

Crossroads

A One-Round Dungeons & Dragons® Living Greyhawk™ Regional Mini-Mission set in the Kingdom of Nyronnd

Version 1.0

by Torry Steed

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Travel in Womtham has gotten so dangerous that people are afraid to venture out and the god of travel is not pleased. His priests are determined to discover the cause before it disrupts the upcoming Horizon Festival. Hopefully this ancient crypt holds the clues you need to unravel the mystery... A one-round Regional Mini-Mission set in Kingdom of Nyronnd for characters level 1-10 (APLs 2-8).

Resources for this adventure [and the authors of those works] include *Complete Warrior* [Andy Collins, David Noonan, and Ed Stark], *Magic Item Compendium* [Andy Collins, et al], *Monster Manual II* [Ed Bonny, Jeff Grubb, Rich Redman, Skip Williams and Steve Winter], *NYR5-05 Shadows of Insurrection* [Brandon Gillespie], and *NYR5-105 Metamorphosis* [Brandon Gillespie].

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To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

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Players Read No Farther

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

Preparing for Play

To get the most out of this adventure, you need copies of the following D&D rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase

or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in *Appendix 1*. For your convenience, that appendix is split by APL.

Along with this adventure you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

Living Greyhawk LEVELS OF PLAY

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

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 dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

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

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

Throughout this adventure, APLs categorize the level of challenge the PCs 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 and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round regional mini-mission, set in the Kingdom of Nyrond. Characters from the Kingdom of Nyrond pay one (1) Time Unit per round, while all other characters pay two (2) Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the

character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

Hundreds of years ago, a powerful werewolf lord crafted a magic amulet from the remains of a meteorite that had fallen from the moon. The amulet enhanced his powers and helped him form a large pack of werewolves that terrorized the area for many years. Eventually the lord died and was entombed, along with his amulet, in a crypt hidden in the southern part of the Flinty Hills. To this day, werewolves and other lycanthropes have been a threat in Womtham.

Several months ago a werewolf pack leader named Kelvis found the location of the crypt and recovered the Wolford Amulet. The long dead werewolf lord was enraged by this desecration of his tomb. His rage reanimated his corpse and he rose as a ferocious undead, determined to smash anyone in sight. Kelvis escaped, however and has used the amulet to make his pack very powerful. They have been attacking travelers in Womtham ever since.

Kelvis' only weakness is his passion for his mate, Victoria, the alpha female of the pack. Victoria hungers for revenge against Nyrond's General Osmeran and she recently found some information that could help her achieve her goal. The pack attacked and killed a lone traveler who was carrying a letter from a roaming priest of Fharlanghn.

The letter explains how the priest discovered a young boy wandering in the wilderness over a year ago. The priest decided to take the boy under his wing and continued on his pilgrimage to Greyhawk. What the priest later learned is that the boy is in fact the grandson of General Osmeran. The priest is worried about the boy's safety so he's traveling in disguise and using magic to prevent being discovered via divination. He is trying to make contact with some other priests of Fharlanghn to return the boy to Osmeran. Victoria

is eager to use this information to kidnap the boy and further Osmeran's suffering.

While Kelvis is eager to please Victoria, his primary goal is to strengthen his pack and become a powerful figure in Womtham. Ultimately, he would be pleased to see werewolves spread across Nyronnd sowing destruction. Now that he has the Wolflord Amulet, he is well on his way.

Fharlanghn (I, N): The God of Horizons, Distance, Travel, and Roads.

ADVENTURE SUMMARY

The adventure starts in media res with the PCs exploring the crypt of a werewolf lord in search of a missing adventurer named Forrestal. They were hired several days before by two of his concerned friends. Forrestal was investigating the cause of all the recent attacks on travelers in Womtham and hoped he could find some clues in the tomb.

The first encounter the PCs face is with the enraged zombie of the werewolf lord and his crypt guardians. The PCs also find Forrestal, or at least what's left of him. A quick search of the tomb reveals two important clues. The first is a missing necklace from the werewolf statue that appears to have been taken fairly recently. The second clue is a heavily damaged book that talks about the history of the werewolf lord.

After finding the clues, the PCs should return and report their findings, including the sad news about Forrestal, to the two priests of Fharlanghn, Narik and Andra, who hired them. They are sad about the loss of their friend and concerned about what the clues could mean. They have a more urgent matter though and ask the PCs to escort them to the Horizon Festival that is being held in Womtham this year.

The trip requires camping along the way where the priests of Fharlanghn get a chance to listen to stories about the distant places the PCs have visited. They are particularly interested in any long trips they have taken to exotic locations. Then a pack of wolves attack just as everyone is about to turn in for the night. The wolves are very aggressive and do not retreat even if seriously injured.

The next day the PCs and the priests arrive at the crossroads where they find the Cracked Tankard Inn. They can stop for a drink and directions before proceeding about a half-mile down the road to the O'Brien farm where the Horizon Festival is in full swing. They have the chance to interact with numerous individuals

including merchants who are selling some rare items. The celebration goes long into the night.

The next day starts with the arrival of a tearful barmaid from the Cracked Tankard inn recounting the frightening tale of an attack by "demons". A quick investigation leads to a trail up into the Flinty Hills where the PCs discover a hidden cave entrance. Inside the cave they find a kidnapped priest of Fharlanghn being tortured by the alpha male werewolf and his bodyguard.

If the PCs are successful in rescuing the priest and defeating the werewolf pack leader, they must decide what to do with the Wolflord Amulet. They also learn that the priest was tortured for information and the alpha female werewolf has gone out in search of General Osmeran's grandson and the old priest escorting him back to Womtham.

PREPARATION FOR PLAY

The adventure starts with the PCs in the middle of exploring a crypt. It is assumed that they have used some portion of their daily resources overcoming the challenges to get to where the adventure starts.

All spellcasters in the group should assume they have already cast $\frac{1}{2}$ of their spells for each spell level. For example, if a cleric has four zero level spells, and three 1st level spells plus one domain spell, he will only have two zero level spells and a total of two 1st level spells left at the start of this adventure. If the number of spells is odd, round up to determine how many are remaining. The players can choose which spells they have remaining. Clerics may choose their domain spells if they wish. Specialist wizards do not need to choose a spell from their chosen school, they can assume that they had one prepared and already cast it. No buffing spells are active at the start of the adventure. They must select and cast any buffing spells they want to have active from their reduced number of spells.

In addition, any other resources that are renewed each day are also partially used. To find out how many uses are left simply divide by two and round up. Examples include:

- Barbarian Rage
- Magic items that recharge each day
- Pearls of power (total the number of pearls of each level and divide by two)

If they only have one daily use of an ability or item, it is still available. For example, if they only have one rage per day, they can still rage. Items that do not have renewable charges (such as wands) are

not affected in any way. The purpose of this mechanic is to simulate a “final combat” at the end of a dungeon crawl. If the players are concerned about being low on resources, assure them that they feel they are very close to the final chamber of the crypt.

INTRODUCTION

The adventure starts with the PCs in the midst of exploring an ancient werewolf lord's crypt. The PCs were hired to search for a missing adventurer who was investigating the savage attacks on travelers in Womtham. There are two Fharlanghn priests (Narik and Andra) who have traveled to Cordrend on the Nyron border in anticipation of the Horizon Festival. The festival is held each year at a different crossroads and this year it will be in Womtham. The festival is a gathering of Fharlanghn priests, worshipers, travelers, merchants and locals all interested in paying tribute to the god of travel and horizons. The priests are hoping to resolve the attacks before the festival starts, but time is running out.

Narik and Andra believe that the attacks are related to the high level of lycanthrope activity in the area. Forrestal, the missing explorer, found evidence of an ancient crypt in the Flinty Hills where a werewolf lord was buried. Forrestal believed that the crypt held clues to the increased lycanthrope activity in the area and he went to investigate.

Forrestal has been missing for over a week now. The PCs were sent to the crypt to investigate what happened to him and see if they could find him and the clues he was looking for. There are several potential motivations for the PCs.

1. The priests of Fharlanghn are paying them to find Forrestal.
2. They could help finally eliminate the threat of Lycanthropy in Womtham.
3. Travel in Womtham is growing increasingly difficult because of vicious attacks and the locals need help.
4. A fellow adventurer (Forrestal) could be in trouble.

ENCOUNTER 1: WEREWOLF LORD CRYPT

You have already encountered plenty of danger in this underground crypt, but no sign of the missing explorer Forrestal. It was just a few days ago that Narik and Andra, two priests of Fharlanghn, asked you to look into the disappearance of their friend. The attacks on

travelers in Womtham have been getting so bad that people are afraid to leave their homes. That's not good, not as far as the god of travel is concerned. Forrestal found clues leading to this ancient werewolf lord burial site and went to investigate, suspecting that the lycanthrope activity might be related to the attacks. So far you have faced some nasty traps and a few devious guardians to get this far, but still no sign of Forrestal.

Nearly every surface of the crypt is carved with various werewolf images. You see men and women undergoing the painful transformation into wolf like creatures. Deeper into the crypt you see wolves hunting under a full moon, tearing their prey limb from limb. Some of the engravings are simply massive ferocious half man, half wolf monsters.

From just ahead you begin to hear a dull thumping sound. It's almost too deep to hear, but you feel it, like a rumbling of the stone itself, whump... whump... whump... A large iron door is visible in the gloom ahead with a stout iron bar securing it. The thumping grows louder as you approach.

The PCs can make any preparations they feel are needed before proceeding. It is reasonable to assume they could have made some purchases in Cordrend before going to the crypt. They would have known they were headed to the crypt of a werewolf lord looking for a missing priest.

The door is heavy and the hinges are rusted, but it can be forced open with some effort. The rusty hinges screech loudly as the door is opened.

Iron Door: 2 in. thick; hardness 10; hp 60; AC 5; Break DC 28.

The door opens to reveal a large rectangular room with another door on the far side. In the center of the room is the inert body of a man. In the place where his head should be, there is instead, a messy dark stain on the stone floor. Standing over the corpse is a ferocious looking werewolf carrying a huge stone club. He is repeatedly bashing the floor where the man's head once was.

Slowly, the creature seems to notice that something has changed and he turns to the doorway facing you. It's obvious that this creature no longer lives.

Creatures: The undead werewolf is completely enraged and wants only to smash the heads of

anyone who enters the chamber and that's what he's been doing for the past few days to poor Forrestal. The constructs remain hidden behind the door or in the alcoves until an intruder enters the room. Then, one of them slams the door shut and tries to keep it closed while the others kill anyone inside the room. Once the door is forced open or additional intruders enter, all of the guardians attack.

APL 2 (EL 3)

Werewolf (Human Warrior) Zombie, Hybrid Form: hp 57; *Appendix 1*.

Animated Small Banded Mail: hp 17; *Appendix 1*.

APL 4 (EL 5)

Werewolf (Human Warrior) Zombie, Hybrid Form, Fast Hunting Unkillable: hp 63; *Appendix 1*.

Animated Medium Banded Mail: hp 35; *Appendix 1*.

APL 6 (EL 7)

Werewolf (Human Warrior) Zombie, Hybrid Form, Fast Hunting Unkillable: hp 63; *Appendix 1*.

Advanced Dread Guard: hp 132; *Appendix 1*.

APL 8 (EL 9)

Werewolf (Human Warrior) Zombie, Hybrid Form, Fast Hunting Unkillable: hp 63; *Appendix 1*.

Advanced Dread Guard: hp 132; *Appendix 1*.

Advanced Dread Guard: hp 157; *Appendix 1*.

Environment: The first room has an *unhallow* with *invisibility purge* attached. The intention of this combination is to make it very difficult to simply sneak past the guardians with *hide from undead* or *invisibility*. The *unhallow* spell also makes it more difficult to turn the zombie (-4 to turn checks).

Detect Magic Results: The two rooms radiate moderate evocation magic from the *unhallow* spells and moderate evocation magic from the *invisibility purge* spell (moderate abjuration magic from the *dimensional anchor* spell in the burial chamber).

Tactics: At APL 2 and 4 the zombie is the greater threat and the main purpose of the animated armor is to close the door and split the party for a time while the zombie deals damage. At APL 6

and 8 the dread guards are the greater threat and the zombie is the bait intended to draw one or two PCs into the room. The dread guards still close the door to split the party.

Treasure: The werewolves left nothing behind except for the weapons and shields of the zombies and constructs.

APL 2: Loot: 40 gp; Coin: 0 gp; Magic: 0 gp

APL 4: Loot: 40 gp; Coin: 0 gp; Magic: 0 gp

APL 6: Loot: 98 gp; Coin: 0 gp; Magic: 0 gp

APL 8: Loot: 171 gp; Coin: 0 gp; Magic: 0 gp

Development: Investigating the corpse reveals that it was a human male matching the description of Forrestal, the adventurer who went missing a week ago. It's impossible to be sure because his head has been pulverized, but it's reasonable to assume that this is his body. He has a holy symbol of Fharlanghn and a quarterstaff. He was wearing masterwork studded leather armor and has some basic adventuring supplies.

The door on the far side is locked, but pretty easy to open. A DC 10 Search check reveals a small keyhole that allows a DC 25 Open Lock check to unlock the door. Alternatively a *knock* spell or simply breaking the door down will work. It has the same statistics as the iron door above.

Forrestal found a secret entrance into the crypt that led directly to this room. There is a secret door that leads back out to the surface. This explains how he was able to make it to this chamber without bypassing any of the dangers the PCs have faced so far. A DC 25 Search check will reveal the secret door.

Inside the next room is the burial chamber of the werewolf lord. A stone sarcophagus is in the center of the room. The lid has been thrown aside and lays in pieces on the floor. The sarcophagus is empty. In the back of the room is an alcove that contains a 10-foot tall granite statue of a werewolf. Hanging around the werewolf's neck is the broken chain of what was obviously part of an amulet of some kind. A large disc shaped dark spot on the statue marks where the amulet once rested. From the dust on the statue, it's obvious that the amulet was taken within the past few months.

A DC 20 Search check reveals a hidden chamber in the base of the statue that contains a very old book. The book is difficult to read because it is heavily damaged, burned, rotted, and pieces have been torn away, but it seems to involve the history of the werewolf that was buried here. Studying the book for a few minutes allows a DC 25 Knowledge (history) check or a DC 30

Bardic Knowledge check for the following information.

Several hundred years ago a powerful werewolf lord and his pack terrorized the area now known as Womtham. The werewolf got his tremendous power from an amulet that he crafted from a piece of metal that fell from the sky. The legend implies that the metal was actually a piece of the moon itself. The amulet, known as the Wolflord Amulet, enhanced the power of any werewolf who possesses it and makes the cures of lycanthropy more difficult to resist. It would appear that the evidence in this crypt confirms at least part of the story.

The burial chamber has an *unhallow* spell with *dimensional anchor* attached. The intention is to prevent anyone from being able to teleport directly into the burial chamber.

ENCOUNTER 2: REPORT TO THE FHARLANGHN'S

The day and a half trip back to Cordrend is uneventful and the time passes quickly. Cordrend is a small city of just over five thousand people with a double stone wall. It's mostly a military town with a lot more soldiers than civilians. Since the end of the war the town has been prosperous, especially the businesses catering to the soldiers. General Osmeran visits the town from time to time to check on the morale of the troops.

Narik and Andra are waiting at the only inn in town called the Sleeping Bear Lodge. They seem pleased to see you, as you enter the common room, but concerned that Forrestal is not with you. They wave you over to their table and order a round of drinks. "Well, what did you find?" asks Andra.

The PCs can relate the story of what they found at the crypt. Narik and Andra are saddened by the passing of Forrestal and concerned about the missing amulet. They don't have any idea what it is, but it can't be good.

The priests have waited as long as they can, but now they must set out for the crossroads between Cordrend, Womtham, and Schukendale. If they wait any longer, they will miss the Horizon Festival. The festival moves around each year, but it's always held near a major crossroads far away from any large settlements. This year, it's being held in Womtham.

Narik and Andra are very concerned for their safety on the road. They ask the PCs if they will

help by escorting them to the Horizon Festival. They can offer to pay for their services if necessary.

Narik: male human cleric 1.

Andra: female half-elf cleric 3.

Treasure: Despite the bad news about Forrestal, the PCs did the job they were asked to do and the priests pay them the agreed upon amount of 30 gp each. They offer another 20 gp each to simply escort them to the festival.

APL 2: Loot: 0 gp; Coin: 50 gp; Magic: 0 gp

APL 4: Loot: 0 gp; Coin: 50 gp; Magic: 0 gp

APL 6: Loot: 0 gp; Coin: 50 gp; Magic: 0 gp

APL 8: Loot: 0 gp; Coin: 50 gp; Magic: 0 gp

ENCOUNTER 3: WOLF AMBUSH

The journey from Cordrend to the site of the Horizon Festival takes about two days. The priests travel at a brisk pace, but they refrain from using magical travel, claiming that the journey is part of the experience. When the sun goes down, the priests find a comfortable clearing off the side of the road and suggest it as a good campsite. The PCs are free to search around if they'd like to find an alternative, but the area is pretty open. It consists of rolling hills with scattered tress.

After setting up camp and preparing a wonderful stew, the priests question the PCs about any traveling they've done. They are very interested in any exotic locations the PCs have visited during their adventures. Of particular interest are any long journey's they have taken.

Creatures: During the night the PCs hear wolves in the distance. As the night wears on the wolf howls seem to get closer and closer. The wolves circle the camp and attack suddenly from different directions. The PCs have just enough time to leap to their feet and ready weapons before rolling initiative.

The wolves have been directed to attack per the instructions of the local werewolf lord so they do not retreat and fight to the death.

APL 2 (EL 4)

Advanced Wolves (2): hp 44 each; *Appendix 1.*

APL 4 (EL 6)

Advanced Wolves (3): hp 66 each; *Appendix 1.*

APL 6 (EL 8)

Advanced Dire Wolves (3): hp 132 each; *Appendix 1.*

APL 8 (EL 10)

Advanced Dire Wolves (3): hp 198 each; *Appendix 1.*

ENCOUNTER 4: HORIZON FESTIVAL

As you near the crossroads a small local watering hole called The Cracked Tankard comes into view. It looks like a good place to ask for directions and get a quick bite to eat before continuing to the festival.

The inn is a rustic two story wooden building that looks like it's been around for a long time. It is fairly busy with the overflow from the near by Horizon Festival. Any of the people in the inn can direct the PCs down the west road about a half-mile to the O'Brien farmstead where the Horizon Festival is in full swing. The local barmaid, Maggie is young, attractive, and overworked, but she's friendly enough and has a nice smile. Also present is a Halfling named Wilbur, who is attending the festival primarily for the food, along with a dozen or so other patrons. Once the PCs have had a quick rest, Narik and Andra express their interest to continue on to the festival.

After a short walk west from the Cracked Tankard you round a bend in the road and see the Horizon Festival grounds sprawling before you. There are dozens of large colorful tents, numerous merchant carts and several hundred people enjoying the festivities. The wonderful smell of a wide assortment of foods drifts up to meet you. It looks like the festival is in full swing.

The festival grounds are actually on a local farm about a half-mile from the actual crossroads. The O'Brien's have agreed to allow the festivities to take place on their land. The priests of Fharlanghn don't want to disrupt traffic by having the festival on the actual road so this works well.

The festival is basically a large group of eclectic travelers, many of them merchants, entertainers, and followers of Fharlanghn, who are

interested in having a good time. The merchant wares focus heavily on things that aid travel (see **Items for the Adventure Record** for some of the more exotic things available here). They have everything from fine horses to scrolls of teleport. There are also lots of different food vendors as well as a few makeshift taverns.

The priests of Fharlanghn are like travel agents, encouraging travel all across the Flanaess. They have tales of exotic locations and try their best to encourage visitors to travel far and often.

The PCs can meet a dwarf named Dorgen Bearheart who thinks highly of the Fharlanghn priests and has also been investigating the attacks in the area. He is in fact a werewolf who despises evil lycanthropes and spends much of his time hunting them. If the PCs mention the amulet to him, he knows a little bit about it and can relate the same information found in the book. Dorgen has a small booth where he is selling some items useful for fighting lycanthropes. He has several silvered weapons and a few vials of alchemists silver. Dorgen also has some freshly picked belladonna available.

The next morning the PCs find out that a nearby roadside inn was attacked during the night by a pack of werewolves. A priest of Fharlanghn has gone missing and everyone is concerned.

You are awakened early the next morning by shouting. A commotion has broken out at the edge of the festival grounds and a small crowd has gathered.

A woman, her clothes torn and bloody, is pleading for help. She is out of breath from running. "They're dead, all dead!" she sobs. You recognize the woman as Maggie, the barmaid from the Cracked Tankard inn.

Maggie is out of breath from running flat out the half mile from the Inn to the O'Brien farm. She is obviously panicked, but doesn't seem to have any serious injuries other than skinned knees from falling down while running away. It takes some time and a successful DC 15 Diplomacy check to get her to calm down long enough to relate the story.

"I was sleeping in the common room when I heard the crash. The front door was knocked clean off the hinges. Then the demons came rushing in, killing everyone! I ran out the back and got away, but I could hear everyone screaming, they're all dead." She breaks down and begins sobbing again.

She describes the creatures as hairy demons with enormous teeth and claws. They were tearing people apart. She didn't look back as she ran and didn't see anyone else who made it out.

By the time the PCs reach the inn, all is quiet. The front door has been torn away and several of the ground floor windows are smashed. There is a body laying in the road in front of the inn, a human man.

Inside the front door is a horrible scene of destruction. All the furniture is smashed and has been thrown about the room. There are two more bodies buried in the rubble, one dwarf and one human female. Several people did manage to escape and hide outside of the inn. Most of them have fled down the road by the time the PCs arrive.

The rooms upstairs reveal a similar scene of destruction. There are two more bodies up here in one of the guest rooms. A second guest room has been torn apart. The final guest room still has the door intact and closed. Inside is a Halfling male survivor hiding under the bed. His name is Wilbur and he's scared out of his mind.

Wilbur was down in the common room looking for an early breakfast when the attack started. He was buried under a pile of pots and pans when the beasts crashed into the kitchen. As things were quieting down, he plucked up his courage and took a look out the back door. He saw the savage beasts moving east and one of them was carrying Rakind. Wilbur liked Rakind because he bought lots of extra food and was willing to share. Wilbur isn't sure if Rakind was alive or not when they carried him off. They left about a half hour ago. After he saw them leaving, he went up stairs to get his things so he could leave, then he heard something down stairs so he hid under the bed.

A search check reveals obvious signs of large pawed creatures all around the inn. The tracks are easy to follow, even for someone without the tracking feat. They head up into the hills east of the inn.

The priests ask the PCs to go after them and rescue Rakind if possible.

ENCOUNTER 5: WEREWOLF CAVE

The trail leads a few miles east up into the hills to a hidden cave entrance. After exploring the cave, the PCs come upon the following scene:

As you round the next corner you can make out a quiet growling voice. "You are weak..."

...you broke easily, but your suffering is far from over... My female will find your priest and the boy and her revenge will follow." Then there is a low groan of pain.

When the scene becomes visible:

A man is chained to the wall of the cave. He is broken and bloody, obviously seriously injured. Towering over him is a large werewolf in hybrid form wearing a large disc shaped amulet and holding a greatsword. The amulet is engraved with the image of a wolf. He sniffs the air briefly then turns to look in your direction and snarls, "your friends are too late to save you, I doubt they can even save themselves." He snarls and moves forward to attack.

Creatures: Kelvis, the alpha male of the pack, is currently taunting Rakind. At higher APLs Kelvis has a werewolf bodyguard with him as well. They both launch into combat fearlessly and will not surrender.

APL 2 (EL 5)

Kelvis: male human werewolf barbarian 1/fighter 2; hp 60; *Appendix 1.*

APL 4 (EL 7)

Kelvis: male human werewolf barbarian 1/fighter 2/warshaper 1; hp 70; *Appendix 1.*

Werewolf Bodyguard: male human werewolf barbarian 1/fighter 1; hp 40; *Appendix 1.*

APL 6 (EL 9)

Kelvis: male human werewolf barbarian 1/fighter 2/warshaper 3; hp 106; *Appendix 1.*

Werewolf Bodyguard: male human werewolf barbarian 1/fighter 2/warshaper 1; hp 64; *Appendix 1.*

APL 8 (EL 11)

Kelvis: male human werewolf barbarian 1/fighter 4/warshaper 3; hp 133; *Appendix 1.*

Werewolf Bodyguard: male human werewolf barbarian 1/fighter 2/warshaper 3; hp 98; *Appendix 1.*

Treasure: The pack has been preying on travelers for many months. They have gathered a lot of valuables from their victims and stored them in this cave. A quick search will reveal various trade goods and some gold coins, in addition to the treasure on the werewolves.

APL 2: Loot: 29 gp; Coin: 0 gp; Magic: 167 gp
– *ring of protection +1* (167 gp each), *wolflord amulet* (0 gp each)

APL 4: Loot: 58 gp; Coin: 0 gp; Magic: 417 gp
– *cloak of resistance +1* (83 gp each), *ring of protection +1* (2) (167 gp each per ring), *wolflord amulet* (0 gp each)

APL 6: Loot: 29 gp; Coin: 0 gp; Magic: 863 gp
– *+1 greatsword* (196 gp each), *bracers of armor +1* (167 gp each), *cloak of resistance +1* (2) (83 gp each per cloak), *ring of protection +1* (2) (167 gp each per ring), *wolflord amulet* (0 gp each)

APL 8: Loot: 0 gp; Coin: 0 gp; Magic: 1,976 gp
– *+1 greatsword* (196 gp each), *+2 greatsword* (696 gp each), *bracers of armor +1* (2) (167 gp each per set of bracers), *cloak of resistance +1* (83 gp each), *cloak of resistance +2* (333 gp each), *ring of protection +1* (2) (167 gp each per ring), *wolflord amulet* (0 gp each)

Detect Magic Results: *+1 greatsword* (faint transmutation), *+2 greatsword* (faint transmutation), *bracers of armor +1* (moderate conjuration), *cloak of resistance +1* (faint abjuration), *cloak of resistance +2* (faint abjuration), *ring of protection +1* (faint abjuration), *wolflord amulet* (strong transmutation)

CONCLUSION

Once Kelvis is defeated, the PCs can tend to Rakind. His wounds are serious and he has contracted lycanthropy from the numerous bites he received while being tortured. His wounds can be healed by any of the standard methods, but the lycanthropy must be treated as detailed in the Monster Manual.

Rakind will reveal to the PCs that he was tortured for information. It seems that the werewolves bumped into Forrestal in the crypt of the werewolf lord. They stole a letter from him that was from a Fharlanghn priest, which indicated the grandson of General Osmeran had been found alive. It seems that the alpha female of the pack has a special hatred for Osmeran and she plans to use the information to hurt the general in any way she can. After taking the letter and robbing the tomb, the werewolves locked Forrestal in the crypt with the enraged werewolf zombie.

Rakind was unable to hold out against the torture and told Kelvis that Moscha is headed back to Womtham. Moscha is a wandering priest of Fharlanghn and friend of Rakind's who found the boy about a year ago and took him on a pilgrimage to Greyhawk. The female took most of the pack and set out to find him.

The alpha female is missing and she knows about the wandering priest who is guarding Osmeran's grandson. She must be stopped.

Wolflord Amulet

The PCs must decide what to do with the Wolflord Amulet. They have three basic options:

1. One PC in the party may keep it. The PC who keeps it receives the "Possession of the Wolflord Amulet" on the AR.
2. They can destroy it.
3. They can hand it over to an authority figure such as the priests of Fharlanghn or Dorgan Bearheart the werebear.

EXPERIENCE POINT SUMMARY

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

Encounter 1

Defeat the crypt guardians:

APL 2	45 XP
APL 4	75 XP
APL 6	105 XP
APL 8	135 XP

Encounter 3

Defeat the wolves:

APL 2	60 XP
APL 4	90 XP
APL 6	120 XP
APL 8	150 XP

Encounter 5

Defeat Kelvis and his guard:

APL 2	75 XP
APL 4	105 XP
APL 6	135 XP
APL 8	165 XP

Story Award

Rescue Rakind:

APL 2	30 XP
APL 4	40 XP
APL 6	60 XP
APL 8	75 XP

Discretionary roleplaying award:

APL 2	15 XP
APL 4	17 XP
APL 6	30 XP
APL 8	37 XP

Total possible experience:

APL 2	225 XP
APL 4	327 XP
APL 6	450 XP
APL 8	562 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.

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

Encounter 1

APL 2: Loot: 40 gp; Coin: 0 gp; Magic: 0 gp

APL 4: Loot: 40 gp; Coin: 0 gp; Magic: 0 gp

APL 6: Loot: 98 gp; Coin: 0 gp; Magic: 0 gp

APL 8: Loot: 171 gp; Coin: 0 gp; Magic: 0 gp

Encounter 2

APL 2: Loot: 0 gp; Coin: 50 gp; Magic: 0 gp

APL 4: Loot: 0 gp; Coin: 50 gp; Magic: 0 gp

APL 6: Loot: 0 gp; Coin: 50 gp; Magic: 0 gp

APL 8: Loot: 0 gp; Coin: 50 gp; Magic: 0 gp

Encounter 5

APL 2: Loot: 29 gp; Coin: 0 gp; Magic: 167 gp
– *ring of protection +1* (167 gp each), *wolflord amulet* (0 gp each)

APL 4: Loot: 58 gp; Coin: 0 gp; Magic: 417 gp
– *cloak of resistance +1* (83 gp each), *ring of protection +1* (2) (167 gp each per ring), *wolflord amulet* (0 gp each)

APL 6: Loot: 29 gp; Coin: 0 gp; Magic: 863 gp
– *+1 greatsword* (196 gp each), *bracers of armor +1* (167 gp each), *cloak of resistance +1* (2) (83 gp each per cloak), *ring of protection +1* (2) (167 gp each per ring), *wolflord amulet* (0 gp each)

APL 8: Loot: 0 gp; Coin: 0 gp; Magic: 1,976 gp
– *+1 greatsword* (196 gp each), *+2 greatsword* (696 gp each), *bracers of armor +1* (2) (167 gp each per set of bracers), *cloak of resistance +1* (83 gp each), *cloak of resistance +2* (333 gp each), *ring of protection +1* (2) (167 gp each per ring), *wolflord amulet* (0 gp each)

Total Possible Treasure

APL 2: Loot: 69 gp; Coin: 50 gp; Magic: 167 gp; Total: 286 gp

APL 4: Loot: 98 gp; Coin: 50 gp; Magic: 417 gp; Total: 565 gp

APL 6: Loot: 127 gp; Coin: 50 gp; Magic: 863 gp; Total: 1,040 gp

APL 8: Loot: 171 gp; Coin: 50 gp; Magic: 1,976 gp; Total: 2,197 gp

Special

Blessing of Fharlanghn: You have rescued the Fharlanghn priest Rakind and may call upon the blessings of Fharlanghn. Activating this blessing is a swift action that allows you to act as if under the effects of a *freedom of movement* spell. The effect lasts for a total of 10 rounds, which do not have to be used consecutively. Turning off the effect is a free action. Cross this favor off when it is used up.

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Possession of the Wolflord Amulet: You have chosen to keep the Wolflord Amulet. Only one PC at each table may keep the amulet.

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 2:

- *Silversheen* (Adventure; DMG)
- *Ring of climbing* (Adventure; DMG)
- *Ring of jumping* (Adventure; DMG)
- *Wand of longstrider* (CL1) (Adventure; DMG)

APL 4 (all of APL 2 plus the following):

- *Horseshoes of speed* (Adventure; DMG)
- *Boots of striding and springing* (Adventure; DMG)

APL 6 (all of APLs 2-4 plus the following):

- *Horseshoes of the zephyr* (Adventure; DMG)
- *Anklet of translocation* (Adventure; MIC)

APL 8 (all of APLs 2-6 plus the following):

- *Boots of speed* (Adventure; DMG)
- *Gloves of swimming and climbing* (Adventure; DMG)

APPENDIX 1: APL 2

ENCOUNTER 1: WERWOLF LORD

CRYPT

WEREWOLF (HUMAN WARRIOR) ZOMBIE, HYBRID FORM CR 2

NE Medium undead

Init +1; **Senses** darkvision 60 ft.; Listen +0, Spot +0

AC 17, touch 11, flat-footed 16

(+1 Dex, +6 natural)

hp 57 (6 HD); **DR** 5/slashing

Fort +2, **Ref** +3, **Will** +5

Speed 30 ft. (6 squares)

Melee masterwork greatclub +7 (1d10+4) or

Melee slam +6 (1d6+3) or

Melee claw +6 (1d4+3) or

Melee bite +6 (1d6+1)

Base Atk +3; **Grp** +6

Abilities Str 17, Dex 13, Con —, Int —, Wis 10, Cha 1

SQ single actions only, undead traits

Feats Toughness^B

Possessions masterwork greatclub

ANIMATED SMALL BANDED MAIL CR 1

N Small construct

Init +1; **Senses** darkvision 60 ft., low-light vision; Listen -5, Spot -5

AC 15, touch 12, flat-footed 14

(1 size, 1 Dex, +1 shield, +2 natural)

hp 17 (1 HD); hardness 10

Immune construct immunities

Fort +0, **Ref** +1, **Will** -5

Speed 40 ft. (8 squares)

Melee small longsword +1 (1d6/19-20)

Base Atk +0; **Grp** -4

Abilities Str 10, Dex 12, Con —, Int —, Wis 1, Cha 1

SQ construct traits

Possessions longsword, masterwork light steel shield

ENCOUNTER 3: WOLF AMBUSH

WOLF, ADVANCED

CR 2

N Large Animal

Init +1; **Senses** low-light vision, scent; Listen +4, Spot +4

AC 14, touch 10, flat-footed 13

(-1 size, +1 Dex, +4 natural)

hp 44 (4 HD)

Fort +8, **Ref** +5, **Will** +2

Speed 50 ft. (10 squares)

Melee bite +9 (1d8+9)

Space 10 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +13

Atk Options trip (+10 check modifier)

Abilities Str 22, Dex 13, Con 19, Int 2, Wis 12, Cha 6

Feats Improved Toughness, Track^B, Weapon Focus (bite)

Skills Hide -3, Listen +4, Move Silently +2, Spot +4, Survival +1 (+5 if tracking via scent)

Trip (Ex) A wolf that hits with a bite attack can attempt to trip the opponent (+10 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills Wolves have a +4 racial bonus on Survival checks when tracking by scent.

ENCOUNTER 5: WEREWOLF CAVE

KELVIS, HYBRID FORM CR 5

Male human werewolf barbarian 1/fighter 2

CE Medium humanoid (human, shapechanger)

Init +8; **Senses** low-light vision, scent; Listen +8, Spot +4

Languages Common

AC 19, touch 15, flat-footed 15

(+4 Dex, +1 deflection, +4 natural)

hp 60 (5 HD); **DR** 10/silver

Fort +13, **Ref** +7, **Will** +4

Speed 40 ft. (8 squares)

Melee masterwork greatsword +10 (2d6+7) and bite +7 (1d8+2) or

Melee 2 claws +9 (1d4+5) and bite +7 (1d8+2)

Base Atk +4; **Grp** +9

Atk Options Power Attack

Special Actions alternate form, rage 1/day

Abilities Str 20, Dex 19, Con 20, Int 10, Wis 14, Cha 8

SQ wolf empathy

Feats Improved Initiative, Improved Natural Attack (bite), Improved Toughness, Iron Will, Multiattack, Power Attack, Track^B

Skills Handle Animal +5, Intimidate +3, Jump +11, Listen +8, Ride +6, Spot +4, Survival +6 (+10 if tracking via scent)

Possessions masterwork greatsword, *ring of protection* +1, *wolflord amulet*

Alternate Form (Su): A werewolf can assume a human form or the form of a wolf.

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 17 Fortitude save or contract lycanthropy. If the victim's size is not within one size category of the lycanthrope the victim cannot contract lycanthropy from that lycanthrope. Afflicted lycanthropes cannot pass on the curse of lycanthropy.

Wolf Empathy (Ex): Communicate with wolves and dire wolves, and +4 racial bonus on Charisma-based checks against wolves and dire wolves.

Skills Werewolves have a +4 racial bonus on Survival checks when tracking by scent.

Rage when raging, Kelvis' stats change as follows:

AC 17, touch 13, flat-footed 13

hp 70

Fort +15, Will +6

Melee masterwork greatsword +12 (2d6+10) and bite +9 (1d8+3) or

Melee 2 claws +11 (1d4+7) and bite +9 (1d8+3)

Grp +11

Abilities Str 24, Con 24

Skills Jump +13

APL 4

ENCOUNTER 1: WERWOLF LORD

CRYPT

WEREWOLF (HUMAN WARRIOR) ZOMBIE, HYBRID FORM, FAST HUNTING UNKILLABLE CR 4

NE Medium undead

Init +1; **Senses** darkvision 60 ft., scent; Listen +6, Spot +6

AC 19, touch 13, flat-footed 16
(+1 Dex, +2 dodge, +6 natural)

hp 63 (6 HD); fast healing 5; **DR** 5/slashing

Fort +2, **Ref** +3, **Will** +7

Speed 60 ft. (12 squares)

Melee masterwork greatclub +7 (1d10+4) or

Melee slam +6 (1d6+3) or

Melee claw +6 (1d4+3) or

Melee bite +6 (1d6+1)

Base Atk +3; **Grp** +6

Abilities Str 17, Dex 13, Con —, Int —, Wis 14, Cha 1
SQ undead traits

Feats Improved Toughness^B, Toughness^B, Track^B

Skills Listen +6, Spot +6

Possessions masterwork greatclub

Skills Hunting zombies have a +4 racial bonus to Listen and Spot checks.

ANIMATED MEDIUM BANDED MAIL CR 2

N Medium construct

Init +0; **Senses** darkvision 60 ft., low-light vision; Listen -5, Spot -5

AC 15, touch 10, flat-footed 15
(+1 shield, +4 natural)

hp 35 (2 HD); hardness 10

Immune construct immunities

Fort +0, **Ref** +0, **Will** -5

Speed 40 ft. (8 squares)

Melee longsword +2 (1d8+1/19-20)

Base Atk +1; **Grp** +2

Abilities Str 12, Dex 10, Con —, Int —, Wis 1, Cha 1
SQ construct traits

Possessions longsword, masterwork light steel shield

ENCOUNTER 3: WOLF AMBUSH

WOLF, ADVANCED CR 3

N Large Animal

Init +1; **Senses** low-light vision, scent; Listen +5, Spot +5

AC 14, touch 10, flat-footed 13
(-1 size, +1 Dex, +4 natural)

hp 66 (6 HD)

Fort +9, **Ref** +6, **Will** +3

Speed 50 ft. (10 squares)

Melee bite +10 (2d6+9)

Space 10 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +14

Atk Options trip (+10 check modifier)

Abilities Str 22, Dex 13, Con 19, Int 2, Wis 12, Cha 6

Feats Improved Natural Attack (bite), Improved Toughness, Track^B, Weapon Focus (bite)

Skills Hide -3, Listen +5, Move Silently +2, Spot +5, Survival +1 (+5 if tracking via scent)

Trip (Ex) A wolf that hits with a bite attack can attempt to trip the opponent (+10 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills Wolves have a +4 racial bonus on Survival checks when tracking by scent.

ENCOUNTER 5: WEREWOLF CAVE

KELVIS, HYBRID FORM CR 6

Male human werewolf barbarian 1/fighter 2/warshaper 1
CE Medium humanoid (human, shapechanger)

Init +8; **Senses** low-light vision, scent; Listen +8, Spot +4

Languages Common

AC 19, touch 15, flat-footed 15
(+4 Dex, +1 deflection, +4 natural)

hp 70 (6 HD); **DR** 10/silver

Immune critical hits, stun

Fort +16, **Ref** +8, **Will** +5

Speed 40 ft. (8 squares)

Melee masterwork greatsword +10 (2d6+7) and bite +7 (2d6+2) or

Melee 2 claws +9 (1d6+5) and bite +7 (2d6+2)

Base Atk +4; **Grp** +9

Atk Options Power Attack

Special Actions alternate form, rage 1/day

Abilities Str 20, Dex 19, Con 20, Int 10, Wis 14, Cha 8
SQ wolf empathy

Feats Improved Initiative, Improved Natural Attack (bite), Improved Toughness, Iron Will, Multiattack, Power Attack, Track^B

Skills Handle Animal +5, Intimidate +3, Jump +13, Listen +8, Ride +6, Spot +4, Survival +6 (+10 if tracking via scent)

Possessions masterwork greatsword, *cloak of resistance +1, ring of protection +1, wolflord amulet*

Alternate Form (Su): A werewolf can assume a human form or the form of a wolf.

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 17 Fortitude save or contract lycanthropy. If the victim's size is not within one size category of the lycanthrope the victim cannot contract lycanthropy from that lycanthrope. Afflicted lycanthropes cannot pass on the curse of lycanthropy.

Morphic Immunities (Ex): You are immune to stunning and critical hits.

Morphic Weapons (Su): As a move action you can grow natural weapons dealing the appropriate amount of damage (see Table 5-1, *MM* p. 296). These morphic weapons need not be natural to the

form the warshaper is in. If the warshaper's form already has that weapon type of natural weapon, the morphic weapon deals damage as if it were one category larger. You can change natural weapons as often as you like.

Wolf Empathy (Ex): Communicate with wolves and dire wolves, and +4 racial bonus on Charisma-based checks against wolves and dire wolves.

Skills Werewolves have a +4 racial bonus on Survival checks when tracking by scent.

Rage when raging, Kelvis' stats change as follows:

AC 17, touch 13, flat-footed 13

hp 82

Fort +18, Will +7

Melee masterwork greatsword +12 (2d6+10) and bite +9 (2d6+3) or

Melee 2 claws +11 (1d6+7) and

bite +9 (2d6+3)

Grp +11

Abilities Str 24, Con 24

Skills Jump +15

WEREWOLF BODYGUARD, HYBRID FORM CR 4

Male human werewolf barbarian 1/fighter 1

CE Medium humanoid (human, shapechanger)

Init +7; **Senses** low-light vision, scent; **Listen** +8, **Spot** +4

Languages Common

AC 18, touch 14, flat-footed 15

(+3 Dex, +1 deflection, +4 natural)

hp 40 (4 HD); **DR** 10/silver

Fort +11, **Ref** +6, **Will** +4

Speed 40 ft. (8 squares)

Melee masterwork greatsword +8 (2d6+6) and bite +2 (1d8+2) or

Melee 2 claws +7 (1d4+4) and

bite +2 (1d8+2)

Base Atk +3; **Grp** +7

Atk Options Power Attack

Special Actions alternate form, rage 1/day

Abilities Str 18, Dex 17, Con 18, Int 10, Wis 14, Cha 8

SQ wolf empathy

Feats Improved Initiative, Improved Natural Attack (bite), Iron Will, Power Attack, Track^B

Skills Handle Animal +3, Intimidate +3, Jump +10, Listen +8, Spot +4, Survival +6 (+10 if tracking via scent)

Possessions masterwork greatsword, *ring of protection* +1

Alternate Form (Su): A werewolf can assume a human form or the form of a wolf.

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 17 Fortitude save or contract lycanthropy. If the victim's size is not within one size category of the lycanthrope the victim cannot contract lycanthropy from that lycanthrope. Afflicted lycanthropes cannot pass on the curse of lycanthropy.

Wolf Empathy (Ex): Communicate with wolves and dire wolves, and +4 racial bonus on Charisma-based checks against wolves and dire wolves.

Skills Werewolves have a +4 racial bonus on Survival checks when tracking by scent.

Rage when raging, the bodyguard's stats change as follows:

AC 16, touch 12, flat-footed 13

hp 48

Fort +13, Will +6

Melee masterwork greatsword +10 (2d6+9) and bite +4 (1d8+3) or

Melee 2 claws +9 (1d4+6) and

bite +4 (1d8+3)

Grp +9

Abilities Str 22, Con 22

Skills Jump +12

ENCOUNTER 1: WERWOLF LORD

CRYPT

WEREWOLF (HUMAN WARRIOR) ZOMBIE, HYBRID FORM, FAST HUNTING UNKILLABLE CR 4

NE Medium undead
Init +1; **Senses** darkvision 60 ft., scent; Listen +6, Spot +6

AC 19, touch 13, flat-footed 16
 (+1 Dex, +2 dodge, +6 natural)

hp 63 (6 HD); fast healing 5; **DR** 5/slashing
Fort +2, **Ref** +3, **Will** +7

Speed 60 ft. (12 squares)
Melee masterwork greatclub +7 (1d10+4) or
Melee slam +6 (1d6+3) or
Melee claw +6 (1d4+3) or
Melee bite +6 (1d6+1)
Base Atk +3; **Grp** +6

Abilities Str 17, Dex 13, Con —, Int —, Wis 14, Cha 1
SQ undead traits

Feats Improved Toughness^B, Toughness^B, Track^B
Skills Listen +6, Spot +6

Possessions masterwork greatclub

Skills Hunting zombies have a +4 racial bonus to Listen and Spot checks.

DREAD GUARD, ADVANCED CR 6

N Large construct
Init +0; **Senses** darkvision 60 ft., low-light vision; Listen +1, Spot +16

Languages Common (does not speak)

AC 18, touch 9, flat-footed 18
 (-1 size, +6 armor, +1 shield, +2 natural)

hp 132 (12 HD)
Immune construct immunities
Resist cold 10, fire 10

Fort +4, **Ref** +4, **Will** +7

Speed 20 ft. (4 squares); can't run
Melee large longsword +16/+11 (2d6+8/19-20)

Base Atk +9; **Grp** +21

Atk Options Blind-Fight, Cleave, Power Attack

Abilities Str 26, Dex 10, Con —, Int 6, Wis 13, Cha 2
SQ construct traits

Feats Blind-Fight, Cleave, Improved Toughness, Iron Will, Power Attack

Skills Spot +16

Possessions large longsword, masterwork banded mail, masterwork light steel shield

ENCOUNTER 3: WOLF AMBUSH

WOLF, ADVANCED DIRE CR 5

N Large animal
Init +2; **Senses** low-light vision, scent; Listen +10, Spot +10

AC 14, touch 11, flat-footed 12
 (-1 size, +2 Dex, +3 natural)

hp 132 (12 HD)

Fort +12, **Ref** +10, **Will** +9

Speed 50 ft. (10 squares); Run

Melee bite +17 (2d6+12)

Space 10 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +21

Atk Options trip (+12 check modifier)

Abilities Str 26, Dex 15, Con 18, Int 2, Wis 12, Cha 10

Feats Alertness, Improved Natural Attack (bite), Improved Toughness, Run, Track^B, Weapon Focus (bite)

Skills Hide +3, Listen +10, Move Silently +5, Spot +10, Survival +2 (+6 if tracking via scent)

Trip (Ex) A dire wolf that hits with a bite attack can attempt to trip its opponent (+12 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

Skills A dire wolf has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks. It also has a +4 racial bonus on Survival checks when tracking by scent.

ENCOUNTER 5: WEREWOLF CAVE

KELVIS, HYBRID FORM CR 8

Male human werewolf barbarian 1/fighter 2/warshaper 3
 CE Medium humanoid (human, shapechanger)

Init +9; **Senses** low-light vision, scent; Listen +8, Spot +4

Languages Common

AC 21, touch 16, flat-footed 16
 (+5 Dex, +1 armor, +1 deflection, +4 natural)

hp 106 (8 HD); **DR** 10/silver

Immune critical hits, stun

Fort +19, **Ref** +12, **Will** +6

Speed 40 ft. (8 squares)

Melee +1 *greatsword* +14/+9 (2d6+11) and bite +11 (2d6+3) or

Melee 2 claws +13 (1d6+7) and bite +11 (2d6+3)

Space 5 ft.; **Reach** 10 ft.

Base Atk +6; **Grp** +13

Atk Options Power Attack

Special Actions alternate form, rage 1/day

Abilities Str 24, Dex 20, Con 24, Int 10, Wis 14, Cha 8

SQ wolf empathy

Feats Improved Initiative, Improved Natural Attack (bite), Improved Toughness, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Track^B

Skills Handle Animal +5, Intimidate +3, Jump +19, Listen +8, Ride +7, Spot +4, Survival +6 (+10 if tracking via scent)

Possessions +1 *greatsword*, *bracers of armor* +1, *cloak of resistance* +1, *ring of protection* +1, *wolflord amulet*

Alternate Form (Su): A werewolf can assume a human form or the form of a wolf.

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 17 Fortitude save or contract lycanthropy. If the victim's size is not within one size category of the lycanthrope the victim cannot contract lycanthropy from that lycanthrope. Afflicted lycanthropes cannot pass on the curse of lycanthropy.

Morphic Body (Su): You can make yourself stronger and healthier, +4 Str and Con

Morphic Immunities (Ex): You are immune to stunning and critical hits.

Morphic Reach (Su): You can stretch your limbs outward gaining 5 more feet of reach. Unlike most creatures you do not appear to have longer reach until you actually use it.

Morphic Weapons (Su): As a move action you can grow natural weapons dealing the appropriate amount of damage (see Table 5-1, *MM* p. 296). These morphic weapons need not be natural to the form the warshaper is in. If the warshaper's form already has that weapon type of natural weapon, the morphic weapon deals damage as if it were one category larger. You can change natural weapons as often as you like.

Wolf Empathy (Ex): Communicate with wolves and dire wolves, and +4 racial bonus on Charisma-based checks against wolves and dire wolves.

Skills Werewolves have a +4 racial bonus on Survival checks when tracking by scent.

Rage when raging, Kelvis' stats change as follows:

AC 19, touch 14, flat-footed 14
hp 122
Fort +21, Will +8
Melee +1 *greatsword* +16/+11 (2d6+14) and bite +13 (2d6+4) or
Melee 2 claws +15 (1d6+9) and bite +13 (2d6+4)
Grp +15
Abilities Str 28, Con 28
Skills Jump +21

WEREWOLF BODYGUARD, HYBRID FORM CR 6

Male human werewolf barbarian 1/fighter 2/warshaper 1
CE Medium humanoid (human, shapechanger)

Init +7; **Senses** low-light vision, scent; Listen +8, Spot +4

Languages Common

AC 18, touch 14, flat-footed 15
(+3 Dex, +1 deflection, +4 natural)

hp 64 (6 HD); **DR** 10/silver

Immune critical hits, stun

Fort +16, **Ref** +7, **Will** +5

Speed 40 ft. (8 squares)

Melee masterwork greatsword +9 (2d6+6) and bite +6 (2d6+2) or

Melee 2 claws +8 (1d6+4) and bite +6 (2d6+2)

Base Atk +4; **Grp** +8

Atk Options Power Attack

Special Actions alternate form, rage 1/day

Abilities Str 18, Dex 17, Con 18, Int 10, Wis 14, Cha 8

SQ wolf empathy

Feats Improved Initiative, Improved Natural Attack (bite), Improved Toughness, Iron Will, Multiattack, Power Attack, Track^B

Skills Handle Animal +5, Intimidate +3, Jump +12, Listen +8, Ride +5, Spot +4, Survival +6 (+10 if tracking via scent)

Possessions masterwork greatsword, *cloak of resistance +1, ring of protection +1*

Alternate Form (Su): A werewolf can assume a human form or the form of a wolf.

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 17 Fortitude save or contract lycanthropy. If the victim's size is not within one size category of the lycanthrope the victim cannot contract lycanthropy from that lycanthrope. Afflicted lycanthropes cannot pass on the curse of lycanthropy.

Morphic Immunities (Ex): You are immune to stunning and critical hits.

Morphic Weapons (Su): As a move action you can grow natural weapons dealing the appropriate amount of damage (see Table 5-1, *MM* p. 296). These morphic weapons need not be natural to the form the warshaper is in. If the warshaper's form already has that weapon type of natural weapon, the morphic weapon deals damage as if it were one category larger. You can change natural weapons as often as you like.

Wolf Empathy (Ex): Communicate with wolves and dire wolves, and +4 racial bonus on Charisma-based checks against wolves and dire wolves.

Skills Werewolves have a +4 racial bonus on Survival checks when tracking by scent.

Rage when raging, the bodyguard's stats change as follows:

AC 16, touch 12, flat-footed 13
hp 76
Fort +18, Will +7
Melee masterwork greatsword +11 (2d6+9) and bite +8 (2d6+3) or
Melee 2 claws +10 (1d6+6) and bite +8 (2d6+3)
Grp +10
Abilities Str 22, Con 22
Skills Jump +14

ENCOUNTER 1: WERWOLF LORD

CRYPT

WEREWOLF (HUMAN WARRIOR) ZOMBIE, HYBRID FORM, FAST HUNTING UNKILLABLE CR 4

NE Medium undead
Init +1; **Senses** darkvision 60 ft., scent; Listen +6, Spot +6

AC 19, touch 13, flat-footed 16
 (+1 Dex, +2 dodge, +6 natural)

hp 63 (6 HD); fast healing 5; **DR** 5/slashing
Fort +2, **Ref** +3, **Will** +7

Speed 60 ft. (12 squares)
Melee masterwork greatclub +7 (1d10+4) or
Melee slam +6 (1d6+3) or
Melee claw +6 (1d4+3) or
Melee bite +6 (1d6+1)
Base Atk +3; **Grp** +6

Abilities Str 17, Dex 13, Con —, Int —, Wis 14, Cha 1
SQ undead traits

Feats Improved Toughness^B, Toughness^B, Track^B
Skills Listen +6, Spot +6

Possessions masterwork greatclub

Skills Hunting zombies have a +4 racial bonus to Listen and Spot checks.

DREAD GUARD, ADVANCED CR 6

N Large construct
Init +0; **Senses** darkvision 60 ft., low-light vision; Listen +1, Spot +16

Languages Common (does not speak)

AC 18, touch 9, flat-footed 18
 (-1 size, +6 armor, +1 shield, +2 natural)

hp 132 (12 HD)
Immune construct immunities
Resist cold 10, fire 10
Fort +4, **Ref** +4, **Will** +7

Speed 20 ft. (4 squares); can't run
Melee large longsword +16 (2d6+8/19-20)
Base Atk +9; **Grp** +21
Atk Options Blind-Fight, Cleave, Power Attack

Abilities Str 26, Dex 10, Con —, Int 6, Wis 13, Cha 2
SQ construct traits
Feats Blind-Fight, Cleave, Improved Toughness, Iron Will, Power Attack
Skills Spot +16

Possessions large longsword, masterwork banded mail, masterwork light steel shield

DREAD GUARD, ADVANCED CR 7

N Large construct
Init +4; **Senses** darkvision 60 ft., low-light vision; Listen +1, Spot +19

Languages Common (does not speak)

AC 18, touch 9, flat-footed 18
 (-1 size, +6 armor, +1 shield, +2 natural)

hp 157 (15 HD)
Immune construct immunities

Resist cold 10, fire 10
Fort +5, **Ref** +5, **Will** +8

Speed 20 ft. (4 squares); can't run
Melee large longsword +18/+13/+8 (2d6+8/19-20)
Base Atk +11; **Grp** +23
Atk Options Blind-Fight, Cleave, Power Attack

Abilities Str 26, Dex 10, Con —, Int 6, Wis 13, Cha 2
SQ construct traits
Feats Blind-Fight, Cleave, Improved Initiative, Improved Toughness, Iron Will, Power Attack

Skills Spot +19
Possessions large longsword, masterwork banded mail, masterwork light steel shield

ENCOUNTER 3: WOLF AMBUSH

WOLF, ADVANCED DIRE CR 7

N Large animal
Init +3; **Senses** low-light vision, scent; Listen +11, Spot +11

AC 15, touch 12, flat-footed 12
 (-1 size, +3 Dex, +3 natural)

hp 198 (18 HD)
Fort +15, **Ref** +14, **Will** +12

Speed 50 ft. (10 squares); Run
Melee bite +21 (2d6+12)
Space 10 ft.; **Reach** 5 ft.
Base Atk +13; **Grp** +25
Atk Options Combat Reflexes, Power Attack, trip (+12 check modifier)

Abilities Str 26, Dex 16, Con 18, Int 2, Wis 12, Cha 10
Feats Alertness, Combat Reflexes, Improved Natural Attack (bite), Improved Toughness, Power Attack, Run, Track^B, Weapon Focus (bite)

Skills Hide +7, Listen +11, Move Silently +7, Spot +11, Survival +2 (+6 if tracking via scent)

Trip (Ex) A dire wolf that hits with a bite attack can attempt to trip its opponent (+12 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

Skills A dire wolf has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks. It also has a +4 racial bonus on Survival checks when tracking by scent.

ENCOUNTER 5: WEREWOLF CAVE

KELVIS, HYBRID FORM CR 10

Male human werewolf barbarian 1/fighter 4/warshaper 3
 CE Medium humanoid (human, shapechanger)
Init +9; **Senses** low-light vision, scent; Listen +8, Spot +4

Languages Common

AC 21, touch 16, flat-footed 16
 (+5 Dex, +1 armor, +1 deflection, +4 natural)

hp 133 (10 HD); **DR** 10/silver
Immune critical hits, stun
Fort +20, **Ref** +13, **Will** +7

Speed 40 ft. (8 squares)
Melee +2 *greatsword* +18/+13 (2d6+12) and bite +13 (2d6+3) or
Melee 2 claws +15 (1d6+7) and bite +13 (2d6+3)
Space 5 ft.; **Reach** 10 ft.
Base Atk +8; **Grp** +15
Atk Options Power Attack
Special Actions alternate form, rage 1/day

Abilities Str 24, Dex 20, Con 24, Int 10, Wis 14, Cha 8
SQ wolf empathy
Feats Improved Initiative, Improved Natural Attack (bite), Improved Toughness, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Track^B, Weapon Focus (greatsword)
Skills Handle Animal +9, Intimidate +3, Jump +19, Listen +8, Ride +7, Spot +4, Survival +6 (+10 if tracking via scent)
Possessions +2 *greatsword*, *bracers of armor* +1, *cloak of resistance* +1, *ring of protection* +1, *wolflord amulet*

Alternate Form (Su): A werewolf can assume a human form or the form of a wolf.

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 17 Fortitude save or contract lycanthropy. If the victim's size is not within one size category of the lycanthrope the victim cannot contract lycanthropy from that lycanthrope. Afflicted lycanthropes cannot pass on the curse of lycanthropy.

Morphic Body (Su): You can make yourself stronger and healthier, +4 Str and Con

Morphic Immunities (Ex): You are immune to stunning and critical hits.

Morphic Reach (Su): You can stretch your limbs outward gaining 5 more feet of reach. Unlike most creatures you do not appear to have longer reach until you actually use it.

Morphic Weapons (Su): As a move action you can grow natural weapons dealing the appropriate amount of damage (see Table 5-1, *MM* p. 296). These morphic weapons need not be natural to the form the warshaper is in. If the warshaper's form already has that weapon type of natural weapon, the morphic weapon deals damage as if it were one category larger. You can change natural weapons as often as you like.

Wolf Empathy (Ex): Communicate with wolves and dire wolves, and +4 racial bonus on Charisma-based checks against wolves and dire wolves.

Skills Werewolves have a +4 racial bonus on Survival checks when tracking by scent.

Rage when raging, Kelvis' stats change as follows:
AC 19, touch 14, flat-footed 14
hp 153
Fort +22, Will +9
Melee +2 *greatsword* +20/+15 (2d6+15) and bite +15 (2d6+4) or
Melee 2 claws +17 (1d6+9) and bite +15 (2d6+4)

Grp +17
Abilities Str 28, Con 28
Skills Jump +21

WEREWOLF BODYGUARD, HYBRID FORM CR 8
Male human werewolf barbarian 1/fighter 2/warshaper 3
CE Medium humanoid (human, shapechanger)

Init +8; **Senses** low-light vision, scent; Listen +8, Spot +4

Languages Common

AC 20, touch 15, flat-footed 16
(+4 Dex, +1 armor, +1 deflection, +4 natural)

hp 98 (8 HD); **DR** 10/silver

Immune critical hits, stun

Fort +19, **Ref** +12, **Will** +7

Speed 40 ft. (8 squares)

Melee +1 *greatsword* +13/+8 (2d6+10) and bite +10 (2d6+3) or

Melee 2 claws +12 (1d6+6) and bite +10 (2d6+3)

Space 5 ft.; **Reach** 10 ft.

Base Atk +6; **Grp** +12

Atk Options Power Attack

Special Actions alternate form, rage 1/day

Abilities Str 22, Dex 18, Con 22, Int 10, Wis 14, Cha 8
SQ wolf empathy

Feats Improved Initiative, Improved Natural Attack (bite), Improved Toughness, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Track^B

Skills Handle Animal +5, Intimidate +3, Jump +18, Listen +8, Ride +6, Spot +4, Survival +6 (+10 if tracking via scent)

Possessions +1 *greatsword*, *bracers of armor* +1, *cloak of resistance* +2, *ring of protection* +1

Alternate Form (Su): A werewolf can assume a human form or the form of a wolf.

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 17 Fortitude save or contract lycanthropy. If the victim's size is not within one size category of the lycanthrope the victim cannot contract lycanthropy from that lycanthrope. Afflicted lycanthropes cannot pass on the curse of lycanthropy.

Morphic Body (Su): You can make yourself stronger and healthier, +4 Str and Con

Morphic Immunities (Ex): You are immune to stunning and critical hits.

Morphic Reach (Su): You can stretch your limbs outward gaining 5 more feet of reach. Unlike most creatures you do not appear to have longer reach until you actually use it.

Morphic Weapons (Su): As a move action you can grow natural weapons dealing the appropriate amount of damage (see Table 5-1, *MM* p. 296). These morphic weapons need not be natural to the form the warshaper is in. If the warshaper's form already has that weapon type of natural weapon, the morphic weapon deals damage as if it were one

category larger. You can change natural weapons as often as you like.

Wolf Empathy (Ex): Communicate with wolves and dire wolves, and +4 racial bonus on Charisma-based checks against wolves and dire wolves.

Skills Werewolves have a +4 racial bonus on Survival checks when tracking by scent.

Rage when raging, the bodyguard's stats change as follows:

AC 17, touch 13, flat-footed 14

hp 114

Fort +21, Will +9

Melee +1 *greatsword* +15/+10 (2d6+13) and

bite +12 (2d6+4) or

Melee 2 claws +14 (1d6+8) and

bite +12 (2d6+4)

Grp +14

Abilities Str 26, Con 26

Skills Jump +20

APPENDIX 2: NEW RULES

NEW FEATS

Improved Toughness

(*Complete Warrior*, page 101)

You are significantly tougher than normal.

Prerequisites: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

NEW MAGIC ITEMS

Anklet of Translocation

(*Magic Item Compendium*, page 71)

Price (Item Level): 1,400 gp (5th)

Body Slot: Feet

Caster Level: 7th

Aura: Moderate; (DC 18) conjuration

Activation: Swift (command)

Weight: —

Description: An *anklet of translocation* allows you to make short dimensional hops. When it is activated, you can instantly teleport (with no chance of error) up to 10-feet. The new space must be within line of sight and line of effect.

You can't use the anklet to move into a space occupied by another creature, nor can you teleport into a solid object; if you attempt to do so, the anklet's activation is wasted. You can bring along objects weighing up to your maximum load, but you can't bring another creature with you.

An *anklet of translocation* functions two times per day.

Prerequisites: Craft Wondrous Item, *dimension door*.

Cost to Create: 700 gp, 56 xp, 2 days.

NEW MONSTERS

Dread Guard

(*Monster Manual II*, page 87)

A *dread guard* appears to be an armored undead, still bearing the weapons and shield it carried in life. In fact, it is an animated suit of armor, little different from a golem.

DREAD GUARD

CR 3

Always N Medium construct

Init +0; **Senses** darkvision 60 ft., low-light vision; Listen +1, Spot +9

Languages Common (does not speak)

AC 17, touch 10, flat-footed 17

(+6 armor, +1 shield)

hp 47 (5 HD)

Immune construct immunities

Resist cold 10, fire 10

Fort +1, **Ref** +1, **Will** +2

Speed 20 ft. (4 squares); can't run

Melee longsword +6 (1d8+3/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +6

Atk Options Cleave, Power Attack

Abilities Str 17, Dex 11, Con —, Int 6, Wis 13, Cha 2

SQ construct traits

Feats Cleave, Power Attack

Skills Spot +9

Advancement 5-8 HD (Large); 12 HD (Huge)

Possessions longsword, masterwork banded mail, masterwork light steel shield

A dread guard is simply a magically animated suit of armor with a weapon, some special resistances, and a semblance of intelligence.

Strategies and Tactics

Dread guards attack mindlessly with their weapons. They are unsubtle and straightforward in combat.

Sample Encounters

Those who create dread guards usually do so to obtain guardians for their strongholds—guardians that can never be bribed and rarely fooled.

Individual (EL 3): A single dread guard might be found at its master's side or tucked away in a treasure vault.

Pair (EL 5): two dread guards can typically be found posted to either side of a doorway.

Company (EL 6-8): These groups of three to five dread guards are typically found patrolling a stronghold or dungeon.

Ecology

Dread guards are magical creations, much like golems and animated objects. A dread guard obeys simple commands from its creator, but these are limited to one or two rudimentary concepts. Typical orders include "Stay in this room and attack anyone but me who enters," and "Kill each person who opens this chest until I tell you otherwise."

A dread guard never speaks, but it understands command in its creator's language.

Environment: Dread guards can be found in any land or in underground areas where there is an arcanist powerful enough to do so.

Typical Physical Characteristics: A typical dread guard stands around 6 feet tall and weighs between 50 and 100 pounds.

Society

Dread guards have no society of their own.

Alignment: Dread guards are always neutral.

Dread Guard Lore

Characters with ranks in Knowledge (arcana) can learn more about dread guards. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (the Planes)

DC	Result
13	This creature is a dread guard. Dread guards are magically animated suits of armor. Dread guards have a very rudimentary intelligence. This reveals all construct traits.
18	They have good resistance against cold and fire.

Typical Treasure

Dread guards typically have no treasure of their own other than the items that make up the dread guard. However, they might very well be found guarding a treasure of one sort or another for their master.

NEW PRESTIGE CLASSES

Warshaper

(*Complete Warrior*, page 89)

Most martial characters rely on manufactured gear such as a sword and a shield or natural endowments such as teeth and claws to survive on the battlefield. The warshaper finds those options sadly limiting, instead growing and evolving her own weapons and armor to suit the threat at hand. Blessed with the ability to change form at a moment's notice, warshapers delight in surprising their foes by growing massive claws, armored skin, or other unpleasant surprises.

Most warshapers can change their outward appearance in the blink of an eye, so they don't stand out among the ranks of their allies. It's not until the soldier you're fighting grows a tentacle and fangs that you know you have met a warshaper.

BECOMING A WARSHAPER

Warshapers must have some ability to change their form, and many are shapechangers such as doppelgangers and lycanthropes. Wizards and sorcerers who know the polymorph spell can take levels in the prestige class, as can druids who have mastered the wild shape class feature.

Entry Requirements

Race: Any (but see below).

Base Attack Bonus: +4.

Special: Must be able to change shape in one of the following five ways:

- Change shape supernatural ability (aranea, hound archon, barghest, doppelganger, rakshasa, slaad).
- Shapechanger subtype (lycanthropes, phasm).
- *Polymorph* as a spell-like ability (astral deva, planetar, solar, couatl, marilith, bronze dragon, gold dragon, silver dragon, efreeti, leonal guardinal, night hag, ogre mage, pixie).
- Able to cast the *polymorph* spell.
- Wild shape or similar class feature (bear warrior, druid)

The alternate form ability (possessed by quasits, vampires, and others) is insufficient to become a warshaper.

Table: Warshaper Hit Dice: D8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+0	Morphic immunities, morphic weapons
2nd	+1	+3	+0	+0	Morphic body
3rd	+2	+3	+1	+1	Morphic reach
4th	+3	+4	+1	+1	Morphic healing
5th	+3	+4	+1	+1	Flashmorph /multimorph

Class Skills (2 + Int modifier per level): Balance, Climb, Concentration, Craft, Disguise, Escape Artist, Jump, and Swim.

CLASS FEATURES

All of the following are class features of the warshaper prestige class. The class features function only when the warshaper is in a form other than her own (which for doppelganger and phasm warshapers is most of the time).

Weapon and Armor Proficiency: Warshapers gain no proficiency with any weapon or armor.

Morphic Immunities (Ex): A warshaper is adept at distributing her form's vital organs around her body to keep them safe from harm. Warshapers are immune to stunning and critical hits.

Morphic Weapons (Su): As a move action, a warshaper can grow natural weapons such as claws or fangs, allowing a natural attack that deals the appropriate amount of damage according to

the size of the new form (see Table 5-1 on page 296 of the *Monster Manual*). These morphic weapons need not be natural weapons that the creature already possesses. For example, a warshaper polymorphed into an ettin (Large giant) could grow a claw that deals 1d6 points of damage, or horns for a gore attack that deals 1d8 points of damage.

If the warshaper's form already has a natural weapon of that type, the weapon deals damage as if it were one category larger. For example, a warshaper who used wild shape to become a dire wolf (Large animal) could grow its jaw and snout, enabling a bite attack that deals 2d6 points of damage (as for a Huge animal), not the normal 1d8.

A warshaper can change morphic weapons as often as it likes, even if it is using a shapechanging technique such as the *polymorph* spell or the wild shape class feature that doesn't allow subsequent changes after the initial transformation.

Morphic Body (Su): At 2nd level and higher, a warshaper can use its precise control over its form to make itself stronger and heartier. It gains +4 to Strength and +4 to Constitution.

Morphic Reach (Su): A warshaper of 3rd level or higher can suddenly stretch its limbs, neck, or other appendages outward, giving it 5 more feet of reach than the creature it's emulating. Unlike most creatures, warshapers don't appear to have a longer reach until they actually use it.

Morphic Healing (Su): At 4th level, a warshaper becomes able to change its form where wounds appear, creating smooth skin where once were wounds. The warshaper gains fast healing 2, and if it spends a full-round action and succeeds on a Concentration check (DC equal to the total damage it has sustained), it heals 10 points of damage.

Flashmorph/Multimorph (Su): A 5th level warshaper gains one of two class features. If the warshaper has the ability to change form at will, such as from the change shape ability, the shapechanger subtype, or a *polymorph* spell-like ability, it gains the flashmorph class feature, allowing it to change forms as a move action. If it casts the *polymorph* spell, has *polymorph* as a spell-like ability usable less often than at will, or has the wild shape class feature, it instead gains the multimorph class feature. Multimorph allows a warshaper to change forms multiple times during the duration of the spell, spell-like ability, or class feature that enables her to change form. For example, a wizard/warshaper could *polymorph* into a troll for 2 minutes, then change into a red dragon for 4 minutes, and then spend the rest of

the spell's duration in the form of a hill giant. Each change requires a standard action, and only the first transformation heals the warshaper. If the warshaper changes into its natural form, the spell, spell-like ability, or use of wild shape ends.

DM AID #1

Wolflord Amulet: The wolflord amulet is made from a strange metal that was smelted from a meteorite believed to have fallen from the moon itself. It is a carving of a wolf baying at the moon as shown below. The amulet enhances the powers of any evil aligned lycanthrope within a 10-mile radius by making the curse of lycanthropy more difficult to resist. The DC of any check to resist the curse of lycanthropy while under the effect of the amulet is increased by 2 (for a total of DC 17). In addition, any evil lycanthrope that wears the amulet gains a +2 enhancement bonus to Strength, Dexterity and Constitution while in hybrid form. These bonuses are already factored into the stats for Kelvis, the alpha male in **Encounter 5**. The amulet radiates strongly of transmutation magic and of evil.



DM MAP: WEREWOLF LORD CRYPT

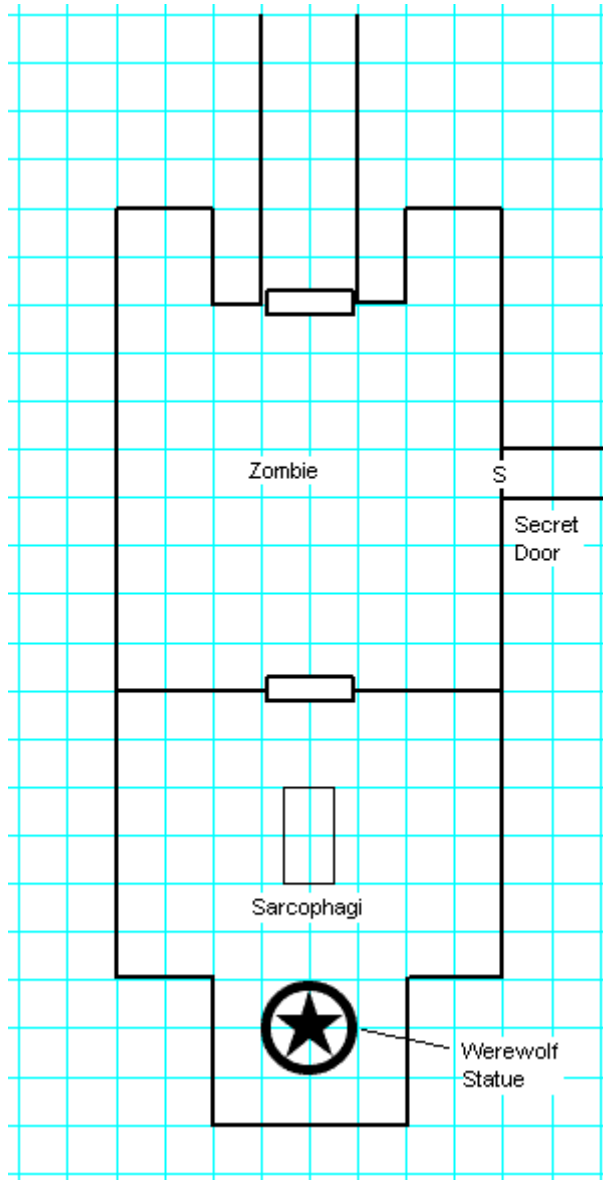


Figure 1 - Werewolf Lord Crypt

DM MAP: WEREWOLF CAVE

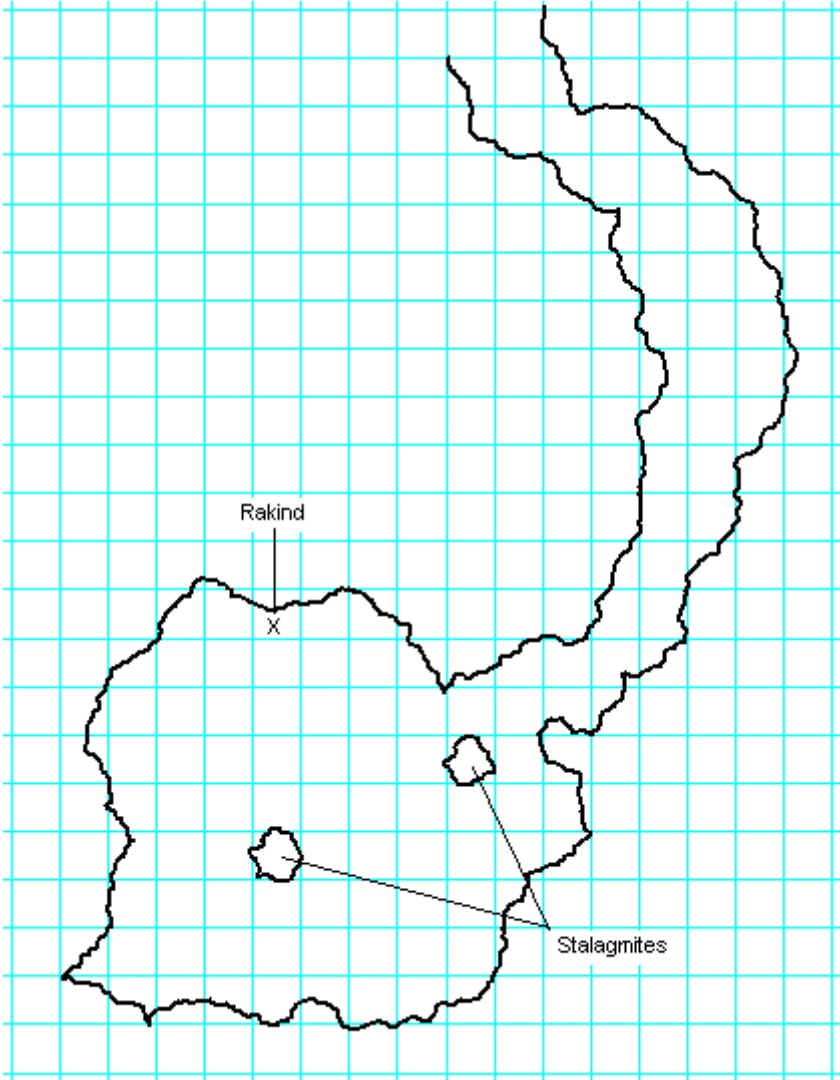


Figure 2 - Hidden Werewolf Cave