the message of peace to Shannus.

If the characters actually manage to kill Breyin, the adventure can still continue. A lycanthrope minion of Breyin's takes over the army, with the sole goal of killing Shannus and all humans he can find. Use the stats of a were-legendary wolf from Encounter One. It will be this minion, not Breyin, that leads the lycanthrope and fey army in Encounter Eight.

If the characters refuse to deliver the message, Breyin has to deliver it some other way. As long as the characters still intend to go to Glory, the adventure can continue.

Encounter Three: Zealots

This encounter occurs once the characters are wrapping up their conversation with Breyin. A group of Mist Children elves have snuck up to the party's position. They are about thirty feet away, forty feet up in the trees (thus, about fifty feet from the characters, the limit of vision in this area). They give a war cry, and attack.

The thick silence of the misty Iron Wood is broken by a elven war cry: "For Shannus! Death to the Moonlord!" A hail of arrows rains down upon you.

These Mist Children elves are not particularly skilled warriors, but they are quite brave. They concentrate their fire on Breyin, and on any characters with two Trusts of Breyin and *no* Trusts of Shannus.

As soon as he can, Breyin hands his message of peace to the nearest character (if they haven't taken it from him already), pleads "Get this to Shannus for me," and *teleports* away.

All APLs

☛ **Elf, 1st Level Warrior (one per APL, max of 8);** hp 4 each; see *Monster Manual*. As gray elves, they have Str 11 and Int 12. They are neutral in alignment.

Tactics: As soon as Breyin is gone, these elves stop their attacks.

If there are no characters with a Trust of Shannus in the party, the elves try to flee through the treetops once Breyin *teleports* away.

If at least one character has a Trust of Shannus, the elves thank any characters with Trusts of Shannus for occupying Breyin while they planned and executed their ambush. They are sorry he got away so easily. The characters may want to clear up the Mist Children's misunderstanding, but if they insist too strongly that they are in Breyin's service, the elves will suspiciously take their leave.

If the characters don't alienate these elves, they offer to escort the characters on the two-day trip through the Iron Wood to Glory. Otherwise, the characters can make the trip on their own. In either case, move on to Encounter Four.

Encounter Four: Darkness Falls

Breyin has asked the characters to deliver a message of peace to Shannus. The Great Dire Dark has other plans, however, and wants to provoke a war. He intends to switch the message of peace that the characters carry for a message of war instead.

This encounter is about the switch the Great Dire Dark will pull on the characters. As with most magic tricks, the key to successfully pulling off this switch is misdirection. This switch must happen for the adventure to play out, but the switch can happen one of several ways, depending upon the actions of the party.

Most importantly, you need to determine which character has the message from Breyin, without letting the players think it's important that you're asking. Don't make a big show of this; assume it was the character most involved in editing the message in the last Encounter, or whatever player told you "I'll carry the message." If you still can't determine, assume that whatever player has Player Handout Four physically nearest to him carries the letter. Unless that character has specifically identified where he put the letter (as in "I put the letter into my *Heward's handy haversack*"), just assume that it's tucked away safely on the character's person somewhere.

Once you've identified which characters has the message, that character is the Target.

- If the Target is traveling overland, or flying through the forest, then the darkmantles attack them, as explained below. This is how the switch will happen for most parties.
- If the characters fly above the Iron Wood with such spells as *overland flight* or *wind walk*, the darkmantles attack as described below. Instead of dropping down onto the party, obviously, they fly up to meet them.
- If the Target *teleports* to Glory, or moves in some other extraplanar way, then the Target arrives exactly one round later than he otherwise should (one round behind the rest of the *teleporting* party, for example). The switch was pulled while the Target moved through the planes, but the Target won't notice. To the Target, the trip seemed entirely usual, except for the one-round delay upon arrival. Proceed to the next Encounter.
- If the Target puts the letter into a nondimensional space, such as a *bag of holding*, then a fiendish dimensional traveler, an agent of the Great Dire Dark, makes the switch without the Target's knowledge. Precisely how this is

done isn't important. The Target won't know the switch has been made until he or she retrieves the item again. Proceed to the next Encounter.

- If the Target has merged the message with his or her form, as with a *polymorph* effect or *wild shape* ability, then the darkmantles must cover the Target's entire form with *darkness* in order to make the switch. With this in mind, continue with the darkmantles encounter, below.

Most Targets have the message in a pouch, belt, backpack, or other storage. In order to make the switch, the Great Dire Dark must have an area of shadowy darkness contact the pouch, backpack, or other storage. As the characters walk through the misty Iron Wood, they are attacked by a pack of fiendish darkmantles. Since these creatures aren't a real challenge for the party at any APL, and are merely a diversion, no XP is awarded for this encounter. If the players think they got away easily, so much the better.

APL 4-6 (EL o)

🔥**Fiendish Darkmantles** (4); hp 6 each; see Appendix One.

APL 8-12 (EL o)

🔥**Fiendish Darkmantles, advanced to 4 HD** (4); hp 30 each; see Appendix One.

Tactics: These creatures have only one purpose: to overlay the Target character with as many areas of *darkness* as possible. If they manage to do so for even a fraction of a round, the Great Dire Dark is able to switch the message from Player Handout Four to Player Handout Five. This switching is imperceptible to the Target character.

Development: Once the switch is made, the characters travel the rest of the way to Glory safely.

Encounter Five: Return to Glory

The characters arrive in the area of Map 2 about a half-hour before sunset. They have time to stop at the logging camp and say hello to Felton Grover if they'd like (he's in the lumber yard, overseeing some loggers bringing some new timber into the yard). He will greet any characters he has met before warmly, and offer them a place to stay in the logging camp, if they don't have any other plans.

He's happy to find out that Breyin wants peace, if they tell him.

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 each of the lower spires are impaled heads: three human heads and a half-orc head. (Characters who have the Trust of Breyin from Glory Town will recognize the half-orc 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 training with silver weapons, and you see a large pile of silver weapons stacked off to the east side of the entrance area.

Glory looks every inch the boomtown. Inform characters that have been here before that there are lots of new buildings crowded together, and the existing buildings have had several stories added to them. 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 three 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 killed them all. The central, higher spike is reserved for the head of the Moonlord himself. The townspeople of Glory hate and fear the Moonlord. If the players insist that the

Moonlord wants peace, they townspeople won't believe them.

There are also dozens of Mist Children elves living within the walls of Glory, as well. Most of them live in and near the Fallen Timber Tavern. They are dour and quiet, and won't say more than a word or two to the most loquacious characters.

Some other facts the characters can garner from questioning townspeople are:

- 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 hanging cages are where Shannus puts people that he fears are infected with lycanthropy through the three nights of the full moon. If they don't change, then they're free to return to their lives in the town. If they do change in the cages, they're killed immediately. Most townspeople think this is pretty fair; after all, Shannus could just exile them from the town if he suspects they've been bitten, but hanging in the cage gives them a chance to "prove themselves."
- 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.
- Even magical herbs and exotic items are available here, like the bases for *Keoghtom's ointment* and *Nolzur's marvelous pigments*. Items available are listed on the AR by APL.
- 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 are looking for Shannus, 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, Shannus is looking over some maps of the Iron Wood. He is sipping a rare tea native to this area.

Behind a large table you see a large elf. He has bright brass-colored scales over most of his skin, and his stretched face surrounds pupils slitted like a reptile's. The elf is hunched here, but it probably seven to eight feet tall.

Shannus greets the characters coldly and dismissively if none of them have any Trusts of Shannus. If any of them have a Trust of Shannus (that is, if he sent them a letter), then he recognizes them greets them warmly, and asks how their investigations in Validia went. When the characters give Shannus the message, read:

Shannus looks over the letter, and a stormy look crosses his face. He gets angrier and angrier as he reads.

Shannus is filled with rage, and determined to meet Breyin on the field of battle. He will let the characters see the message if they ask: show them Player Handout 5. The handwriting is perfectly matches Breyin's.

If the characters protest that there must have been some sort of mistake or trick, then Shannus expressed sympathy that the characters were so easily fooled by a trick of the Moonlord. He then excuses himself, as he has many preparations to attend to.

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.

Development: If the characters tell Shannus that they were injured by werewolves earlier in the scenario, he refuses to let them stay in the town. He does not want to risk infection or attack of his townspeople. If they succeed at a DC 10+APL Diplomacy check *and* point out that the next full moon is weeks away, he'll agree to let them stay in town overnight. He won't lock them up in the cages (as he insisted on in *Glory Town*), until the moon is full.

Encounter Six: Arrival of the Menagerie Master

As long as the characters are somewhere near the town of Glory at nightfall, they see one last wagon driver making his way into the city before the gates are closed for the evening. This is no ordinary merchant, however, but Ghen Tayber, the showman and owner of Tayber's Mundivagant Menagerie. Tayber collects unusual animals from all over the Flanaess, and puts them on display in a traveling circus for people to see. Any character who played the Verbobonc regional scenario *VERI-10 For Man Nor Beast* has met Ghen Tayber before.

Tayber is driving a canvas-covered wooden cage filled with three rust monsters. He recently purchased these animals from a rat-faced man in Devarnish. The man sold him the beasts at a very good price, on the condition that Tayber take them overland through the Iron Wood, rather than on a ship down the Velverdyva. Never one to pass up a good deal, Tayber agreed. Unfortunately, Tayber is being unknowingly manipulated by an agent of the Great Dire Dark to enact a plan to weaken Shannus' forces.

As night falls in the misty Iron Wood, the gate guards of Glory prepare to seal the town against the horrors of the night. Lumbering through the mist, from the direction of Veluna, is a huge wagon pulled by four horses. The wagon large and boxy, made of wood, and completely covered with canvas held down with wooden pegs. Driving the wagon is a man in gaudy orange and silver traveling clothes. He has a broad smile under his handlebar mustache.

The gate guards wait for this one last merchant to pull into the town. The man pulls the wagon through the gates, and he stops near the hanging iron cages. The man gets off his wagon to talk to the gate guard. The guardsman points in the direction of the Fallen Timber Tavern, apparently giving the colorful man directions to lodging for the night.

Have the characters make Spot checks, but the DC is only 10. You may also inform players whose characters were present in *For Man Nor Beast* that they recognize this man as the menagerie owner Ghen Tayber. To those who succeeded at the Spot check, read:

As the men converse, you notice a corner of the canvas lift. Snaking out from inside the cage is a long, reddish antenna. The antenna lashes out at one of the iron cages, and the cage collapses into a heap of rust. The guard doesn't seem to notice, as the wagon blocks his view, but the colorful man anxiously shoves the antenna back under the canvas and shoves a wooden peg into place to keep the canvas covering down.

Undoubtedly, the characters will want to investigate this unusual occurrence. Ghen Tayber greets the characters warmly, if they approach him. If the characters met him before, he remembers them and greets them by name. He also comments on how different they look (since they've probably spent the intervening two years adventuring!).

Ghen Tayber is a warm, friendly man with a flair for showmanship. He is open and eager to show off his wagon and its contents to anyone who asks. He doesn't have any of his other animals or workers here; they are camped with the rest of his menagerie near Larneystoe.

The wagon is 10 feet wide, 15 feet long, and 10 feet high. It is basically a wheeled wooden cage covered with canvas. The canvas is held down with wooden pegs every 12 inches. There isn't any metal in the wagon at all, except the axles (which are out of reach of the cage's occupants). There is a sturdy latch at the rear of the cage at the top (out of reach of most characters). It is latched with an ornate wooden lock. If this latch is opened, the entire back section swings down, becoming a ramp for the cage occupants to leave the wagon.

Inside the wagon are three rust monsters. At APL 4 and 6, they are normal-sized rust monsters that scamper freely about the cage. At APL 8 through 12, they are Large creatures that are squeezed together cozily in the cage. At APL 10 and 12, they have something indescribable and frightening about them. These fiendish rust monsters also have wings, but they are folded up against their hides and not visible while they are caged.

Ghen Tayber is extraordinarily proud of his "new acquisitions," and points out their features to curious characters ("Look at that paddle! A wide paddle like that means he's a really healthy one." "The shading on the one in the back, there, is really unique." and so on). He is also open about who he bought the rust monsters from, and what a bargain he got ("Only 11,500 gold for all three!").

Once the characters hear that a "rat-faced" man sold the rust monsters, they may become suspicious that a were-rat is involved. They might point out the dangerous

creatures to the guardsmen, or even to Shannus himself. Shannus is currently located in the Fallen Timber Tavern, and will come out to meet Ghen Tayber if the characters ask.

Shannus and the guardsmen are irritated about the loss of one of the cages, but Ghen Tayber promises to repay Shannus for the loss. After only a few minutes of conversation, the showman endears himself to Shannus and the guardsmen. They refuse to put either Tayber or his cargo out of Glory for the night. To do so, they are sure, will mean certain death. If the characters insist, Tayber will move his wagon to any other reasonable place in town. If the characters request it, then Shannus will post guards on the wagon, or on the silver, or anything else the characters request that seems like a reasonable precaution.

If the characters think there is something suspicious and not coincidental about Tayber's arrival in town with a wagonload of rust monsters, they're right...

Encounter Seven: Long Night

Late in the night, the Great Dire Dark sets two plans into motion, designed to weaken the forces of Glory. Several howlers attack the logging camp outside of town. While that confusion is underway, an invisible quasit sneaks in to Glory and frees the rust monsters from their cage. The hungry rust monsters go on a feeding frenzy, and disintegrate much of Glory's iron, steel, and stores of silver weapons lying around town. The Great Dire Dark knows that this will throw blame onto Breyin—after all, who else would want the town's silver weapons destroyed?—but its real plan is far more subtle: rust monsters prefer ferrous metals (like iron and steel) to nonferrous metals (like silver), and the rust monster rampage will destroy virtually all of the cold iron in town. This will make it harder for the townspeople to exploit the Great Dire Dark's weakness, even if they should discover what it is.

The characters will probably intervene to stop one of these events, but not the other. If they are able to stop both attacks, so much the better, but they would have to be exceptionally clever (or dangerously split their forces) in order to do so.

This encounter faces the characters with a choice: either they go save the loggers from the howlers (but, as a result of the characters' absence, the rust monsters destroy most of the silver in Glory), or they stay in Glory and defeat the rust monsters and the quasit (which means the loggers are slain by the howlers).

About two hours after dark, as long as the characters are anywhere on Map 2 (either in Glory, at the logging

camp, or anywhere nearby), read the following to any characters that are awake:

The stillness of the foggy night is broken by a low animal howl. Several other animals join in immediately, and the howling sets your teeth on edge. No natural animal is making this unearthly noise.

The howls are coming from the direction of the logging camp.

As it will probably be significant to this encounter, note that the logging camp building is about 3500 feet from the gates of Glory via the trail, or 2000 feet as the crow flies.

If the characters investigate

As soon as the characters go investigate the howling, they encounter a pack of howlers lurking around the yard in front of the logging camp. These howlers attack the characters immediately, and fight to the death.

While this combat is underway, an *invisible* quasit with a *chime of opening* flies out of the night to a point above the rust monster cage in Glory, and rings the *chime of opening*. Note that a *chime of opening* only requires line of sight to the locked mechanism; since the town of Glory is dimly lit, even at night, the quasit can use this magic device from hundreds of feet away if he has to. This frees the rust monsters, and they immediately rampage around the town. Shannus and the Glory town guard have difficulty in fighting these creatures—the silver weapons of the guard turn to rust on impact, and Shannus is hesitant to use his high level area-effect spells in town. By the time the characters return from their combat with the howlers, Shannus and the town guard have killed the rust monsters, but at the loss of *nearly all* iron and steel in Glory, and about *half* of the town's silver weapons. Of course, it's the loss of the silver weapons that seem most significant to Shannus and the townspeople—that's the Great Dire Dark's ruse.

APL 4 (EL 5)

🦉 **Howlers** (2); hp 39 each; see *Monster Manual*.

APL 6 (EL 7)

🦉 **Howlers** (4); hp 39 each; see *Monster Manual*.

APL 8 (EL 9)

🦉 **Howlers**, advanced to 10 HD (4); hp 65 each; see Appendix One.

APL 10 (EL 11)

🦇Howlers, advanced to 12 HD (4); hp 114 each; see Appendix One.

APL 12 (EL 14)

🦇Howlers, advanced to 16 HD (6); hp 152 each; see Appendix One.

If the characters wait

The howlers circle around the logging camp for three hours, howling. This means anyone that can hear them has to make three DC 12 Will saves, or lose 1 point of Wisdom for each failed save. At any time the characters can go investigate, and fight the howlers as described above. The *invisible* quasit will wait until the characters have left the area around Glory before freeing the rust monsters with his *chime of opening*, and they go berserk as above.

After three hours, the quasit decides it had better do something more drastic to lure the characters away from the town of Glory. It flies over to the logging camp building, and rings the *chime of opening* to open the sturdy front door of the logging camp. The howlers then rush inside, taking the loggers by surprise. Read the following:

The incessant howling suddenly stops, and the silence is surprising and welcome. From the direction of the logging camp building comes surprised cries of men. The night is then filled with the sounds of men screaming, each scream cut horribly short.

If the characters go investigate at this time, the howlers rush out of the building as the characters arrive at the logging camp. The howlers fight the characters outside in the lumber yard.

If the characters wait even longer

If the attack on the loggers doesn't budge the characters from their position in Glory, the quasit decides to act anyway. He frees the rust monsters with his *chime of opening*, and the hungry rust monsters start running around the town, turning all the ferrous metal they can find into rust. Once the ferrous metals are destroyed (in about a minute), they start rusting the stockpiles of silver weapons in town. If the characters interfere, the rust monsters hungrily attack the characters for the metal they wear and use. At APL 6 and above, the quasit flies down invisibly, and attacks the characters to the best of its ability as well.

APL 4 (EL 5)

🦇Rust Monsters (2); hp 27 each; see *Monster Manual*. At this APL, one of the rust monsters is not as hungry as his fellows; he remains in the wooden cage.

APL 6 (EL 7)

🦇Rust Monsters (3); hp 27 each; see *Monster Manual*.
🦇Quasit Rog1; hp 27; see Appendix One.

APL 8 (EL 9)

🦇Rust Monsters, advanced to 13 HD (3); hp 110 each; see Appendix One.
🦇Quasit Rog1; hp 27; see Appendix One.

APL 10 (EL 11)

🦇Fiendish Rust Monsters, advanced to 13 HD (3); hp 110 each; see Appendix One.
🦇Quasit Rog3; hp 39; see Appendix One.

APL 12 (EL 14)

🦇Fiendish Rust Monsters, advanced to 13 HD (3); hp 110 each; see Appendix One.
🦇Quasit Rog11; hp 83; see Appendix One.

Tactics: The rust monsters attack until slain. The quasit makes a sneak attack from invisibility on any sorcerer or wizard that has displayed an ability to substantially damage the rust monsters (failing that, any weak-looking character will suffice). It alternates sneak attacks with fleeing and turning invisible in order to sneak attack again.

Development: Most groups will be inside the walls of Glory at the beginning of this scene. Here is a guide for troubleshooting this encounter in case they are somewhere else for the night:

- If the characters are camped outside the logging camp, the howlers attack them right away. Meanwhile, the quasit frees the rust monsters as described above.
- If the characters are inside the logging camp, Felton Grover and all the loggers are awakened by the howling right outside. Felton is unsure whether the best action is to go out and face the creatures, or to wait them out inside; he leave the decision to the characters. The characters are free to go out and investigate (and fight the howlers), or wait three hours until the howlers burst in to the logging camp building and attack the characters indoors. This is a better tactical situation for the characters, since the Large (or Huge) howlers will have a tough time squeezing

through the rooms of the logging camp building.

- As long as the characters aren't in Glory, the quasit frees the rust monsters immediately. If the characters are near the town, they can hear the shouts of guards and Shannus fighting the rust monsters within. Remember that the gates of Glory are closed from sundown to sunup, but can be climbed with a DC 20 Climb check.

One other possible development bears mentioning here. Some anti-Shannus characters may take matters into their own hands, and free the rust monsters themselves! Since no one really expects this sort of betrayal from within the town, it will almost certainly work. The rust monsters will rampage around, destroying ferrous metals and half the stockpiles of silver weapons, before Shannus and the town guard are able to stop them. When the quasit arrives, he's pleasantly surprised that his work has been done for him, and flies off without ever making his presence known.

Two results of this encounter bear mentioning: first of all, Shannus is convinced that the rust monster attack is a trick of Breyin's to corrode the town's stockpile of silver weapons. He is further enraged at the Moonlord, and more resolved than ever to defeat him the following morning. Also, Felton Grover and Larko survived the howler attack, even if the howlers broke into the logging camp and killed everyone else (in that case, Felton and Larko hid in a closet and the howlers didn't find them). If the characters didn't go out to rescue the loggers, then Felton arrives at the town early the next morning to let the characters know he survived, but that none of the other loggers did.

Once the characters have defeated the howlers or stopped the rust monsters, the rest of the night passes uneventfully.

What the menagerie owner knows: Should the characters seek out Ghen Tayber, he's asleep in the Fallen Timber Tavern (he slept through the whole encounter). If asked about the rust monster trick, he confirms that freeing rust monsters in order to destroy silver weapons is very foolish and likely ineffective—the creatures prefer ferrous metals, like iron, and are likely to gorge themselves on iron before moving on to silver. This is an important clue for the final encounter.

Treasure: If the characters defeat and loot the quasit rogue.

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

APL 6, 8 and 10: L: 0 gp; C: 0 gp; M: +1 *leather armor* (value 97 gp per character), *chime of opening* (value 250 gp per character).

APL 12: L: 0 gp; C: 0 gp; M: +1 *leather armor* (value 97 gp per character), *chime of opening* (value 250 gp per character), *gloves of dexterity* +2 (value 333 gp per character), *ring of protection* +1 (value 167 gp per character).

Encounter Eight: The Battle of Light and Honor

Early the next morning, the town guard of Glory assembles for instructions from their leader Shannus. Also throughout the early morning, hundreds of Mist Children elves arrive in Glory as well. If the rust monsters were unable to corrode the stockpiles of silver weapons, then Shannus equips his entire army with silver weapons. Otherwise, he has only a few silver weapons and doles them out carefully.

In any case, if the characters have expressed a desire to fight on Shannus' side, Shannus gives them whatever silver weapons they ask for. Shannus knows the characters are some of the most powerful allies he has, and he'll equip them accordingly.

At dawn, Shannus and his troops assemble in a rough line, northwest-to-southeast, along the west side of the lumberyard. Visible through the mist in a similar line along the east side of the lumberyard are the forces of Breyin: lycanthropes and fey.

Last night, Breyin received a message from a group pretending to be Mist Children elves representing Shannus. These creatures were in fact doppelganger agents of the Great Dire Dark. They told Breyin that his offer of peace has been wholeheartedly refused, and he can end the war once and for all by meeting Shannus' forces at dawn in a battle in the lumberyard outside of Glory. Thus, Breyin has assembled his forces for war as well.

In short, this conflict has been engineered by the Great Dire Dark, but no one knows this. The characters probably suspect it, but neither of the opposing leaders will listen to what the characters have to say.

The morning sun shines weakly through the mist. The open ground of the lumberyard is clear and calm. A caved-in pit on the east side and a pile of tree trunks on the south end are the only features in the yard.

To the west, stretched in a battle-line as far as you can see in the mist, are men and elves girded for war.

Behind them, radiating calm, Shannus sits atop Mountain, his dire horse. Grim-faced, the men and elves look across the lumberyard.

To the east are massed animal-men of the Iron Wood. You can see werewolves, wererats, and wereboars, all in their hybrid man-like forms. Among them are satyrs, pixies, treants, and other fey-creatures of the wood. Leading this unusual army is proud Breyin, his clawed hands resting on his greatsword, resting point-downward in the earth.

In the north, the dark shape of the logging camp building is just visible through the mist. In the doorway, uncommitted to either side, stands the logger Felton Grover and the mutilated grig, Larko. These two figures look sadly over the opposing armies.

Shannus shouts across the lumberyard to the Moonlord, "Breyin, there can be no peace while your wicked kind walks this Wood. I will die to see them destroyed."

Breyin shouts back, "Shannus, there can be no peace while you fill this Wood with innocent men. I will kill you to see them gone from here."

Both Shannus and Breyin look to the characters, waiting to see which side the characters will choose to fight on. In the doorway of the logging camp building, Felton Grover, Larko the grig, and Ghen Tayber stand uncommitted to either side.

The characters may think they have two choices here (between fighting alongside Breyin or fighting alongside Shannus), but in fact they have a third option: they can take neither side, and seek shelter in the logging camp building. Ask each character what they wish to do; it's perfectly fine if the characters make different choices. As long as the characters make a decision based on their character's motivations and preferences, they earn the Story Award XP for this encounter.

Some characters may try to stop the fighting before it begins, but this won't be successful. The two sides are too stubborn to listen to any arguments, even magical ones.

Once the characters have made their decision, the battle begins. Read the following:

From somewhere to the south, beyond your vision in the mist, you hear the enraged roar of an animal and the warcry of an elf. These sounds electrify the troops on both sides of the battle. Men and beasts rush towards each to do battle.

Although some characters may be on different sides of this battle, it is not an excuse for characters to fight against other characters. Remind the players that their characters may be enemies of the opposing armies, but that doesn't make them enemies of the opposing player characters.

Allow the characters to participate in a few rounds of battle, but don't try to kill off the characters unless they engage a seriously superior foe (if a 3rd level character charges a treant, for example). The characters should survive this encounter intact. The characters are free to fight the opposing leader (Breyin or Shannus) if they'd like, but these foes are not scaled according to the APL. Their statistics are found in Appendix One. Depending on the side chosen, the following opponents are appropriate to array against the characters:

Those fighting on **Shannus' side** will fight against any of the following combatants:

- Breyin the Moonlord, as described in Appendix One.
- Werewolves, wererats, and wereboars, as described in the *Monster Manual*.
- Satyrs, pixies, and treants, as described in the *Monster Manual*.

After a couple of rounds of fighting, move on to Encounter Nine.

Those fighting on **Breyins' side** will fight against any of the following combatants:

- Shannus the dragon disciple, as described in Appendix One.
- Glory town guards, as described in Appendix One.
- Elven warriors, as described in the *Monster Manual* (as gray elves, these elves have Strength 11 and Intelligence 12).
- For higher-APL parties, feel free to use the drow wizard statistics found on pages 125 and 126 of the *Dungeon Master's Guide*. Since these elven wizards are gray elves and not drow, they do not have spell-like abilities, SR, or light blindness.

After a couple of rounds of fighting, move on to Encounter Nine.

Those fighting on **neither side** can choose to duck into the logging camp building with Felton Grover, Larko the grig, and Ghen Tayber. If they do, read the following:

The battle rages in the lumberyard, and you are sheltered from the storm of blade and claw. Felton Grover leans on his iron-headed sledgehammer, shaking his head. "I heard Breyin tried to pull some mean trick on the town, but it didn't seem to put him on top."

Ghen Tayber, the menagerie owner, replies, "it just wasn't a smart thing to do, trying to set rust monsters free to eat silver. Rust monsters don't like silver; they prefer ferrous metals like steel and iron. Iron particularly. You wouldn't set a rust monster free in a town if you wanted silver gone; you'd do it if you wanted all the steel and iron gone."

Larko the mutilated grig looks nervously at a pile of iron hammers and iron spikes used for felling trees, as though they might jump at him. "I tell you, horrible things they did to us fey in the underground realms. Horrible things with cold iron scalpels. None of us can stand the touch of it, and they kept cutting and cutting at us, like they were trying to find out how much of it we could take."

These words swirl in your mind as you watch the battle...something wanted the iron in Glory destroyed...something is testing the limits of cold iron vulnerability in fey...something...

And then you think you understand why the Great Dire Dark's prison is called the Iron Wood.

Immediately move to Encounter Nine.

Encounter Nine: Darkness Ended

At the height of the battle, the Great Dire Dark makes an appearance, intending to draw demonic strength from the carnage and slaughter.

The collapsed hole on the east side of the lumberyard suddenly explodes, raining clumps of earth and rock all over the nearby combatants. From the hole issues a giant form of a man, made of darkness and shadow. It strides into the thick of the fighting, touching elf, man, and beast. Those unfortunate creatures touched by the Great Dire Dark shrivel and die.

The figure emits a roaring laugh, and cries "Ahh, all this wonderful slaughter gives me strength! Flee from me if you can, you scrabbling maggots!" All those nearby turn and run from the terrifying figure of the Great Dire Dark.

Give the characters a chance to react. If they suspect that cold iron weapons will harm the Great Dire Dark, give them a chance to attack and find out. If the characters still haven't figured it out, then Felton Grover unintentionally reveals the truth. Read:

With a brave cry, the logger Felton Grover raises his iron hammer above his head and rushes at the Great Dire Dark. He swings his hammer, and his blow seems to connect with the creature. In fact, it seems to hurt the Great Dire Dark. The monstrous dark form looks down, surprised, and flees back into the wide hole.

The characters are free to pursue the Great Dire Dark at this time. If either Breyin or Shannus are left alive, they suggest the characters immediately pursue the Great Dire Dark, before it can escape.

Where do we get cold iron weapons? Just inside the logging camp building, the loggers keep several cold-forged iron sledgehammers (treat as cold iron warhammers) and several cold-forged iron wedges (treat as cold iron daggers). If anyone ever thinks to ask, the loggers got these tools in trade from miners high in the Lortmil Mountains, who craft implements of raw cold iron since it's easier to work with. The loggers have a number of axes (of various sizes), but these weapons are made of steel, not cold iron (cold iron forged weapons do not keep an edge well, generally speaking).

After It! The Great Dire Dark flees through the hole, and through the passages under the Iron Wood. The characters can follow it, as it howls in pain and leaks bits of shadow-stuff from its form as it runs. The characters catch up to the Great Dire Dark in the underground room where they faced Henk Gurmick in *Glory Dimmed*. They enter this large room on a ledge 10 feet up from the floor. The Great Dire Dark is in the middle of the room, and it makes its last stand here. Several dretches lairing here watch the battle with interest, but they do not participate other than to cheer whenever the Great Dire Dark lands a solid blow.

The Great Dire Dark fights to the death, hoping to kill the characters and prevent the secret of its weakness from becoming widely known.

APL 4 (EL 7)

☛ Great Dire Dark; hp 65; see Appendix One.

APL 6 (EL 9)

☛ Great Dire Dark; hp 104; see Appendix One.

APL 8 (EL 11)

🔥Great Dire Dark; hp 143; see Appendix One.

APL 10 (EL 13)

🔥Great Dire Dark; hp 182; see Appendix One.

APL 12 (EL 15)

🔥Great Dire Dark; hp 221; see Appendix One.

Tactics: The Great Dire Dark is well aware that it is practically invulnerable to all attacks except cold iron weapons. It uses its moan ability early in combat to reduce the number of its opponents. It concentrates its ability drain attack on any creature that seems to be doing it a great deal of damage. It generally uses its ability drain to drain away Constitution, but it will drain Strength in order to minimize its damage. It attacks with its sword in order to drop weak-looking opponents, frequently in conjunction with Power Attack. Note that at higher APLs the Great Dire Dark uses Whirlwind Attack in order to drain many characters, or to attack many characters with its *ghost touch* sword.

Development: Once the characters reduce the Great Dire Dark to 0 hit points, it explodes in a shower of sparks. If the death blow was dealt with a cold iron weapon, the sparks are rainbow-colored, and the fog of the Iron Wood immediately begins to lessen. The Great Dire Dark has been permanently destroyed.

If the death blow is given with any other weapon, the Great Dire Dark explodes in a shower of black sparks, and a taunting laugh echoes around the characters. In this case, the Great Dire Dark isn't permanently destroyed, but has been set back for the time being.

Treasure: Scattered around this room are various items the dretches have been able to steal in the past few months. Other than his *ghost touch* sword (at APL 6+), the Great Dire Dark has no treasure of its own.

APL 4: L: 0 gp; C: 75 gp; M: *periapt of health* (value 625 gp per character).

APL 6: L: 0 gp; C: 75 gp; M: *periapt of health* (value 625 gp per character), *+1 ghost touch longsword* (value 692 gp per character).

APL 8: L: 0 gp; C: 75 gp; M: *periapt of health* (value 625 gp per character), *+1 ghost touch longsword* (value 692 gp per character), *lens of detection* (value 292 gp per character).

APL 10: L: 0 gp; C: 75 gp; M: *periapt of health* (value 625 gp per character), *+1 ghost touch longsword* (value 692 gp per character), *lens of detection* (value 292 gp per character), *slippers of spider climbing* (value 400 gp per

character), *gloves of dexterity +2* (value 333 gp per character).

APL 12: L: 0 gp; C: 75 gp; M: *periapt of health* (value 625 gp per character), *+1 ghost touch longsword* (value 692 gp per character), *lens of detection* (value 292 gp per character), *slippers of spider climbing* (value 292 gp per character), *gloves of dexterity +2* (value 333 gp per character), *necklace of adaptation* (value 750 gp per character), *scroll of mass bear's endurance* (value 138 gp per character).

Conclusion

Three loose ends must be tied up at the conclusion of this adventure. Please fill out the Critical Events Summary at the end of this scenario.

If Shannus survived the scenario, then he thanks the characters for what they have uncovered. He is a little bit ashamed that the Great Dire Dark was able to manipulate him. As long as the Great Dire Dark was permanently destroyed, Shannus helps arcane casters among the party unlock their inner potential, as described on the AR.

If Breyin survived, he is very grateful for the assistance of the characters. Even if the Great Dire Dark wasn't permanently destroyed, Breyin now knows that the demonic entity has a terrible weakness, and he will be able to effectively combat it in the future, rather than use lycanthropes to scare people out of the Iron Wood. If the characters managed to destroy the Great Dire Dark, then Breyin has no more work to do on Oerth, and he will return to Mount Celestia. Before he does so, however, he will reward the characters as described on the AR.

If the characters were able to destroy the Great Dire Dark completely, then the pervasive mist in the Iron Wood lifts. Although more hospitable, the Iron Wood still isn't what anyone can call "safe:" uncontrolled bands of evil lycanthropes now roam the Iron Wood, and will have to be eliminated. This task, however, is for other adventurers on another day.

All characters who have contracted lycanthropy in this scenario are cured, at no cost in gp or TUs, by attending clerics in Glory at the end of this scenario.

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 One: The Ogre's Low Voice

Defeat the werewolves:

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

Encounter Seven: Long Night

Defeat the howlers or the rust monsters:

APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	420 XP

Encounter Eight: The Battle of Light and Honor

If the characters participate in the Battle based on their own convictions of what is right:

APL 4	45 XP
APL 6	60 XP
APL 8	75 XP
APL 10	90 XP
APL 12	105 XP

Encounter Nine: Darkness Ended

Defeat the Great Dire Dark:

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

Bonus for defeating the Great Dire Dark permanently (a cold iron weapon is used to deliver the death blow):

APL 4	45 XP
APL 6	60 XP
APL 8	75 XP
APL 10	90 XP
APL 12	105 XP

Bonus Role-Playing Experience

APL 4	45 XP
APL 6	60 XP
APL 8	75 XP
APL 10	90 XP
APL 12	105 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. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the

adventure so this total may be modified by other circumstances.

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

Encounter Three: Zealots

Defeat and loot the Mist Children elves.

All APLs: L 8 gp per elf; C: 0 gp; M: 0 gp.

Encounter Seven: Long Night

If the characters defeat and loot the quasit rogue.

APL 6, 8 and 10: L: 0 gp; C: 0 gp; M: +1 *leather armor* (value 97 gp per character), *chime of opening* (value 250 gp per character).

APL 12: L: 0 gp; C: 0 gp; M: +1 *leather armor* (value 97 gp per character), *chime of opening* (value 250 gp per character), *gloves of dexterity* +2 (value 333 gp per character), *ring of protection* +1 (value 167 gp per character).

Encounter Nine: Darkness Ended

Defeat the Great Dire Dark and search the dretches' lair.

APL 4: L: 0 gp; C: 75 gp; M: *periapt of health* (value 625 gp per character).

APL 6: L: 0 gp; C: 75 gp; M: *periapt of health* (value 625 gp per character), +1 *ghost touch longsword* (value 692 gp per character).

APL 8: L: 0 gp; C: 75 gp; M: *periapt of health* (value 625 gp per character), +1 *ghost touch longsword* (value 692 gp per character), *lens of detection* (value 292 gp per character).

APL 10: L: 0 gp; C: 75 gp; M: *periapt of health* (value 625 gp per character), +1 *ghost touch longsword* (value 692 gp per character), *lens of detection* (value 292 gp per character), *slippers of spider climbing* (value 400 gp per character), *gloves of dexterity* +2 (value 333 gp per character).

APL 12: L: 0 gp; C: 75 gp; M: *periapt of health* (value 625 gp per character), +1 *ghost touch longsword* (value 692 gp per character), *lens of detection* (value 292 gp per character), *slippers of spider climbing* (value 292 gp per character), *gloves of dexterity* +2 (value 333 gp per character), *necklace of adaptation* (value 750 gp per character), *scroll of mass bear's endurance* (value 138 gp per character).

Total Possible Treasure

APL 4:	650 gp
APL 6:	900 gp
APL 8:	1,300 gp
APL 10:	2,300 gp

APL 12: 3,300 gp

Adventure Record Text:

Cross out the following if it does not apply:

☛ **Favor of Shannus:** If Shannus the Dragon Disciple survived this scenario, and the Great Dire Dark was permanently destroyed, Shannus is grateful. Shannus will help spontaneous arcane casters unlock their inner potential. This character has access to the Dragon Disciple prestige class (Brass Dragon). Furthermore, for the next ten adventures, spontaneous arcane casters (like sorcerers and bards) may cast an additional spell each day as though they had the Extra Slot feat from *Tome and Blood*.

☛ **Favor of Breyin:** If Breyin the Hound Archon survived this scenario, and the Great Dire Dark was permanently destroyed, Breyin is grateful. He must return to Mount Celestia, but before he leaves he will infuse one single creature, per character, with holy power from his celestial home. Each character may choose one animal companion, familiar, bonded mount, or other animal, and permanently apply the Celestial template to it (as per the rules in the *Monster Manual*).

☛ **Favor of Ghen Tayber:** Ghen Tayber is very sorry about the trouble his creatures have caused, and gives everyone present in Glory a pair of passes to his show, Tayber's Mundivagant Menagerie.

Appendix One: Non-Player Characters

Encounter One: The Ogre's Low Voice

APLs 4 to 8

🐾 **Were-legendary wolf, hybrid form:** Medium humanoid (human, shapechanger) Ftr1; CR 6; HD 1d10+1d4d8+120; hp 193; Init +9; Spd 60 ft.; AC 26 (+9 Dex, +7 natural), touch 19, flat-footed 17; BAB +11; Grapple +21; Atk +17 melee (1d6+5, bite); Full Atk +21 melee (1d4+10, 2 claws) and +17 melee (1d6+5, bite); Space/Reach 5 ft./5 ft.; SA curse of lycanthropy; SQ alternate form, DR 10/silver, low-light vision, scent, wolf empathy; AL N; SV Fort +19, Ref +18, Will +6; Str 30, Dex 28, Con 26, Int 13, Wis 10, Cha 12.

Skills and Feats: Climb +14, Handle Animal +5, Hide +31, Intimidate +5, Jump +14, Move Silently +31, Spot +10, Survival +2; Alertness, Combat Reflexes, Endurance, Iron Will, Power Attack, Stealthy, Track, Weapon Finesse, Weapon Focus (bite).

Possessions: none.

Pre-Cast Spells: *aid* (from Breyin, not included in stats above).

Curse of Lycanthropy (Su): Any humanoid or giant hit by a natural lycanthrope's bite attack in animal or hybrid form must succeed on a DC 15 Fort save or contract lycanthropy. If the victim is not within one size of the lycanthrope, the victim cannot contract lycanthropy from that lycanthrope.

APL 10

🐾 **Were-legendary wolf, hybrid form:** Medium humanoid (human, shapechanger) Ftr2/Sor1; CR 8; HD 2d10+1d4+1d4d8+136; hp 211; Init +13; Spd 60 ft.; AC 30 (+9 Dex, +7 natural, +4 *shield* spell), touch 19, flat-footed 21; BAB +12; Grapple +22; Atk +18 melee (1d6+5, bite); Full Atk +22 melee (1d4+10, 2 claws) and +18 melee (1d6+5, bite); Space/Reach 5 ft./5 ft.; SA curse of lycanthropy; SQ alternate form, DR 10/silver, low-light vision, scent, wolf empathy; AL N; SV Fort +20, Ref +18, Will +8; Str 31, Dex 28, Con 26, Int 13, Wis 10, Cha 12.

Skills and Feats: Climb +15, Handle Animal +6, Hide +31, Intimidate +6, Jump +15, Knowledge (arcana) +4, Move Silently +31, Spot +10, Survival +2; Alertness, Combat Expertise, Combat Reflexes, Endurance, Improved Initiative, Iron Will, Power Attack, Stealthy, Track, Weapon Finesse, Weapon Focus (bite).

Possessions: none.

Sorcerer Spells Known (5/4; save DC 11 + spell level): 0—*dancing lights, detect magic, light, prestidigitation*; 1st—*enlarge person, shield*.

Pre-Cast Spells: *shield, aid* (from Breyin, not included in stats above).

Curse of Lycanthropy (Su): Any humanoid or giant hit by a natural lycanthrope's bite attack in animal or hybrid form must succeed on a DC 15 Fort save or contract lycanthropy. If the victim is not within one size of the lycanthrope, the victim cannot contract lycanthropy from that lycanthrope.

APL 12

🐾 **Were-legendary wolf, hybrid form:** Medium humanoid (human, shapechanger) Ftr4/Sor1; CR 10; HD 4d10+1d4+1d4d8+152; hp 239; Init +13; Spd 60 ft.; AC 30 (+9 Dex, +7 natural, +4 *shield* spell), touch 19, flat-footed 21; BAB +14; Grapple +24; Atk +20 melee (1d6+5, bite); Full Atk +24 melee (1d4+10, 2 claws) and +20 melee (1d6+5, bite); Space/Reach 5 ft./5 ft.; SA curse of lycanthropy; SQ alternate form, DR 10/silver, low-light vision, scent, wolf empathy; AL N; SV Fort +21, Ref +19, Will +9; Str 31, Dex 28, Con 26, Int 13, Wis 10, Cha 12.

Skills and Feats: Climb +17, Handle Animal +8, Hide +31, Intimidate +8, Jump +17, Knowledge (arcana) +4, Move Silently +31, Spot +10, Survival +2; Alertness, Cleave, Combat Expertise, Combat Reflexes, Endurance, Improved Initiative, Iron Will, Power Attack, Stealthy, Track, Weapon Finesse, Weapon Focus (bite).

Possessions: none.

Sorcerer Spells Known (5/4; save DC 11 + spell level): 0—*dancing lights, detect magic, light, prestidigitation*; 1st—*enlarge person, shield*.

Pre-Cast Spells: *shield, aid* (from Breyin, not included in stats above).

Curse of Lycanthropy (Su): Any humanoid or giant hit by a natural lycanthrope's bite attack in animal or hybrid form must succeed on a DC 15 Fort save or contract lycanthropy. If the victim is not within one size of the lycanthrope, the victim cannot contract lycanthropy from that lycanthrope.

Encounter Two: New Recruits in the Army of the Moonlord

All APLs

🐾 **Breyin the Moonlord:** male hound archon Paladin (fallen)* 4/Ftr4; CR 11; Medium Outsider (archon, extraplanar, good, lawful); HD 6d8+8d10+42; hp 123; Init +4; Spd 40 ft. (30 ft. in breastplate); AC 25 (+9 natural, +6 breastplate), touch 10, flat-footed 25; BAB +14; Grp +16; Atk +21 (2d6+11+2d6/17-20, +2

greatsword); Full Atk +21/+16/+11 (2d6+11+2d6/17-20, +2 *greatsword*) and +15 melee (1d8+5, bite); Space/Reach 5 ft/5 ft; SA spell-like abilities; SQ aura of menace, change shape, damage reduction 10/evil, darkvision 60 ft., immunity to electricity and petrification, magic circle against evil, scent, SR 24, teleport, tongues; SV Fort +16 (+20 against poison), Ref +6, Will +6; Str 20, Dex 10, Con 16, Int 10, Wis 10, Cha 15.

Skills and Feats: Concentration +16, Diplomacy +15, Hide +9, Listen +11, Move Silently +9, Sense Motive +9, Spot +11, Survival +9; Cleave, Combat Reflexes, Improved Critical (*greatsword*), Improved Initiative, Power Attack, Track, Weapon Focus (*greatsword*), Weapon Specialization (*greatsword*).

Possessions: +1 *breastplate*, +2 *vicious greatsword*.

* Since he has consorted willingly with evil creatures, Breyin has lost access to his paladin abilities.

Encounter Four: Darkness Falls

APL 4-6

☛ **Fiendish Darkmantle:** CR 1; Small Magical Beast; HD 1d10+1; hp 6; Init +4; Spd 20 ft. fly 30 ft. (poor); AC 17 (+1 size, +6 natural), touch 11, flat-footed 17; BAB +1; Grapple +0; Atk +5 melee (1d4+4, slam); Full Atk +5 melee (1d4+4, slam); Space/Reach 5 ft/5 ft; SA darkness, improved grab, constrict 1d4+4; SQ blindsight 90 ft., darkvision 60 ft., resistance to cold 5 and fire 5; SR 6; AL NE; SV Fort +3, Ref +2, Will +0; Str 16, Dex 10, Con 13, Int 3, Wis 10, Cha 10.

Skills and Feats: Hide +10, Listen +5, Spot +5; Improved Initiative.

Darkness (Su): Once per day a darkmantle can cause darkness as the *darkness* spell (caster level 5th). It most often uses this ability just before attacking.

Improved Grab (Ex): To use this ability, a darkmantle must hit a Large or smaller creature with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it attaches to the opponent's head and can constrict.

Constrict (Ex): A darkmantle deals 1d4+4 points of damage with a successful grapple check.

Blindsight (Ex): A darkmantle can "see" by emitting high frequency sounds, inaudible to most other creatures, that allows it to ascertain objects and creatures within 90 feet. A *silence* spell negates this ability and effectively blinds the darkmantle.

Smite Good (Su): Once per day, a fiendish darkmantle can make a normal melee attack to deal extra damage equal to its HD total (+1) against a good foe.

APL 8-12

☛ **Fiendish Darkmantle, advanced to 4HD:** CR 3; Small Magical Beast; HD 4d10+8; hp 30; Init +4; Spd 20 ft. fly 30 ft. (poor); AC 17 (+1 size, +6 natural), touch 11, flat-footed 17; BAB +4; Grapple +3; Atk +8 melee (1d4+4, slam); Full Atk +8 melee (1d4+4, slam); Space/Reach 5 ft/5 ft; SA deeper darkness, improved grab, constrict 1d4+4; SQ blindsight 90 ft., darkvision 60 ft., DR 5/magic, resistance to cold 5 and fire 5; SR 9; AL NE; SV Fort +6, Ref +4, Will +1; Str 16, Dex 10, Con 14, Int 3, Wis 10, Cha 10.

Skills and Feats: Hide +10, Listen +7, Spot +6; Deepening Darkness*, Improved Initiative.

Darkness (Su): Three times per day a darkmantle can cause darkness as the *darkness* spell (caster level 5th), with the power of *deeper darkness* (see Deepening Darkness feat in Appendix 2). It most often uses this ability just before attacking.

Improved Grab (Ex): To use this ability, a darkmantle must hit a Large or smaller creature with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it attaches to the opponent's head and can constrict.

Constrict (Ex): A darkmantle deals 1d4+4 points of damage with a successful grapple check.

Blindsight (Ex): A darkmantle can "see" by emitting high frequency sounds, inaudible to most other creatures, that allows it to ascertain objects and creatures within 90 feet. A *silence* spell negates this ability and effectively blinds the darkmantle.

Smite Good (Su): Once per day, a fiendish darkmantle can make a normal melee attack to deal extra damage equal to its HD total (+4) against a good foe.

*see Appendix Two

Encounter Five: Return to Glory

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 cold 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: cold iron sledgehammer, logger's clothes.

☛ **Shannus**: male elf Sor6/Dragon Disciple (brass) 5; CR 11; Large humanoid (elf); HD 6d4+5d12+22; hp 76; Init +6; Spd 30 ft.; AC 12 (-1 size, +1 Dex, +2 natural), touch 10, flat-footed 11; BAB +6; Grp +12; Atk +7 melee (1d8+2, bite) or +7 (1d8/x3, longbow); Full Atk +7 melee (1d8+2, bite) and +5 melee (1d6+1, 2 claws) or +7/+2 (1d8/x3, longbow); SA spells, breath weapon (2d8 line of fire), DC 17 Reflex save half, 1/day; SQ immune to *sleep*, +2 to saves against Enchantment effects, low-light vision; AL NG; 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: longbow and 20 arrows, *cloak of resistance* +1, *ring of feather fall*.

Pre-Cast Spells: Some time ago, Shannus received a permanent *enlarge person*, which he maintains to this day (caster level 15th). This makes him a Large creature.

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 Two: New Rules Items

Encounter Six: Arrival of the Menagerie Master

All APLs

☛ **Ghen Tayber**, human Exp6: CR 5; Medium-sized humanoid; HD 6d6+3; hp 24; Init +2; Spd 30 ft.; AC 14 (+2 Dex, +2 leather), touch 12, flat-footed 12; Atk +5 melee (1d4+1/19-20, dagger); AL N; SV Fort +2, Ref +4, Will +7; Str 13, Dex 14, Con 10, Int 11, Wis 11, Cha 16.

Skills and Feats: Appraise +3, Bluff +12, Diplomacy +12, Gather Information +9, Handle Animal +9, Listen +2, Profession (showman) +9, Search +3, Sense Motive +6, Speak Language (Dwarven, Elven, Gnome, Goblin, Halfling, Orc), Spot +5; Alertness, Dodge, Iron Will, Toughness.

Equipment: leather armor, dagger, fine traveling clothes in orange and silver.

Encounter Seven: Long Night If the characters fight the howlers

APL 8

☛ **Howler**, advanced to 10HD: CR 5; Large Outsider; HD 10d8+30; hp 75; Init +7; Spd 60 ft.; AC 17 (-1 size, +3 Dex, +5 natural), touch 12, flat-footed 14; BAB +10;

Grapple +19; Atk +14 melee (2d8+5, bite); Full Atk +14 melee (2d8+5, bite) and +12 melee (1d6+2, 1d4 quills); Space/Reach 10 ft/5 ft; SA howl, quills; SQ darkvision 60 ft.; AL CE; SV Fort +10, Ref +10, Will +9; Str 21, Dex 17, Con 16, Int 6, Wis 14, Cha 8.

Skills and Feats: Climb +18, Hide +12, Listen +17, Move Silently +16, Search +7, Spot +17, Survival +6 (+8 following tracks); Combat Reflexes, Improved Initiative, Multiattack.

Quills (Ex): A howler's neck bristles with long quills. While biting, the creature thrashes about, striking with 1d4 of them. An opponent hit by a howler's quill attack must succeed on a DC 18 Reflex save or have the quill break off in his or her flesh. Lodged quills impose a -1 penalty on attacks, saves, and checks per quill. The save DC is Dexterity-based.

A quill can be removed safely with a DC 20 Heal check; otherwise, removing a quill deals an extra 1d6 points of damage.

Howl (Ex): All beings other than outsiders that hear the creature's howling for an hour or longer are subject to its effect, though it does not help the howler in combat. Anyone within hearing range of a howler for a full hour must succeed on a DC 14 Will save or take 1 point of Wisdom damage. This save DC is Charisma-based. The save must be repeated for each hour of exposure. This is a sonic mind-affecting effect.

APL 10

☛ **Howler**, advanced to 12HD: CR 7; Huge Outsider; HD 12d8+60; hp 114; Init +8; Spd 60 ft.; AC 21 (-2 size, +4 Dex, +9 natural), touch 12, flat-footed 17; BAB +12; Grapple +29; Atk +19 melee (3d8+9, bite); Full Atk +19 melee (3d8+9, bite) and +17 melee (1d8+4, 1d4 quills); Space/Reach 15 ft/10 ft; SA howl, quills; SQ darkvision 60 ft.; AL CE; SV Fort +13, Ref +12, Will +10; Str 29, Dex 18, Con 20, Int 6, Wis 14, Cha 8.

Skills and Feats: Climb +18, Hide +10, Listen +19, Move Silently +18, Search +9, Spot +19, Survival +8 (+10 following tracks); Ability Focus (howl), Combat Reflexes, Improved Initiative, Multiattack.

Quills (Ex): A howler's neck bristles with long quills. While biting, the creature thrashes about, striking with 1d4 of them. An opponent hit by a howler's quill attack must succeed on a DC 20 Reflex save or have the quill break off in his or her flesh. Lodged quills impose a -1 penalty on attacks, saves, and checks per quill. The save DC is Dexterity-based.

A quill can be removed safely with a DC 20 Heal check; otherwise, removing a quill deals an extra 1d6 points of damage.

Howl (Ex): All beings other than outsiders that hear the creature's howling for an hour or longer are

subject to its effect, though it does not help the howler in combat. Anyone within hearing range of a howler for a full hour must succeed on a DC 17 Will save or take 1 point of Wisdom damage. This save DC is Charisma-based. The save must be repeated for each hour of exposure. This is a sonic mind-affecting effect.

APL 12

☛ **Howler, advanced to 16HD:** CR 9; Huge Outsider; HD 16d8+80; hp 152; Init +8; Spd 60 ft.; AC 21 (-2 size, +4 Dex, +9 natural), touch 12, flat-footed 17; BAB +16; Grapple +34; Atk +24 melee (3d8+10/19-20, bite); Full Atk +24 melee (3d8+10/19-20, bite) and +22 melee (1d8+5, 1d4 quills); Space/Reach 15 ft/10 ft; SA howl, quills; SQ darkvision 60 ft.; AL CE; SV Fort +15, Ref +14, Will +12; Str 30, Dex 18, Con 20, Int 6, Wis 14, Cha 8.

Skills and Feats: Climb +22, Hide +14, Listen +23, Move Silently +22, Search +9, Spot +23, Survival +10 (+12 following tracks); Ability Focus (howl), Combat Reflexes, Improved Critical (bite), Improved Initiative, Multiattack.

Quills (Ex): A howler's neck bristles with long quills. While biting, the creature thrashes about, striking with 1d4 of them. An opponent hit by a howler's quill attack must succeed on a DC 22 Reflex save or have the quill break off in his or her flesh. Lodged quills impose a -1 penalty on attacks, saves, and checks per quill. The save DC is Dexterity-based.

A quill can be removed safely with a DC 20 Heal check; otherwise, removing a quill deals an extra 1d6 points of damage.

Howl (Ex): All beings other than outsiders that hear the creature's howling for an hour or longer are subject to its effect, though it does not help the howler in combat. Anyone within hearing range of a howler for a full hour must succeed on a DC 19 Will save or take 1 point of Wisdom damage. This save DC is Charisma-based. The save must be repeated for each hour of exposure. This is a sonic mind-affecting effect.

If the character fight the rust monsters

APL 6

☛ **Quasit Rogi:** CR 3; Tiny Outsider (chaotic, extraplanar, evil); HD 3d8+1d6+8; hp 27; Init +10; Spd 20 ft., fly 50 ft. (perfect); AC 24 (+2 size, +6 Dex, +3 natural, +3 leather armor), touch 18, flat-footed 17; BAB +3; Grapple -5; Atk +11 melee (1d3 plus poison, claw); Full Atk +11 melee (1d3 plus poison, 2 claws) and +6 melee (1d4, bite); Space/Reach 2-1/2 ft./0 ft.; SA poison, sneak attack +1d6, spell-like abilities; SQ alternate form, DR 5/cold iron or good, darkvision 60 ft., fast healing 2, immunity to poison, resistance to fire

10, trapfinding; AL CE; SV Fort +5, Ref +11, Will +5; Str 11, Dex 22, Con 14, Int 10, Wis 14, Cha 8.

Skills and Feats: Bluff +5, Diplomacy +1, Disguise +0 (+2 acting), Hide +20, Intimidate +1, Knowledge (local: VTR Trade Route) +6, Listen +8, Move Silently +12, Search +6, Spellcraft +6, Spot +7, Tumble +13; Improved Initiative, Weapon Finesse.

Possessions: +1 leather armor, chime of opening.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

Spell-Like Abilities (Sp): At will—*detect magic*, *detect good*, and *invisibility* (self only); 1/day—*cause fear* (as the spell, except that its area is a 30-foot radius from the quasit, save DC 11). Caster level 6th. The save DCs are Charisma-based.

Once per week a quasit can use *commune* to ask six questions. The ability otherwise works as the spell (caster level 12th).

Alternate Form (Su): A quasit can assume other forms at will as a standard action. This ability functions as a *polymorph* spell cast on itself (caster level 12th), except that the quasit does not regain hit points for changing form, and any individual quasit can assume only one or two forms no larger than Medium. This quasit can transform into a dire rat and wolf. A quasit in alternate form loses its poison attack.

APL 8

☛ **Rust Monster, advanced to 13HD:** CR 6; Large Aberration; HD 13d8+52; hp 110; Init +3; Spd 40 ft.; AC 19 (-1 size, +3 Dex, +7 natural), touch 12, flat-footed 16; BAB +9; Grapple +17; Atk +12 melee touch (rust, antennae); Full Atk +12 melee touch (rust, antennae) and +7 melee (1d4+4, bite); Space/Reach 10 ft/5 ft (10 ft. with antennae); SA rust; SQ darkvision 60 ft., improved scent; AL N; SV Fort +8, Ref +7, Will +9; Str 18, Dex 16, Con 18, Int 2, Wis 13, Cha 8.

Skills and Feats: Listen +11, Spot +11; Alertness, Combat Reflexes, Extended Reach*, Improved Scent*, Track.

Rust (Ex): A rust monster that makes a successful touch attack with its antennae causes the target metal to corrode, falling to pieces and becoming useless immediately. The touch can destroy up to a 10-foot cube of metal instantly. Magic armor and weapons, and other magic items made of metal, must succeed on a DC 24 Reflex save or be dissolved. The save DC is Constitution-based and includes a +4 racial bonus.

A metal weapon that deals damage to a rust monster corrodes immediately. Wooden, stone, and other nonmetallic weapons are unaffected.

**New Feat.* See Appendix Two.

☛ **Quasit Rog1:** CR 3; Tiny Outsider (chaotic, extraplanar, evil); HD 3d8+1d6+8; hp 27; Init +10; Spd 20 ft., fly 50 ft. (perfect); AC 24 (+2 size, +6 Dex, +3 natural, +3 leather armor), touch 18, flat-footed 17; BAB +3; Grapple -5; Atk +11 melee (1d3 plus poison, claw); Full Atk +11 melee (1d3 plus poison, 2 claws) and +6 melee (1d4, bite); Space/Reach 2-1/2 ft./0 ft.; SA poison, sneak attack +1d6, spell-like abilities; SQ alternate form, DR 5/cold iron or good, darkvision 60 ft., fast healing 2, immunity to poison, resistance to fire 10, trapfinding; AL CE; SV Fort +5, Ref +11, Will +5; Str 11, Dex 22, Con 14, Int 10, Wis 14, Cha 8.

Skills and Feats: Bluff +5, Diplomacy +1, Disguise +0 (+2 acting), Hide +20, Intimidate +1, Knowledge (local: VTR Trade Route) +6, Listen +8, Move Silently +12, Search +6, Spellcraft +6, Spot +7, Tumble +13; Improved Initiative, Weapon Finesse.

Possessions: +1 leather armor, chime of opening.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

Spell-Like Abilities (Sp): At will—*detect magic*, *detect good*, and *invisibility* (self only); 1/day—*cause fear* (as the spell, except that its area is a 30-foot radius from the quasit, save DC 11). Caster level 6th. The save DCs are Charisma-based.

Once per week a quasit can use *commune* to ask six questions. The ability otherwise works as the spell (caster level 12th).

Alternate Form (Su): A quasit can assume other forms at will as a standard action. This ability functions as a *polymorph* spell cast on itself (caster level 12th), except that the quasit does not regain hit points for changing form, and any individual quasit can assume only one or two forms no larger than Medium. This quasit can transform into a dire rat and wolf. A quasit in alternate form loses its poison attack.

APL 10

☛ **Fiendish Rust Monster, advanced to 13HD:** CR 8; Large Aberration (extraplanar); HD 13d8+52; hp 110; Init +3; Spd 40 ft.; AC 19 (-1 size, +3 Dex, +7 natural), touch 12, flat-footed 16; BAB +9; Grapple +17; Atk +12 melee touch (rust, antennae); Full Atk +12 melee touch (rust, antennae) and +7 melee (1d4+4, bite); Space/Reach 10 ft./5 ft. (10 ft. with antennae); SA rust; SQ darkvision 60 ft., DR 10/magic, improved scent, resistance to cold 10 and fire 10, SR 18; AL N; SV Fort +8, Ref +7, Will +9; Str 18, Dex 16, Con 18, Int 3, Wis 13, Cha 8.

Skills and Feats: Listen +11, Spot +11; Alertness, Combat Reflexes, Extended Reach*, Improved Scent*, Track.

Rust (Ex): A rust monster that makes a successful touch attack with its antennae causes the target metal to corrode, falling to pieces and becoming useless immediately. The touch can destroy up to a 10-foot cube of metal instantly. Magic armor and weapons, and other magic items made of metal, must succeed on a DC 24 Reflex save or be dissolved. The save DC is Constitution-based and includes a +4 racial bonus.

A metal weapon that deals damage to a rust monster corrodes immediately. Wooden, stone, and other nonmetallic weapons are unaffected.

Smite Good (Su): Once per day, a fiendish rust monster can make a normal melee attack to deal extra damage equal to its HD total (+13) against a good foe.

**New Feat.* See Appendix Two.

☛ **Quasit Rog3:** CR 5; Tiny Outsider (chaotic, extraplanar, evil); HD 3d8+3d6+12; hp 39; Init +10; Spd 20 ft., fly 50 ft. (perfect); AC 24 (+2 size, +6 Dex, +3 natural, +3 leather armor), touch 18, flat-footed 17; BAB +5; Grapple -3; Atk +13 melee (1d3 plus poison, claw); Full Atk +13 melee (1d3 plus poison, 2 claws) and +8 melee (1d4, bite); Space/Reach 2-1/2 ft./0 ft.; SA poison, sneak attack +2d6, spell-like abilities; SQ alternate form, DR 5/cold iron or good, darkvision 60 ft., evasion, fast healing 2, immunity to poison, resistance to fire 10, trapfinding, trap sense +1; AL CE; SV Fort +6, Ref +12, Will +6; Str 11, Dex 22, Con 14, Int 10, Wis 14, Cha 8.

Skills and Feats: Bluff +7, Diplomacy +3, Disguise +2 (+4 acting), Hide +22, Intimidate +3, Knowledge (local: VTR Trade Route) +6, Listen +12, Move Silently +14, Search +6, Spellcraft +6, Spot +9, Tumble +15; Dodge, Improved Initiative, Weapon Finesse.

Possessions: +1 leather armor, chime of opening.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

Spell-Like Abilities (Sp): At will—*detect magic*, *detect good*, and *invisibility* (self only); 1/day—*cause fear* (as the spell, except that its area is a 30-foot radius from the quasit, save DC 11). Caster level 6th. The save DCs are Charisma-based.

Once per week a quasit can use *commune* to ask six questions. The ability otherwise works as the spell (caster level 12th).

Alternate Form (Su): A quasit can assume other forms at will as a standard action. This ability functions as a *polymorph* spell cast on itself (caster

level 12th), except that the quasit does not regain hit points for changing form, and any individual quasit can assume only one or two forms no larger than Medium. This quasit can transform into a dire rat and wolf. A quasit in alternate form loses its poison attack.

APL 12

☛ **Fiendish Rust Monster, advanced to 13HD:** CR 8; Large Aberration (extraplanar); HD 13d8+52; hp 110; Init +3; Spd 40 ft.; AC 19 (-1 size, +3 Dex, +7 natural), touch 12, flat-footed 16; BAB +9; Grapple +17; Atk +12 melee touch (rust, antennae); Full Atk +12 melee touch (rust, antennae) and +7 melee (1d4+4, bite); Space/Reach 10 ft/5 ft (10 ft. with antennae); SA rust; SQ darkvision 60 ft., DR 10/magic, improved scent, resistance to cold 10 and fire 10, SR 18; AL N; SV Fort +8, Ref +7, Will +9; Str 18, Dex 16, Con 18, Int 3, Wis 13, Cha 8.

Skills and Feats: Listen +11, Spot +11; Alertness, Combat Reflexes, Extended Reach*, Improved Scent*, Track.

Rust (Ex): A rust monster that makes a successful touch attack with its antennae causes the target metal to corrode, falling to pieces and becoming useless immediately. The touch can destroy up to a 10-foot cube of metal instantly. Magic armor and weapons, and other magic items made of metal, must succeed on a DC 24 Reflex save or be dissolved. The save DC is Constitution-based and includes a +4 racial bonus.

A metal weapon that deals damage to a rust monster corrodes immediately. Wooden, stone, and other nonmetallic weapons are unaffected.

Smite Good (Su): Once per day, a fiendish rust monster can make a normal melee attack to deal extra damage equal to its HD total (+13) against a good foe.

**New Feat.* See Appendix Two.

☛ **Quasit Rog11:** CR 13; Tiny Outsider (chaotic, extraplanar, evil); HD 3d8+11d6+24; hp 83; Init +8; Spd 20 ft., fly 50 ft. (perfect); AC 29 (+2 size, +8 Dex, +3 natural, +3 leather armor, +1 deflection, +2 Cumbrous Dodge), touch 23, flat-footed 29; BAB +11; Grapple +3; Atk +21 melee (1d3 plus poison, claw); Full Atk +21 melee (1d3 plus poison, 2 claws) and +16 melee (1d4, bite); Space/Reach 2-1/2 ft./0 ft.; SA poison, sneak attack +6d6, spell-like abilities; SQ alternate form, DR 5/cold iron or good, darkvision 60 ft., improved evasion, improved uncanny dodge, fast healing 2, immunity to poison, resistance to fire 10, trapfinding, trap sense +3; AL CE; SV Fort +8, Ref +18, Will +8; Str 11, Dex 26, Con 14, Int 10, Wis 14, Cha 8.

Skills and Feats: Bluff +14, Diplomacy +3, Disguise +2 (+4 acting), Hide +32, Intimidate +3, Knowledge (local: VTR Trade Route) +6, Listen +19, Move Silently +24, Search +6, Sense Motive +18, Spellcraft +6, Spot +19, Tumble +25; Cumbrous Dodge*, Dodge, Flyby Attack, Scramble*, Weapon Finesse.

Possessions: +1 leather armor, chime of opening, gloves of dexterity +2, ring of protection +1.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

Spell-Like Abilities (Sp): At will—*detect magic*, *detect good*, and *invisibility* (self only); 1/day—*cause fear* (as the spell, except that its area is a 30-foot radius from the quasit, save DC 11). Caster level 6th. The save DCs are Charisma-based.

Once per week a quasit can use *commune* to ask six questions. The ability otherwise works as the spell (caster level 12th).

Alternate Form (Su): A quasit can assume other forms at will as a standard action. This ability functions as a *polymorph* spell cast on itself (caster level 12th), except that the quasit does not regain hit points for changing form, and any individual quasit can assume only one or two forms no larger than Medium. This quasit can transform into a dire rat and wolf. A quasit in alternate form loses its poison attack.

**New Feat.* See Appendix Two.

Encounter Eight: The Battle of Light and Honor

(the stats for Breyin and Shannus are reproduced in this encounter for DM convenience)

All APLs

☛ **Breyin the Moonlord:** male hound archon Paladin (fallen)* 4/Ftr4; CR 11; Medium Outsider (archon, extraplanar, good, lawful); HD 6d8+8d10+42; hp 123; Init +4; Spd 40 ft. (30 ft. in breastplate); AC 25 (+9 natural, +6 breastplate), touch 10, flat-footed 25; BAB +14; Grp +16; Atk +21 (2d6+11+2d6/17-20, +2 *greatsword*); Full Atk +21/+16/+11 (2d6+11+2d6/17-20, +2 *greatsword*) and +15 melee (1d8+5, bite); Space/Reach 5 ft/5 ft; SA spell-like abilities; SQ aura of menace, change shape, damage reduction 10/evil, darkvision 60 ft., immunity to electricity and petrification, magic circle against evil, scent, SR 24, teleport, tongues; SV Fort +16 (+20 against poison), Ref +6, Will +6; Str 20, Dex 10, Con 16, Int 10, Wis 10, Cha 15.

Skills and Feats: Concentration +16, Diplomacy +15, Hide +9, Listen +11, Move Silently +9, Sense Motive +9, Spot +11, Survival +9; Cleave, Combat

Reflexes, Improved Critical (greatsword), Improved Initiative, Power Attack, Track, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: +1 breastplate, +2 vicious greatsword.

* Since he has consorted willingly with evil creatures, Breyin has lost access to his paladin abilities.

☛ **Shannus:** male elf Sor6/Dragon Disciple (brass) 5; CR 11; Large humanoid (elf); HD 6d4+5d12+22; hp 76; Init +6; Spd 30 ft.; AC 12 (-1 size, +1 Dex, +2 natural), touch 10, flat-footed 11; BAB +6; Grp +12; Atk +7 melee (1d8+2, bite) or +7 (1d8/x3, longbow); Full Atk +7 melee (1d8+2, bite) and +5 melee (1d6+1, 2 claws) or +7/+2 (1d8/x3, longbow); SA spells, breath weapon (2d8 line of fire), DC 17 Reflex save half, 1/day; SQ immune to *sleep*, +2 to saves against Enchantment effects, low-light vision; AL NG; 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: longbow and 20 arrows, *cloak of resistance* +1, *ring of feather fall*.

Pre-Cast Spells: Some time ago, Shannus received a permanent *enlarge person*, which he maintains to this day (caster level 15th). This makes him a Large creature.

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 Two: New Rules Items

☛ **Glory Town Guard**, male and female human War4; CR 3; Medium-sized humanoid (human); HD 4d8+12; hp 30; Init +4; Spd 20 ft.; AC 17 (+5 breastplate, +2 shield), touch 10, flat-footed 17; BAB +4; Grp +7; Atk +8 melee (1d8+3/19-20 longsword) or +4 ranged (1d10/19-20, heavy crossbow); AL N; SV Fort +7, Ref +1, Will +1; Str 17, Dex 11, Con 16, Int 11, Wis 10, Cha 10.

Skills and Feats: Intimidate +7, Listen +2, Sense Motive +2, Spot +3; Improved Initiative, Iron Will, Weapon Focus (longsword).

Possessions: breastplate, heavy wooden shield, silver longsword, heavy crossbow, 20 silver bolts.

Encounter Nine: Darkness Ended

APL 4

☛ **Great Dire Dark:** CR 7; Large Undead (Incorporeal); HD 10d12; hp 65; Init +6; Spd fly 30 ft. (perfect); AC 14

(+2 Dex, -1 size, +3 deflection), touch 14, flat-footed 12; BAB +10; Grapple -; Atk +11 melee (1d4 ability drain, incorporeal touch); Full Atk +11 melee (1d4 ability drain, incorporeal touch); Space/Reach 10 ft./10 ft; SA draining touch, frightful moan; SQ cold iron vulnerability, darkvision 60 ft., DR 15/cold iron, incorporeal traits, rejuvenation, +4 turn resistance, undead traits; SR 22; AL CE; SV Fort +3, Ref +9, Will +11; Str 18, Dex 14, Con -, Int 14, Wis 18, Cha 17.

Skills and Feats: Intimidate +16, Listen +17, Sense Motive +10, Spot +17; Combat Expertise, Dodge, Flyby Attack, Improved Initiative.

Cold Iron Vulnerability: Cold iron is deadly to the Great Dire Dark. Not only do cold iron weapons bypass the creature's damage reduction, but cold iron weapons also bypass the creature's incorporeality (that is, they need not be magical, and do not have a 50% miss chance). If the Great Dire Dark is reduced to 0 hit points with a cold iron weapon, it is permanently destroyed and may not rejuvenate.

Draining Touch (Su): If the Great Dire Dark hits a living target with its incorporeal touch attack, it drains 1d4 points from any one ability score it selects (typically, Constitution or Strength). On each successful attack, the Great Dire Dark heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls.

Frightful Moan (Su): The Great Dire Dark can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save (DC 18) or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the Great Dire Dark's moan for 24 hours.

Rejuvenation (Su): If destroyed, the Great Dire Dark will restore itself in 2d4 days with a DC 16 level check. The only way to defeat the Great Dire Dark permanently is to reduce it to 0 hit points with a cold iron weapon.

APL 6

☛ **Great Dire Dark:** CR 9; Large Undead (Incorporeal); HD 16d12; hp 104; Init +6; Spd fly 30 ft. (perfect); AC 15 (+2 Dex, -1 size, +4 deflection), touch 15, flat-footed 13; BAB +16; Grapple -; Atk +17 melee (1d4 ability drain, incorporeal touch) or +20 melee (2d6+4/19-20, +1 *ghost touch longsword*); Full Atk +17 melee (1d4 ability drain, incorporeal touch) or +20/+15/+10/+5 melee (2d6+4/19-20, +1 *ghost touch longsword*); Space/Reach 10 ft./10 ft; SA draining touch, frightful moan; SQ cold iron vulnerability, darkvision 60 ft., DR

20/cold iron, incorporeal traits, rejuvenation, +4 turn resistance, undead traits; SR 28; AL CE; SV Fort +5, Ref +12, Will +14; Str 18, Dex 14, Con –, Int 14, Wis 18, Cha 19.

Skills and Feats: Intimidate +23, Listen +23, Sense Motive +13, Spot +23; Combat Expertise, Dodge, Flyby Attack, Improved Initiative, Mobility, Spring Attack.

Possessions: +1 *ghost touch* longsword.

Cold Iron Vulnerability: Cold iron is deadly to the Great Dire Dark. Not only do cold iron weapons bypass the creature's damage reduction, but cold iron weapons also bypass the creature's incorporeality (that is, they need not be magical, and do not have a 50% miss chance). If the Great Dire Dark is reduced to 0 hit points with a cold iron weapon, it is permanently destroyed and may not rejuvenate.

Draining Touch (Su): If the Great Dire Dark hits a living target with its incorporeal touch attack, it drains 1d4 points from any one ability score it selects (typically, Constitution or Strength). On each successful attack, the Great Dire Dark heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls.

Frightful Moan (Su): The Great Dire Dark can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save (DC 22) or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the Great Dire Dark's moan for 24 hours.

Rejuvenation (Su): If destroyed, the Great Dire Dark will restore itself in 2d4 days with a DC 16 level check. The only way to defeat the Great Dire Dark permanently is to reduce it to 0 hit points with a cold iron weapon.

APL 8

Great Dire Dark: CR 11; Large Undead (Incorporeal); HD 22d12; hp 143; Init +6; Spd fly 30 ft. (perfect); AC 15 (+2 Dex, -1 size, +4 deflection), touch 15, flat-footed 13; BAB +22; Grapple –; Atk +23 melee (1d4 ability drain, incorporeal touch) or +26 melee (2d6+4/17-20, +1 *ghost touch* longsword); Full Atk +23 melee (1d4 ability drain, incorporeal touch) or +26/+21/+16/+11 melee (2d6+4/17-20, +1 *ghost touch* longsword); Space/Reach 10 ft/10 ft; SA draining touch, frightful moan; SQ cold iron vulnerability, darkvision 60 ft., DR 20/cold iron, incorporeal traits, rejuvenation, +4 turn resistance, undead traits; SR 34; AL CE; SV Fort +7, Ref +15, Will +17; Str 18, Dex 15, Con –, Int 14, Wis 18, Cha 19.

Skills and Feats: Intimidate +29, Listen +29, Sense Motive +16, Spot +29; Combat Expertise, Dodge, Flyby Attack, Improved Critical (longsword), Improved Initiative, Mobility, Spring Attack, Whirlwind Attack.

Possessions: +1 *ghost touch* longsword.

Cold Iron Vulnerability: Cold iron is deadly to the Great Dire Dark. Not only do cold iron weapons bypass the creature's damage reduction, but cold iron weapons also bypass the creature's incorporeality (that is, they need not be magical, and do not have a 50% miss chance). If the Great Dire Dark is reduced to 0 hit points with a cold iron weapon, it is permanently destroyed and may not rejuvenate.

Draining Touch (Su): If the Great Dire Dark hits a living target with its incorporeal touch attack, it drains 1d4 points from any one ability score it selects (typically, Constitution or Strength). On each successful attack, the Great Dire Dark heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls.

Frightful Moan (Su): The Great Dire Dark can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save (DC 25) or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the Great Dire Dark's moan for 24 hours.

Rejuvenation (Su): If destroyed, the Great Dire Dark will restore itself in 2d4 days with a DC 16 level check. The only way to defeat the Great Dire Dark permanently is to reduce it to 0 hit points with a cold iron weapon.

APL 10

Great Dire Dark: CR 13; Large Undead (Incorporeal); HD 28d12; hp 182; Init +7; Spd fly 30 ft. (perfect); AC 17 (+3 Dex, -1 size, +5 deflection), touch 17, flat-footed 14; BAB +28; Grapple –; Atk +30 melee (1d4 ability drain, incorporeal touch) or +32 melee (2d6+4/17-20, +1 *ghost touch* longsword); Full Atk +23 melee (1d4 ability drain, incorporeal touch) or +32/+27/+22/+17 melee (2d6+4/17-20, +1 *ghost touch* longsword); Space/Reach 10 ft/10 ft; SA draining touch, frightful moan; SQ cold iron vulnerability, darkvision 60 ft., DR 25/cold iron, incorporeal traits, rejuvenation, +4 turn resistance, undead traits; SR 40; AL CE; SV Fort +9, Ref +19, Will +20; Str 18, Dex 16, Con –, Int 14, Wis 18, Cha 20.

Skills and Feats: Intimidate +35, Listen +35, Sense Motive +19, Spot +35; Cleave, Combat Expertise, Dodge, Flyby Attack, Improved Critical (longsword),

Improved Initiative, Mobility, Power Attack, Spring Attack, Whirlwind Attack.

Possessions: +1 ghost touch longsword.

Cold Iron Vulnerability: Cold iron is deadly to the Great Dire Dark. Not only do cold iron weapons bypass the creature's damage reduction, but cold iron weapons also bypass the creature's incorporeality (that is, they need not be magical, and do not have a 50% miss chance). If the Great Dire Dark is reduced to 0 hit points with a cold iron weapon, it is permanently destroyed and may not rejuvenate.

Draining Touch (Su): If the Great Dire Dark hits a living target with its incorporeal touch attack, it drains 1d4 points from any one ability score it selects (typically, Constitution or Strength). On each successful attack, the Great Dire Dark heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls.

Frightful Moan (Su): The Great Dire Dark can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save (DC 29) or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the Great Dire Dark's moan for 24 hours.

Rejuvenation (Su): If destroyed, the Great Dire Dark will restore itself in 2d4 days with a DC 16 level check. The only way to defeat the Great Dire Dark permanently is to reduce it to 0 hit points with a cold iron weapon.

APL 12

Great Dire Dark: CR 15; Large Undead (Incorporeal); HD 34d12; hp 221; Init +7; Spd fly 30 ft. (perfect); AC 17 (+3 Dex, -1 size, +5 deflection), touch 17, flat-footed 14; BAB +34; Grapple -; Atk +36 melee (1d4 ability drain, incorporeal touch) or +38 melee (2d6+4/17-20, +1 ghost touch longsword); Full Atk +36 melee (1d4 ability drain, incorporeal touch) or +38/+33/+28/+23 melee (2d6+4/17-20, +1 ghost touch longsword); Space/Reach 10 ft/10 ft; SA draining touch, frightful moan; SQ cold iron vulnerability, darkvision 60 ft., DR 30/cold iron, incorporeal traits, rejuvenation, +4 turn resistance, undead traits; SR 46; AL CE; SV Fort +11, Ref +22, Will +23; Str 18, Dex 16, Con -, Int 15, Wis 18, Cha 20.

Skills and Feats: Intimidate +41, Listen +41, Sense Motive +22, Spot +41; Cleave, Combat Expertise, Combat Reflexes, Dodge, Flyby Attack, Great Cleave, Improved Critical (longsword), Improved Initiative,

Mobility, Power Attack, Spring Attack, Whirlwind Attack.

Possessions: +1 ghost touch longsword.

Cold Iron Vulnerability: Cold iron is deadly to the Great Dire Dark. Not only do cold iron weapons bypass the creature's damage reduction, but cold iron weapons also bypass the creature's incorporeality (that is, they need not be magical, and do not have a 50% miss chance). If the Great Dire Dark is reduced to 0 hit points with a cold iron weapon, it is permanently destroyed and may not rejuvenate.

Draining Touch (Su): If the Great Dire Dark hits a living target with its incorporeal touch attack, it drains 1d4 points from any one ability score it selects (typically, Constitution or Strength). On each successful attack, the Great Dire Dark heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls.

Frightful Moan (Su): The Great Dire Dark can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save (DC 32) or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the Great Dire Dark's moan for 24 hours.

Rejuvenation (Su): If destroyed, the Great Dire Dark will restore itself in 2d4 days with a DC 16 level check. The only way to defeat the Great Dire Dark permanently is to reduce it to 0 hit points with a cold iron weapon.

Appendix 2: New Rules Items

CUMBROUS DODGE [GENERAL] AS PRESENTED IN *SAVAGE SPECIES*

You have a chance to dodge attacks that hit you, but at a cost

Prerequisites: Dodge, Tumble 4 ranks.

Benefit: You can activate this feat as a free action. You gain a +2 bonus to your Armor Class for the rest of the current encounter. At the end of the encounter, you are fatigued. For details on fatigue, see the Condition Summary in the *Dungeon Master's Guide*.

DEEPENING DARKNESS [GENERAL] AS PRESENTED IN *RACES OF FAERUN*

Your inherent ability to create darkness is more powerful than normal.

Prerequisite: Ability to create darkness as a racial ability.

Benefit: The darkness you create with your racial ability is treated as *deeper darkness* for the purpose of countering or being countered by spells such as *daylight*. All other effects (duration, area of darkness, and so on) are as the *darkness* spell. You can use your darkness ability two additional times per day, so if you normally could use *darkness* as a spell-like ability 1/day, you can now use it 3/day.

EXTENDED REACH [MONSTROUS] AS PRESENTED IN *SAVAGE SPECIES*

Your flexible body allows you to reach farther than normal.

Prerequisites: Small or larger size, nonrigid body or a nonrigid attack form such as a tentacle, feeler, or pseudopod.

Benefit: Your body or a part of your body with which you can deliver a melee attack is boneless and flexible, allowing you to threaten a larger than normal area with melee attacks. Add +5 feet to your normal reach.

IMPROVED SCENT [GENERAL] AS PRESENTED IN *SAVAGE SPECIES*

You can detect and track creatures by smell at greater distances than normal.

Prerequisites: Scent ability.

Benefit: You can detect approaching enemies and sniff out hidden foes within 60 feet. For strong scents, such as smoke or rotting garbage, double these ranges. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

Normal: Without this feat, you can detect creatures by smell only within 30 feet.

SCRAMBLE [GENERAL] AS PRESENTED IN *SAVAGE SPECIES*

Your slippery ways allow you to evade a damaging blow.

Prerequisites: Dex 15, Small size or smaller, improved evasion.

Benefit: The effects of this feat resemble those of the rogue's defensive roll, but you can use Scramble to avoid a potentially fatal attack entirely. Once per day, when you would be reduced to 0 hit points or less by damage in combat (from a weapon or other blow, not a spell or special ability), you can attempt to scramble out of the way. This requires a successful Reflex save (DC 10 + damage dealt). If the save is successful, you avoid the damage entirely. You must be aware of the attack and be able to react to it; you cannot use Scramble if you are denied your Dexterity bonus to Armor Class.

Special: Since you cannot normally make a saving throw to avoid damage from a blow, improved evasion does not apply. That is, you cannot save twice against the same attack.

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

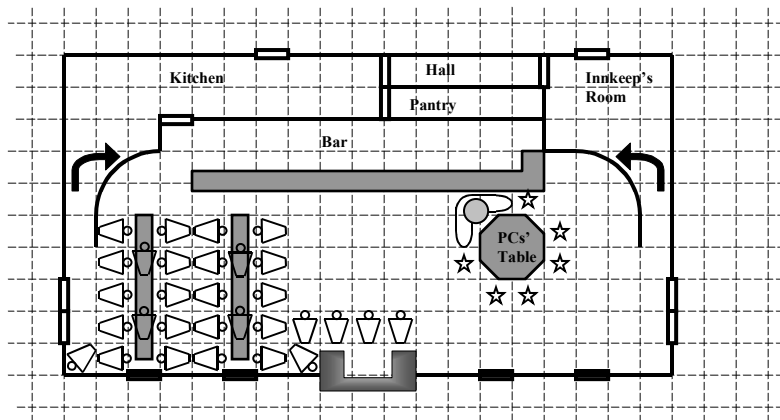
Saving Throw: Fortitude half

Spell Resistance: Yes

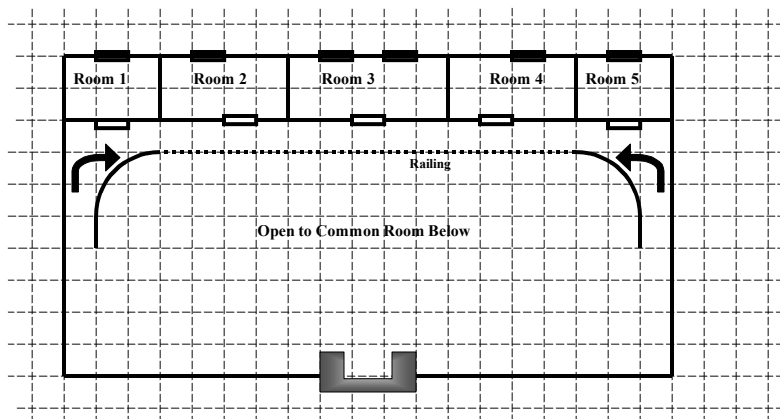
An orb of fire about 2 inches across shoots from your palm at its target, dealing 1d8 points of fire damage. You must succeed at a ranged touch attack to hit your target. If you miss, there is no splash damage.

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.

Map 1: The Second Chance Inn

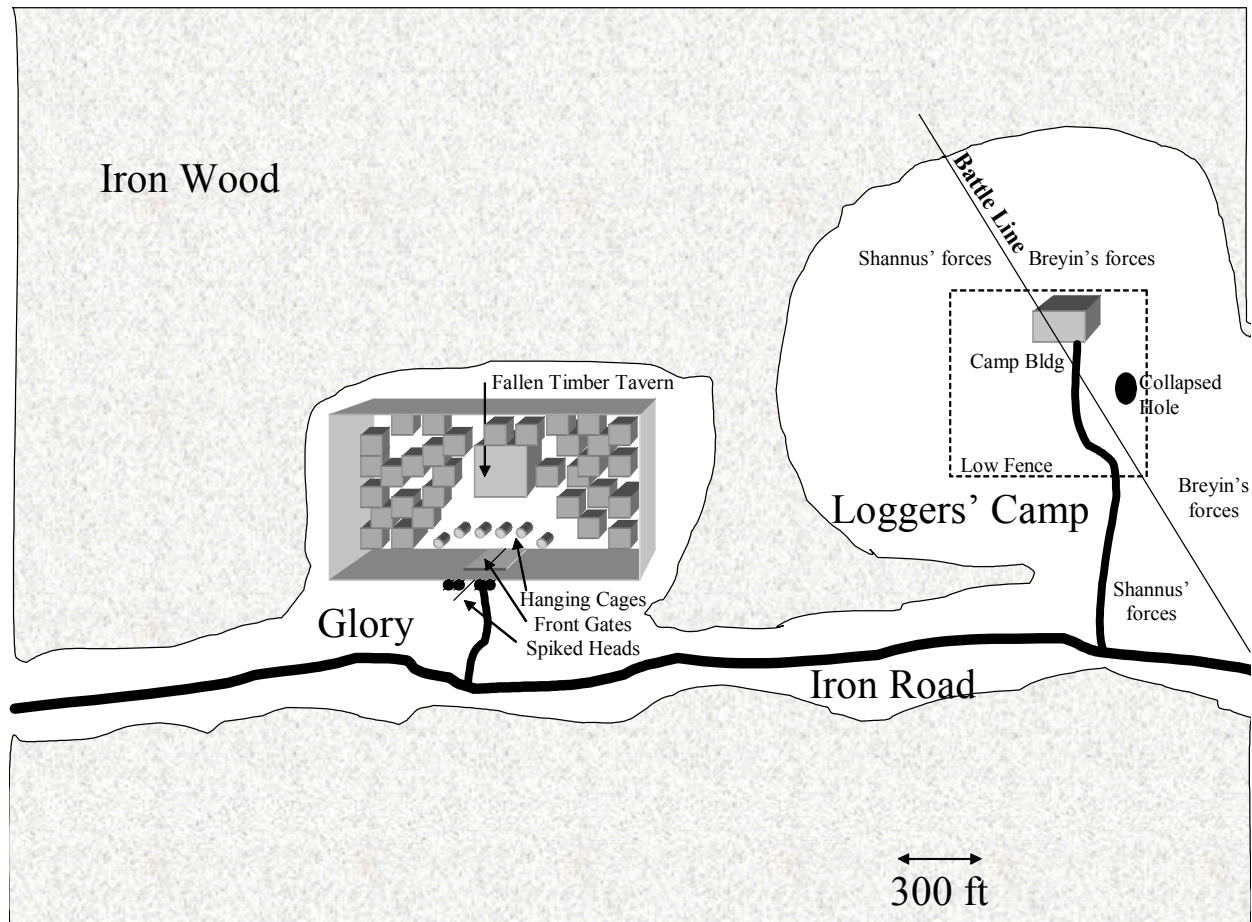


Second Chance Inn, Ground Floor

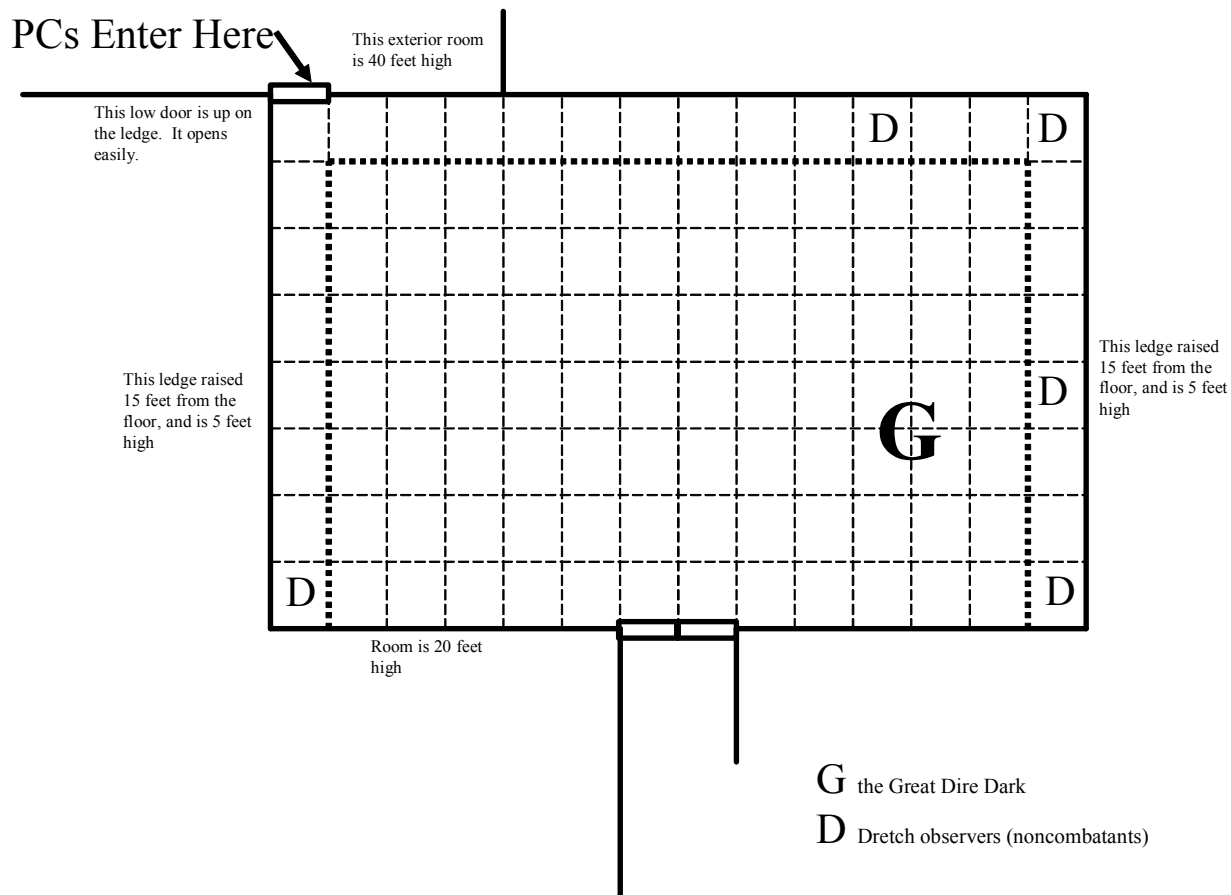


Second Chance Inn, Second Floor

Map 2: Glory and Environs



Map 3: Darkness Ended



Player Handout One: A Letter from Shannus

Good Friend—

I continue to press my victories over the evil lycanthropes of the Iron Wood. I cannot be far from a final confrontation with the cunning and elusive Moonlord, and I assure you it is a confrontation that I will win. Goodness cannot be defeated.

However, I cannot be everywhere at once. I have discovered that the community of Validia, in the southern Iron Wood, harbors evil lycanthropes. I ask you to investigate this wickedness; if it is true, these wrongdoers must suffer swift justice by the sword. I cannot condone the destruction of innocents or their livelihood—I offer the sanctuary of Glory to all such innocents in Validia—but I encourage the slaughter of those who aid the vile Moonlord.

When you have investigated Validia, return to me in Glory with your discoveries.

May Justice Prevail,
Shannus

Player Handout Two: A Message from Breyin

Brave hero:

I hope this missive finds you in good health. As you well know, the elf Shannus has set himself against my, and against the good work that I do. He is thinning my forces, and he thwarts me at every turn. In short, my friend, I am losing the war he has initiated. I have certain contingencies I am loathe to use, but I am running out of options. Even these contingencies will do little other than buy time.

I would like you by my side in the conflicts ahead. More is at stake than you—or the zealous Shannus, for that matter—can comprehend. The village of Validia is friendly to my people. When you have time, travel to Validia and I will find you there.

By all the Powers of Light,

Breyin Seven-Stars, called the

Moonlord

Player Handout Three: Two Letters

Within the space of only a few hours, you received two letters from separate messengers and separate origins. They read:

Brave hero:

You know I am hard pressed by the forces of the elf Shannus. He is crushing my forces and slaughtering my lieutenants, and bringing more and more innocents into the Iron Wood. While he sees nothing but short-term success, the long-term consequences of his actions could prove devastating for all of Verbobonc. The town of Validia is friendly to my people. I would like to meet you there, and discuss both the true nature of this war, and what should be done about it. I have been pushed into a corner, and may be forced to implement contingencies I find distasteful—I would like to discuss this with you if you are willing.

By all the Powers of Light,
Breyin Seven-Stars, called the

Moonlord

My friend—

I admit I am suspicious of your true loyalties, but I know you serve good and must therefore have sympathy with my cause. I have heard that the town of Validia has made pacts with evil lycanthropes, and I ask you to investigate to see if this is so. You can agree, I'm sure, that such wickedness should be stopped. Investigate Validia, I ask you, and report your findings to me in Glory.

May Justice Prevail,
Shannus

Player Handout Four: Peace Offering

This is a copy of the message that Breyin would like you to deliver to Shannus.

Shannus:

Your ignorant depredations must cease. I am Breyin Seven-Stars, called the Moonlord on Oerth. I am an archon from Mount Celestia, tasked to keep a great evil imprisoned beneath the Iron Wood. For centuries I have stood my vigil, and through your short-sighted crusading, this great evil is breaking free. I need my lycanthropes to keep innocent people out of the Iron Wood—innocents that flock to you for riches and opportunity in Glory. This evil I guard, the Great Dire Dark, can sense the presence of such innocents, and feeds upon them, corrupts them, to gain more power. My lycanthropes have kept the Iron Wood “haunted” and empty for ages; without them, loggers and others flood in, empowering the Great Dire Dark. The Great Dire Dark will remain imprisoned only as long as the Iron Wood is free of innocents.

The Great Dire Dark is ancient, evil, and crafty. He has attacked outposts of the Mist Children, and tried to blame me for it. He is setting us against each other, and it must stop. I am willing to meet with you to work out a peace, and discuss your evacuation of the Iron Wood. I cannot meet you in Glory—I have not survived for eons by walking into cages—and I’m sure you would not be willing to venture far into the woods, alone, to meet with me. Therefore, I propose that we meet at the logging camp outside of Glory, at dawn tomorrow morning. I will come alone; if you do so, as well, then we can end this senseless war and unite against the Great Dire Dark. He cannot be defeated—I myself have slain him dozens of times, and he returns again and again—but we can perhaps work together to see him imprisoned for further long centuries, at the least.

Hoping for a peace,

Breyin Seven-Stars, called the

Moonlord

Player Handout Five: A Peace Offering?

You are certain that this is the parchment that Breyin asked you to bring to Shannus, to discuss an offer of peace. Although the writing is in Breyin's hand, the words are nothing like what he wrote earlier. The parchment now reads:

Foolish Elf:

Like an insect, you pick and pick at my forces, and you think you make progress. I will show you that you have done little to stem the tide of death and horror I control in the Iron Wood. That death will fall upon you and all your allies.

Tomorrow at dawn, I will amass my forces to the east of your scrabbling town of maggots, near the logging camp. My numbers will be uncounted, and we will see to it that no man, elf, or dragon-pretender will survive the day. If you meet me in open battle, perhaps you can claim some measure of honor, but Glory will not be yours—your Glory will fall and be forgotten.

May you rot unremembered,

Breyin Seven-Stars, called the

Moonlord

Critical Events Summary

Please take a moment to answer the following questions. Return these results to the Verbobonc Triad by emailing VerboboncPOC@yahoo.com

- 1) Did Shannus survive the scenario? Y N
- 2) Did Breyin survive the scenario? Y N
- 3) Was the Great Dire Dark permanently destroyed (that is, the death blow was dealt by a cold iron weapon)? Y N