

W1A

Requires the use of the
Dungeons and Dragons® Player's Handbook,
Third Edition,
published by Wizards of the Coast®

The Crucible of Freya

Supplemental Adventure Ideas and Encounter Areas

by Clark Peterson and Bill Webb



*Your players have defeated the orcs in the Ruined Keep and returned to Fairhill as heroes. Now they want more! This free supplement provides further adventures set in and around Fairhill. It is an extension of the **Necromancer Games** module **The Crucible of Freya** and requires that module for use.*

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Supplemental Adventure Ideas and Encounter Areas

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Special Thanks

Jamis Buck, for his excellent Third Edition software; Andy Gryc for his *AutoRealm* software, which is outstanding and best of all free; all our playtesters, who are getting too numerous to list; Scott Greene from the *Creature Catalog*; and most importantly all the fans who wanted more fun in Fairhill!

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Introduction

Presumably, your players have defeated the orcs in the Ruined Keep and returned to Fairhill as heroes; possibly they have even encountered and defeated Eralion himself. This supplement contains additional story ideas and encounter areas allowing further adventure in and around Fairhill. It is an extension of the **Necromancer Games** module *The Crucible of Freya* and requires that module for use, as that product contains many maps and NPC descriptions referenced here but not contained herein.

This supplement is designed for second-level characters (and higher), and like the encounter areas detailed in *The Crucible of Freya*, the encounters detailed here should not be used until the characters have completed the main adventure from the module. Some material from this supplement can be used by resourceful DMs prior to running the module. You can insert the rumors detailed below into the main rumor table in Fairhill,

allowing you to foreshadow future adventures. You may choose to have your PCs visit the village of Crim-mor or the monks of the Monastery of the Standing Stone to enlist their aid against the orcs prior to running the initial assault on the Ruined Keep. You may have a small stirge encounter at Fairhill prior to the orc assault on the village so that you can tie in the Stirge Menace adventure later. Creative DMs will no doubt find still more such tie-ins.

This supplement is divided into several parts. The first part comes about as a direct result of email and contains ideas for scaling the encounters for different character levels. The second part contains additional rumors. The third part contains keyed areas tied to the adventure ideas presented in part four. The forth and final part deals with adventure ideas. They may be used consecutively, after the keep has been cleared. Or, if Fairhill becomes a base of operations for your PCs, you could use one or more of the ideas below each time the PCs return to the village. The adventure ideas and encounter areas detailed below are not fully



fleshed out, and are instead adventure seeds for you to use as you see fit. Encounter Level designations are included to help you gauge just when the respective encounter areas might be appropriate for your PCs.

A Note on Monsters: Monsters listed in this supplement are described in an “abbreviated stat block” format with just the information you need at a glance. Refer to the *MM* for full monster information or to the *PHB* for the full description of feats and special abilities possessed by any NPCs.

Part 1: Scaling the Adventure

So you don’t want to run the adventure for first-level characters or you find it too difficult? Though most consider the adventure a proper (though difficult) challenge for parties of up to 6 second-level characters, here are some suggestions.

“It Is Too Hard!”: If your PCs are short on real fighter types and long on bards with rapiers and the Craft skill, you may want to soften up the adventure. One way to do this is to change the orcs to **goblins** and replace the ogre with a **bugbear**. Another way is to remove Vortigern or curtail his actions. If you think your PCs are up for the orcs, you may simply want to remove the ogre (or change him to a bugbear). The damage the ogre does as well as his increased chance to hit can really swing the tide of battle. Simply removing the ogre may balance the scales for a party that is only slightly undermanned. In this situation, though, we actually recommend sending along two more town guards and leaving the ogre in because his presence makes the battle more memorable. Most first-level PCs have a near heart attack when the ogre emerges from the tower.

Higher Level PCs: If most of your PCs are higher than first level, you may need to make the adventure more difficult. One way to do that is to change all the orcs to warrior-type orcs with big axes that do lots of damage. You may have noticed that some of the orcs in the keep are not as tough as the normal orcs from the *MM* (specifically, the palisade guards and the sentries) in that they don’t have greataxes. This change will make the adventure more difficult. If the PCs are all third-level, you should probably change the orcs into **gnolls**. You should also increase Tavik’s level by one. If some of your PCs are above third level, you can replace the orcs with bugbears. In that case, change Eralion into a **wight**.

Caution: The best way to increase difficulty fairly is to keep the same number of opponents, but use tougher humanoids. Don’t increase the number of

monsters. Increasing the number of opponents is actually more deadly than increasing the individual toughness of the humanoids. For example, if the party is composed of second and third-level characters, replacing the orcs with an equal amount of gnolls is better than doubling the number of orcs. PCs can only handle a certain number of opponents. This is where the EL system really breaks down and you have to fall back on your experience as a DM. According to the rules, 20 CR ½ creatures should be the same as 10 CR 1 creatures. But in real play they usually aren’t. Numbers are an advantage.

Fifth Level PCs and Above: If your PCs are fifth-level or higher, here is an evil twist: Make Tavik a seventh level cleric and occupy the keep with a pack of **15 ferals** (detailed in the *Creature Collection* from **Sword and Sorcery Studios**). Replace the orc raiding party with a party of four of the ferals (leaving 11 back at the keep). That will be an incredible challenge. And change Eralion into a **wraith**. If you have PCs of this level, you might want to skip the keep and just send them after some of the wilderness encounters: have them go try to kill the manticores or take on the troll.

Part 2: More Rumors In Fairhill

The following rumors can be added to the main rumor table provided in *The Crucible of Freya* (on page 11). Resourceful DMs may add some of these rumors in Fairhill prior to running the adventure contained in *Crucible* to presage future adventures. The rumors are listed by the DC required for the Gather Information check to learn them.

DC 8 (General): “I heard merchants talking. They said someone has destroyed the old way station on the Tradeway through Stirge Wood [the local name for the Stoneheart Forest]. The Duke’s men will have to do something about that or the merchants won’t be able to get here from Bard’s Gate.”

DC 8 (General): Heard from merchants: “The road from Bard’s Gate to Reme is getting downright dangerous. I’ve heard tales of orc attacks. And someone has burnt down the old way station in the Stoneheart Forest [also known as Stirge Wood]. Now you have to be mad to travel that road at night.”

DC 8 (General): “Stirge Wood [the local name for the Stoneheart Forest]! Hah! You wouldn’t catch me dead in that place. And dead is what you’ll be if you go there. Full of spiders and stirges, it is! Nasty!”

DC 8 (General): “Adventurers! Hah! Probably end up like that lot that went into Stirge Wood a while back



looking for spider treasure. Haven't heard from them since. Good riddance, I say. The wizard that was with them was an arrogant fool!"

DC 8 (General): "Have you seen that new group of adventurers headed by that ranger, Nathiel? He sure is handsome! What heroes they seem to be!"

DC 10 (General): "Looks like a hard winter. They say winter wolves have been seen in the northern hills between the two rivers."

DC 10 (General): Heard from merchants: "We were beset by a group of gnolls in Stirge Wood [the local name for the Stoneheart Forest]. Seems they've taken up residence in the burnt way station. We left with our lives but not our purses. And they took three of our horses!"

DC 10 (General): "The Monastery of the Standing stone is run by the Master of the Yellow Robe, a fierce warrior!"

DC 12 (General): "There is a grove of druids to the northwest. I hear they are led by a group of evil shapshifters. They are strange and they worship the moon."

DC 12 (General): "I heard that the folks in Crimmor are having more trouble with stirges. Of course, they live so close to that evil forest no one should be surprised."

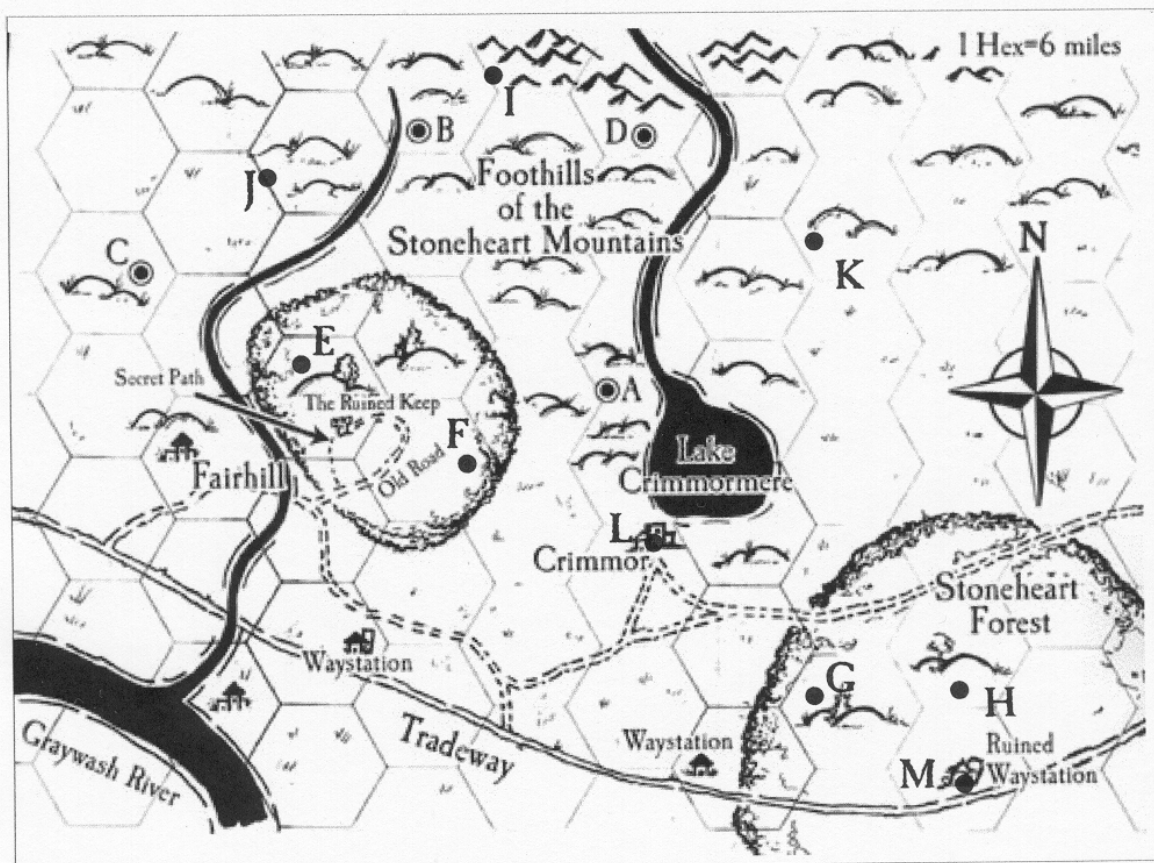
DC 12 (General): "That monk, Hord, was recently in town from the monastery getting supplies. A stirge flew nearby and in the blink of an eye Hord strung his shortbow and shot the beast at over 100 yards! It was quite a shot!"

DC 14: "The druids of the grove? I hear they are led by a high priestess named Illarda."

DC 16: "Ratmen? I hear they live in the eastern portion of the same forest where that old wizard built his keep."

DC 18: "I wouldn't cross Shandril. They say that when she first came to Fairhill she drove out an old witch who tried to kill her. They say Shandril blinded her. Some say she still lives in the forest near to Eralion's keep."

DC 18: "Master Kala is the leader of the monks at the monastery. She is very wise. Her yellow robe is magical!"



DC 18 (General): “They say that the stirges that have been attacking Crimmor are bred from a giant stirge as big as a dragon.”

DC 20: “Illarda, the high priestess of the druids to the north, is a werewolf.”

DC 20: “I heard that some years ago a group of Rangers tracked some ratmen back to their lair below an evil tree. But they couldn’t defeat the tree so they were never able to eradicate those evil menaces.”

DC 22: “I heard tell that long ago Eralion was in love with both Shandrill and some witch and Shandrill cursed the both of them! They say the old witch still lives in a cave near his keep and mourns for her lost love.”

Part 3: Areas of Adventure

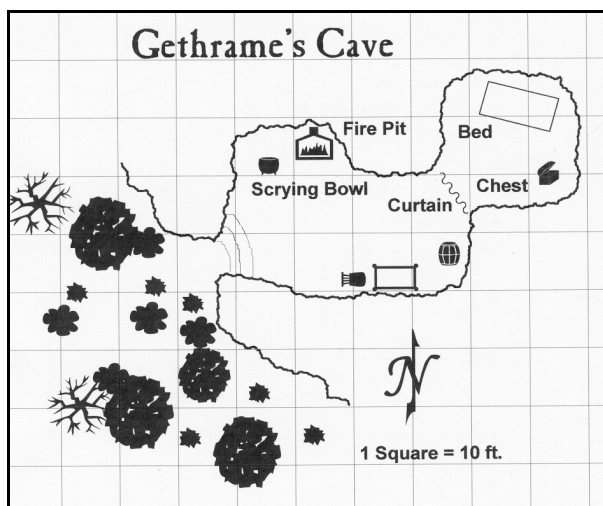
Presented below are a set of locations each marked on the included version of the Wilderness Map, which is simply an expanded version of the Wilderness Map from the module. Like the areas in the module itself, these areas can be used for additional adventuring around Fairhill. Some of these areas are mentioned in the “Adventure Ideas” contained in Part 4 below.

The following areas are in addition to areas A-D detailed in *The Crucible of Freya*. They are not detailed as full encounters, allowing you to tailor them to your specific campaign objectives. Use them as ideas for further adventure.

E. The Old Crone (EL 5)

This location is the cave home of Gethrame the Crone. The cave entrance is well hidden behind bushes and brambles, set into a hillside. The cave itself is small, containing two linked chambers. The first holds Gethrame’s magic bowl and a low table and various other creature comforts, including a small fire pit. The rear chamber contains her bed area.

Gethrame was long ago the lover of Eralion. Shandrill banished her from Fairhill many years ago and cursed her with blindness for using her *magic bowl* to scry on the holy rituals of Freya. Blind, Gethrame fled into the wilderness. Eralion found his love in a cave and she beseeched him to help her to see again. He did so, creating a *magical staff of lesser arcane eye* that allowed her sight. Creating the *staff*, however, required as a material component the eyes of a ratman shaman. Gethrame used the *staff* to continue to scry with her *bowl* from her cave. She saw Eralion’s future and warned him of the dark fate that would eventually be-



fall him. He ignored her warnings. Eventually, Eralion abandoned Gethrame. Heart broken, she has lived alone in her cave for many years. Unbeknownst to her, a ranger named Herl, who secretly loves her, has kept watch over her all these years.

Though once beautiful, Gethrame is now a woman of faded beauty and old age with an air of tragedy about her. Recently, her *staff* that allows her magical sight was stolen by ratmen. Her cave is a shambles from her blind stumbling. She wails loudly, bemoaning her cruel fate. Only the unknown presence of Herl has kept her from harm from passing creatures.

Gethrame the Crone, Human Female, Ade7:
SZ M Humanoid (5 ft., 5 in. tall); HD 7d6+7; hp 36; Init +0; Spd 15 ft. (30 ft. base); AC 10; Atk +0 melee (1d6+1, quarterstaff); SQ blindness; AL CG; SV Fort +3, Ref +3, Will +7; Str 10, Dex 10, Con 12, Int 14, Wis 14, Cha 12.

Skills: Appraise +4, Heal +8, Hide +4, Intuit direction +4, Knowledge (arcana) +10, Listen +2, Move Silently +1, Scry +11, Spot +2, Wilderness Lore +8.
Feats: Empower spell, Enlarge spell, Heighten spell, Skill Focus (Scry).

SQ—Blindness (Ex): Gethrame cannot see at all without her *staff*. Everything has full concealment against her. She has a 50% miss chance and loses her Dex bonus to AC. Attackers gain a +2 against her. She cannot make Spot skill checks and Search checks are at –5. Outside her cave her move is 5 ft., though inside the cave it is 15 ft. due to her familiarity with her surroundings. She suffers a –4 to Str and Dex based skill checks (including combat).

Languages Spoken: Abyssal, Auran, Common, Sylvan.

Adept Spells (3/4/3): 0 level—detect magic, ghost sound, mending; 1st level—cause fear, command, obscuring mist, sleep; 2nd level—animal trance, darkness, invisibility.



Possessions: magical bowl of scrying, allowing the user to cast the *scrying* spell once per day; *staff of lesser arcane eye*, which allows the holder of the staff to have an *arcane eye* (as per the spell) in effect at will, though the *eye* is permanently mounted to the end of the *staff* and cannot move around.

F. The Twisted Tree and the Ratmen Warren (EL 8)

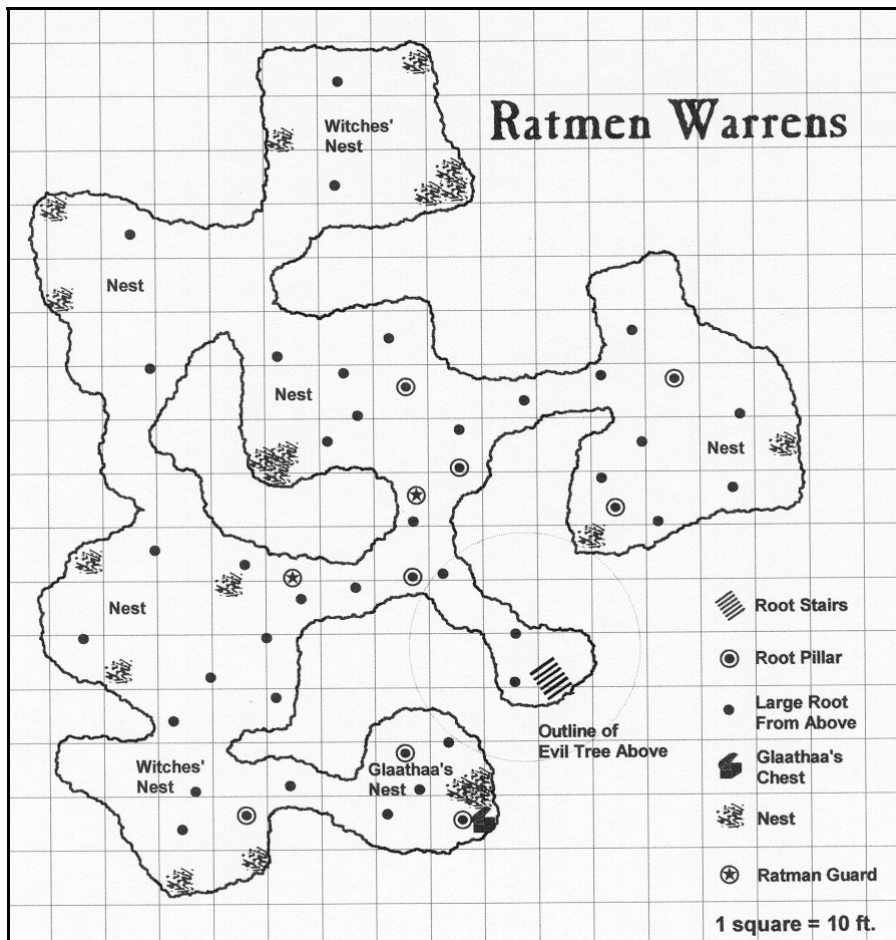
A coven of ratmen live at this location beneath a twisted and evil tree. The entrance to their warren is through the hollowed trunk of the tree itself, which leads down a set of stairs carved into the roots of the tree into a series of caves. Locating the entrance to the ratmen warren will prove difficult, though it can be located with a successful Track check (Wilderness Lore DC 25) or, if the PCs look specifically for the entrance, with a successful Search check (DC 25). Most likely, the PCs locate the entrance to the ratman lair by running afoul of its evil guardian: the **twisted tree**.

“Twisted Tree”: CR 3; SZ L Plant; HD 6d8+24; hp 48; Init 1- (Dex); Spd 0 ft.; AC 16 (-1 size, -1 Dex, +8 natural); Atk +5 melee (1d8+5 [x2], slam); Face/Reach 20 ft. x 20 ft./20 ft.; SQ plant, fire vulnerability, half damage from piercing; AL NE; SV Fort +7, Ref +0, Will +3; Str 18, Dex 8, Con 18, Int 10, Wis 12, Cha 10.

Skills: Intimidate +5, Listen +5, Spot +8, Wilderness Lore +6. *Feats:* Power Attack, Sunder.

Description: the “twisted tree” was once a treant sapling. It was warped and twisted by the evil power of the ratmen shamen and their dark goddess. It now serves as the guardian of their warren. It has knotted and twisted bark and branches and its leaves are a deep sickly green. It appears to be afflicted with some type of wood rot.

Tactics: the twisted tree attacks any that attempt to enter the hole in its trunk leading to the warrens of the ratmen. Any person passing through the opening in the trunk draws an attack of opportunity from one of the limbs of the evil tree. It uses its lengthy reach to attack any passers-by.



Ratmen Warren: Once past the tree, the underground lair is filled with the tree's twisted roots, which hang down from the ceiling, sometimes forming pillar-like root columns. Any of the red witch ratmen can manipulate the dangling roots of the tree once per day as per an *entangle* spell affecting all non-ratmen.

There are several cave rooms to the underground lair. A total of **14 ratmen**, **4 red witch ratmen** and **Glaathaa, the red witch shaman leader**, live in the caves. There is a 25% chance that 1d8 ratmen are away from the nest at any time, accompanied by 1d2 ratmen sorcerers. There is always a guard stationed at each of the two points marked on the map of the warrens. Each room marked "Nest" is the lair of 3 ratmen. In each nest can be found 2d8 gp and 2d20 sp. Each room marked "Witches' Nest" is the lair of 2 red witch ratmen. In each of their nests can be found 2d20 gp and 2d100 sp. The room marked "Glaathaa's Nest" is her personal lair. Her nest is much larger and is not made of the normal straw and cloth. Her nest is made of shreds of fine cloth, portions of tapestries, bones, animal hides and a blanket of animal and humanoid hair. In a small locked chest in her lair (1 in. thick; Hardness 5; hp 1; Break DC 17; Open Lock DC 20) can be found a *wand of ghoul touch* (12 charges), a *potion of swimming*, a *potion of cure moderate wounds*, a golden yellow topaz worth 500 gp and 3 vials of unholy water. It also contains an ivory scroll case that holds a non-magical scroll written in Slitheren detailing all the spells they know, including the

spells from **Relics and Rituals** as detailed below, requiring *read magic* and *comprehend languages* to read.

These particular ratmen are the descendents of the tribe nearly eradicated by Eralion when he killed their shaman leader and used her eyes to create Gethrame's *staff of limited arcane eye*. They have, by commune with their evil goddess, recently learned the location of Gethrame's cave and stolen her *staff*. Glaathaa currently possesses the *staff*.

Ratmen (14): CR 1/2; SZ M Humanoid (5 ft. tall); HD 1d8+3; hp 7; Init +2; Spd 30 ft., climb 15 ft.; AC 16 (15 if not using shield); Atk +1 melee (1d3, bite) and -1 melee (1d4 [x2], claws), or +1 melee (scimitar, 1d6, crit 18-20) or +3 ranged (1d6, shortbow, crit x3, range 60 ft.); SQ darkvision (60 ft.); AL LE; SV Fort +5, Ref +2, Will +0; Str 10, Dex 15, Con 16, Int 10, Wis 10, Cha 8.

Skills: Escape Artist +3, Hide +2, Jump +1, Listen +1, Spot +2. *Feats:* Dodge.

Languages: Slitheren.

Possessions: Leather armor, small wooden shield, scimitar, shortbow, 20 arrows, 2d6 sp each.

Red Witch Ratmen (4): CR 4; SZ M Humanoid (5 ft. tall); HD 4d8+12; hp 28; Init +2; Spd 30 ft., climb 15 ft.; AC 13; Atk +3 melee (1d3, bite) and +1 melee (1d4 [x2], claws) or +3 melee (1d4, dagger); SQ darkvision (60 ft.); AL LE; SV Fort +5, Ref +3, Will +5; Str 10, Dex 15, Con 16, Int 15, Wis 12, Cha 8.

Skills: Concentration +4, Escape Artist +4, Hide +2, Jump +1, Listen +1, Scry +2, Spellcraft +5, Spot +2. *Feats:* Spell Focus (Illusion), Spell Focus (Necromancy).

SA—Spells (Su): These female ratmen cast spells as a wizard of level equal to their hit dice. All of these particular ratmen specialize in Necromantic magic, and thus gain an additional spell from the necromancy school per level. That additional spell is marked with an asterisk in the spell list below. Their school of opposition is Enchantment. They prefer spells of necromancy and illusion.

Arcane Spells Memorized (4+1/4+1/3+1): 0—dancing lights, disrupt undead*, *distort shadow*, ghost sound, ray of frost; 1st—*acid spittle*, cause fear, *chameleon skin*, chill touch*, mage armor; 2nd—blur, ghoul touch*, *phantom howl*, web.

Languages: Common, Slitheren.

Possessions: Robes, small dagger, 2d8 gp each.

Glaathaa, Red Witch Ratman Shaman: CR 6; SZ M Humanoid (4 ft. 6 in. tall); HD 6d8+18; hp 42; Init +2; Spd 30 ft., climb 15 ft.; AC 13; Atk +4 melee (1d3, bite) and +2 melee (1d4 [x2], claws) or +4 me-



lee (1d4, dagger); SQ darkvision (60 ft.); AL LE; SV Fort +5, Ref +3, Will +6; Str 10, Dex 15, Con 16, Int 15, Wis 12, Cha 8.

Skills: Concentration +6, Escape Artist +6, Hide +2, Jump +1, Listen +1, Scry +4, Spellcraft +6, Spot +2. **Feats:** Dodge, Spell Focus (Illusion), Spell Focus (Necromancy).

SA—Spells (Su): As other red witch ratmen, Glaathaa casts spells as a wizard of level equal to her hit dice. Glaathaa specializes in Illusion magic, and thus gain an additional spell from the illusion school per level. That additional spell is marked with an asterisk in the spell list below. Her school of opposition is Enchantment. She prefers spells of necromancy and illusion.

Arcane Spells Memorized (4+1/4+1/4+1/2+1): 0—dancing lights, *distort shadow*, ghost sound*, prestidigitation, ray of frost; 1st—*arrow charm*, *acid spittle*, cause fear, *chameleon skin**, mage armor; 2nd—blur, hypnotic pattern, invisibility, *phantom howl*, *shadow images**; 3rd—*armor of undeath*, *bloodstorm*, major image*.

Languages: Common, Slitheren.

Possessions: Robes, small dagger, 20 gp, *staff of lesser arcane eye*, which allows the holder of the staff to have an *arcane eye* (as per the spell) in effect at will, though the *eye* is permanently mounted to the end of the *staff* and cannot move around. Her other treasure is kept in the chest in her lair.

Tactics: The guards give a squeek and use their ranged weapons, drawing melee weapons to defend any red witches if they are engaged. The ratmen fight to the death to prevent harm to the red witches. The spellcasters use magic from a distance. The red witches also use their power to call on the roots of the evil tree above as an *entangle* spell (unless it has been slain). Glaathaa casts *armor of undeath* early in combat and uses *bloodstorm* where appropriate. If pressed, she uses *invisibility* and flees. She will also parley with the PCs if it is for her gain. She will not, however, willingly relinquish the *staff*—claiming that it is hers by blood right, since her predecessor died for its creation.

Note: For more details on ratmen and red witch ratmen, see the ***Creature Collection*** by **Sword and Sorcery Studios**. These creatures are used here by permission. Note also that spells in italics are from ***Relics and Rituals*** by **Sword and Sorcery Studios**, and are used pursuant to a limited license contained in that book. If you are not in possession of that volume feel free to substitute appropriate spells.

G. The Spider Lair (EL 4)

The PCs could be searching for the missing adventurers as a result of a rumor heard in Fairhill or they could simply stumble upon this lair as they travel through the Stoneheart Mountain Forest, possibly looking for the source of the stirge menace.

This location is a nest of **5 medium-sized monstrous spiders**. As the PCs arrive, one of the spiders is attacking a trapped squirrel. What the PCs don't know is that four others are about to attack them. Allow anyone who looks up a Spot check opposed by each spider's Hide check to notice the spiders descending on them (don't forget the spiders get a +8 to hide when descending on their web strands). Anyone who does not look up is automatically caught flat-footed. Note that these spiders are more poisonous than the normal monstrous spider of the same size. Dozens of egg sacs are present in the webbing overhead.

Medium-Sized Monstrous Spiders (5): CR 1; SZ M Vermin (4 ft. long); HD 2d8+2; hp 11; Init +3; Spd 30, climb 20; AC 14; Atk +4 bite (1d6 plus poison); SA poison (Fort save DC 12 or 1d6/1d6 Str), web (lower themselves silently or entangle smaller creatures); SQ vermin (immune to mind-influencing effects); AL N; SV Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 12, Int –, Wis 10, Cha 2.

Skills: Climb +12, Hide +10, Spot +7. **Feats:** Weapon Finesse (bite).

Tactics: The spiders spread out and attack multiple



opponents (including animals if present). The spiders shoot webs, then bite an opponent until he falls from the poison. They then wrap them in webs. Any opponents webbed are left alone until all opponents are subdued. Medium sized opponents webbed can make a Strength check (DC 13) to escape, as they are too big to be effectively webbed.

Treasure: Spun into the webs are the corpses of a group of adventurers. Three recently slain bodies, drained of all fluids, reside in the webs. One was a fighter. She still wears her chainmail and has a dagger on her belt. All other equipment is lost in the woods, and cannot be located. The second body was rogue, who still clutches his *masterwork shortsword* in his left hand. In a pouch on his belt are a set of *masterwork thieves' tools*, 4 gems worth 10 gp each, and 22 sp. He wears leather armor. The final body was a wizard. He wears only his robe. Tucked inside his robe is a leather scroll case containing a *scroll of 3 arcane spells* (caster level 5, *charm person*, *shield*, *mirror image*). His pouch is still on his belt and contains 22 gp, a 100 gp pearl and a vial of *holy water*. If the webs are burned, there is a 40% chance that the *scroll* is destroyed and a 25% chance that the *masterwork thieves' tools* are destroyed.

H. The Stirge Caverns (EL 8)

This is the location of a cave complex under a hill in the Stoneheart Mountain Forest, known to the locals as "Stirge Wood." The complex is filled with stirges, and is the home to **Yandarral**, a twisted and half-mad elf mage/druid, who resides there with his "pets." He has crafted a strange *rod* that allows him to control the stirges. He is not so much evil as fanatical. He hates the development of Fairhill and other local villages (such as Crimmor), seeing them as a blight on the natural landscape. He has lost connection with reality to a degree, and has taken on some of the traits of his charges. He plans to use his stirges to eliminate the villages. He sends "advance parties" of 2d6 stirges to periodically assault the various villages. He plans to send all of his stirges to swarm and attack the occupants of Crimmor within the coming months.

Entrance and Caverns: The entrance to the cave complex is difficult to find (Search DC 20) unless it is searched for at dawn or dusk when stirges can be seen coming and going in large numbers. The entrance slopes down steeply for some 40 feet and then opens into the entrance cavern. This cavern always contains at least **12 stirges**. Numerous passages lead away from this initial chamber, twisting their way to many other rooms, each containing **2d6 stirges**. After 1d4+4 of these rooms have been encountered, the PCs reach the



chamber of Yandarral. His spartan cave contains a few creature comforts such as a cot, a lantern and a low desk as well as **10 stirges**. He also has several ornamental cages in which he keeps his current favorite stirges. In the past, he has used *stone shape* to craft seats, a cubby-hole set into the far wall where he makes his bed, and other useful pieces of furniture from the stone of his cavern.

Yandarral, Male Elf, Wiz6/Drd5: CR 11; SZ M Humanoid (5 ft., 1 in. tall); HD 6d4 + 5d8; hp 45; Init +3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex); Atk +4/-1 melee (1d6-2, quarterstaff), or +9/+4 ranged (1d4, sling, range 50 ft.); AL CN; SV Fort +6, Ref +6, Will +13; Str 6, Dex 17, Con 10, Int 16, Wis 18, Cha 13.

Skills: Alchemy +9, Bluff +2, Concentration +12, Gather information +3, Hide +3, Knowledge (religion) +12, Listen +10, Move silently +3, Open lock +6, Profession +14, Scry +11, Search +5, Sense Motive +7, Speak Language +3, Spellcraft +10, Spot +6. **Feats:** Brew Potion, Craft Rod, Enlarge Spell, Heighten Spell, Quicken Spell, Scribe Scroll.

Arcane Spells Memorized (4/4/3): 0—dancing lights, daze, light, mage hand; 1st—burning hands, magic missile, shield, silent image; 2nd—blindness/deafness, invisibility, melf's acid arrow, web; 3rd—fireball, protection from elements, slow.

Druid Spells (5/4/3/2): 0 level—cure minor wounds, detect poison, know direction, light, read magic; 1st—animal friendship, calm animal, entangle, pass without trace; 2nd—barkskin, heat metal, speak with animals; 3rd—thorn throw, wall of hornets.

Languages: Common, Draconic, Druidic, Elven, Gnome, Goblin, Orc, Sylvan.

Possessions: Tattered robe, staff, sling, 20 sling



bullets, *rod of stirge control* (see below).

Description: Yandarral wears no armor, only a tattered and stirge-dung stained smock over a much-neglected robe. He appears absent-minded and slightly mad. He is melancholy and mildly depressed.

Note: spells in italics are from *Relics and Rituals* by **Sword and Sorcery Studios**, and are used pursuant to a limited license contained in that book. If you are not in possession of that volume feel free to substitute appropriate spells.

Stirges (60): CR 1/2; SZ T Beast; HD 1d10; hp 6; Init +4; Spd 10 ft., Fly 40 ft. (poor); AC 16 (12 if attached); Atk +6 proboscis (1d3, plus attach and blood drain); Face 2 1/2 ft. x 2 1/2 ft.; Reach 0 ft.; SA attach (automatic attach with successful touch attack), blood drain (1d4 Con on subsequent rounds after attach until 4 Con drained), darkvision (100 ft); AL N; SV Fort +2 Ref +6 Will +1; Str 3, Dex 19, Con 10, Int 1, Wis 12, Cha 6.

Skills: Spot +8 (acute sense of smell), Hide +14.
Feats: Weapon Finesse (touch).

The Rod of Stirge Control: Created by Yandarral in his madness, the rod may not be duplicated and the process for its creation must be independently discovered. It originally had a large number of charges, which now have been mostly used. Only 10 remain. All of the stirges in the cave are under its control, as are any stirges bred from those under the control of the wielder of the rod. Any stirges controlled by the wielder of the rod may be controlled as per a *dominate animal* spell. The rod allows multiple stirges to be controlled by its use, unlike the spell.

Treasure: In a small chest in his cavern (1 in. thick; Hardness 5; hp 1; Break DC 17; Open Lock DC 20), Yandarral keeps 329 gp, 22 pp,

I. Winter Wolves (EL 9)

This location is the lair of a den of winter wolves. The den consists of **3 large male** and **5 large female winter wolves**, as well as the **alpha-male leader** of the pack. There are also **5 smaller female winter wolves** that ordinarily will not fight unless the **8 cubs** are threatened. During colder winters, the wolves range down from their lair. The lair can be found easily with a successful Tracking check (DC 12).

Winter Wolves (13): CR 5; SZ L Magical Beast [cold] (8 ft. long, 4 1/2 ft. tall); HD 6d10+18; hp 65 [x3], 58 [x5], 38 [x5]; Init +5; Spd 50 ft.; AC 15; Atk +9 bite (1d8+6), Face: 5 ft. x 10 ft.; SA breath weapon (15 ft. cone, 4d6 cold damage, Ref DC 16 for half),

trip (successful bite allows free trip attack that does not draw attacks of opportunity); SQ cold subtype, scent (60 ft.); AL NE; SV Fort +8, Ref +6, Will +3; Str 18, Dex 13, Con 16, Int 9, Wis 13, Cha 10.

Skills: Hide +6, Listen +9, Move Silently +7, Spot +9, Wilderness Lore +1. Winter wolves receive a +1 racial modifier to Listen, Move Silently and Spot checks. They also receive a +2 racial bonus to Hide checks. In areas of snow and ice their natural coloration gives them a +7 to Hide checks. They also have a +4 racial bonus to Wilderness Lore when tracking by scent. *Feats:* Alertness, Improved Initiative.

Languages: Giant, Common.

Alpha-Male Winter Wolf: CR 7; SZ L Magical Beast [cold] (9 ft. long, 6 ft. tall); HD 9d10+27; hp 90; Init +5; Spd 50 ft.; AC 17; Atk +12 bite (1d8+7), Face/Reach: 5 ft. x 10 ft./5 ft.; SA breath weapon (20 ft. cone, 6d6 cold damage, Ref DC 18 for half), trip (successful bite allows free trip attack that does not draw attacks of opportunity); SQ cold subtype, scent (60 ft.); AL NE; SV Fort +11, Ref +8, Will +6; Str 20, Dex 13, Con 18, Int 11, Wis 14, Cha 10.

Skills: Hide +4, Listen +12, Move Silently +8, Spot +12, Wilderness Lore +6. Winter wolves receive a +1 racial modifier to Listen, Move Silently and Spot checks. They also receive a +2 racial bonus to Hide checks. In areas of snow and ice their natural coloration gives them a +7 to Hide checks. They also have a +4 racial bonus to Wilderness Lore when tracking by scent. *Feats:* Alertness, Improved Initiative, Weapon Focus (bite).

Languages: Giant, Common, Auran.

Lair: Their lair consists of three ice-caves. The three large males and several of the large females occupy the front cavern. The other females and the young occupy the second cavern and the alpha-male has the rear cavern. Carcasses of other animals can be found outside the lair, and some furs line the alpha-male's chamber as well as the pups' den.

Treasure: The main treasure is probably the animal pelts of the wolves themselves, each being worth from 500 to 1000 gp. In the lair of the alpha-male is a collection of 1580 gp and 3668 sp.

J. The Grove of the Moon

This grove is the meeting place of a coven of druids. The grove appears at first glance to be nothing more than a simple clearing. But further observation shows that the plants have arranged themselves in particular position: the thorny briar bushes provide a defensive ring, the trees immediately surrounding the grove have shaped their branches into convenient arches above



Deity: Narrah, Goddess of the Moon

Alignment: Neutral
Domains: Animal, Water, Air, Plant, Water
Worshippers: Druids
Weapon: Sickles, curved knives and kukri
Symbol: A shimmering silver quarter moon in a deep blue/black circle

the grove as well as into seats and ledges where small items can be placed. In the center of the grove is the stump of an ancient tree. Its base is carved with Sylvan and Druidic runes and its top has been carved into a basin, which, when filled with pure rain water, can be used as a scrying device by the Druids (see below). The grove is considered hallowed ground and is used for various rituals.

The druids of the grove are a loose band. Each druid lives in their own separate lair, not detailed here. They serve nature and the balance and are dedicated to harmony. There is no strict requirements for membership, other than alignment, and their number fluctuates as various druids come and go serving their own visions of the balance. The group finds the perfect blend of organized worship and individual action. They embrace newcomers who are like-minded and will not hesitate to use their powers if they can be convinced that nature and the balance will be benefited by doing so.

The druids are led by **Illarda, the Priestess of the Moon**. This particular sect of druids worships **Narrah**, a female incarnation of the moon, as their goddess of Nature. For this reason, they follow the natural movement of the moon closely and many important rituals revolve around the rising and setting of the moon as well as its phases. The trees surrounding the grove open at night to allow moonlight into the grove. When the moon's reflection is captured in the basin of rain water collected in the tree stump it is used as a scrying device. Ripples in the waters of the basin capturing the moon's image are interpreted as per an *augury* spell. With their connection to the moon, the grove is protected by a group of **5 good-aligned worgs**. The druids of the grove prefer who have the ability prefer wolf form for their *wild shape*.

The druids will also help train and teach PCs. The druids detailed below are the permanent members of this group of druids and none of them will join the party as a PC, though they may be convinced to assist the party as NPCs. The druids detailed below will also be joined by 1d10 additional druids (Drd1-Drd4). These additional "non-permanent" members may join the party as PCs.

The permanent members of the grove include the druids listed below. The DM can detail equipment and spells as appropriate.

Illarda, Priestess of the Moon, Female Elf, Drd8: CR 8; SZ M (5 ft., 0 in. tall); HD 8d8; hp 31; Init +2 (+2 Dex); Spd 30 ft.; AC 17 (+2 Dex, +4 armor, +1 shield); Atk +10/+5 melee (1d8+4, *illuminating* +1 *shortspear*, crit x3, range 20 ft.), or +9/+4 ranged (*shortspear*), or +8/+3 ranged (1d4, sling, range 50 ft.); AL N; SV Fort +6, Ref +4, Will +8; Str 17, Dex 14, Con 10, Int 9, Wis 14, Cha 11.

Skills: Animal Empathy +8, Concentration +4, Craft +6, Handle Animal +2, Hide +2, Knowledge (Nature) +10, Listen +4, Move Silently +2, Scry +8, Search +1, Spot +4, Swim +8. **Feats:** Skill Focus (Scry), Leadership, Toughness.

Druid Spells: 6/5/4/3/2.

Languages: Common, Druidic, Elven, Aquan.

Possessions: *Illuminating* +1 *short spear*, buckler, sling with 40 bullets, +1 *hide armor*, *eyes of the eagle*, 3 *potions of cure serious wounds*, 2 *potions of delay poison*, *scroll of 3 divine spells* (caster level 7, *cure critical wounds* [x2], *dispel magic*).

Kerik, Male Human, Drd6: SZ M (5 ft., 4 in. tall); HD 6d8-6; hp 21; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Atk +4 melee, or +5 ranged; AL N; SV Fort +4, Ref +3, Will +7; Str 11, Dex 13, Con 8, Int 11, Wis 14, Cha 18.

Skills: Animal Empathy +12, Concentration +2, Handle Animal +13, Hide +1, Intimidate +6, Intuit Direction +6, Listen +4, Move Silently +1, Scry +9, Spot +5, Swim +6. **Feats:** Alertness, Empower Spell, Spell Penetration, Track.

Druid Spells: 5/4/4/2.

Languages: Common, Druidic.

Valanthe, Female Elf, Drd3: SZ M (5 ft., 0 in. tall); HD 3d8; hp 18; Init +3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex); Atk +4 melee, or +5 ranged; AL N; SV Fort +3, Ref +4, Will +5; Str 15, Dex 17, Con 10, Int 13, Wis 15, Cha 13.

Skills: Animal Empathy +7, Craft +5, Heal +7, Hide +3, Listen +4, Move Silently +3, Profession +7, Search +3, Spot +4, Swim +8, Wilderness Lore +6. **Feats:** Brew Potion, Run.

Druid Spells: 4/3/2.

Languages: Common, Druidic, Elven, Sylvan.

Sordria, Female Gnome, Drd2: SZ S (3 ft., 5 in. tall); HD 2d8+2; hp 18; Init +5 (+1 Dex, +4 Improved initiative); Spd 20 ft.; AC 12 (+1 Dex, +1 Size); Atk +1 melee, or +3 ranged; SV Fort +4, Ref +1, Will +4; AL N; Str 9, Dex 13, Con 12, Int 12, Wis 13, Cha 11.

Skills: Alchemy +4, Climb +1, Gather Informa-



tion +2, Hide +5, Listen +3, Move Silently +1, Profession +2, Scry +6, Spellcraft +6, Spot +1, Use Rope +3. *Feats:* Improved Initiative.

Druid Spells: 4/3.

Languages: Common, Druidic, Elven, Gnome.

Fargol, Male Half-orc, Drd2: SZ M (6 ft., 0 in. tall); HD 2d8-2; hp 11; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Atk +0 melee, or +3 ranged; AL N; SV Fort +1, Ref +2, Will +6; Str 8, Dex 14, Con 8, Int 8, Wis 16, Cha 4.

Skills: Hide +2, Innuendo +4, Listen +3, Move Silently +2, Spot +5, Tumble +4, Wilderness Lore +8.

Feats: Track.

Druid Spells: 4/3.

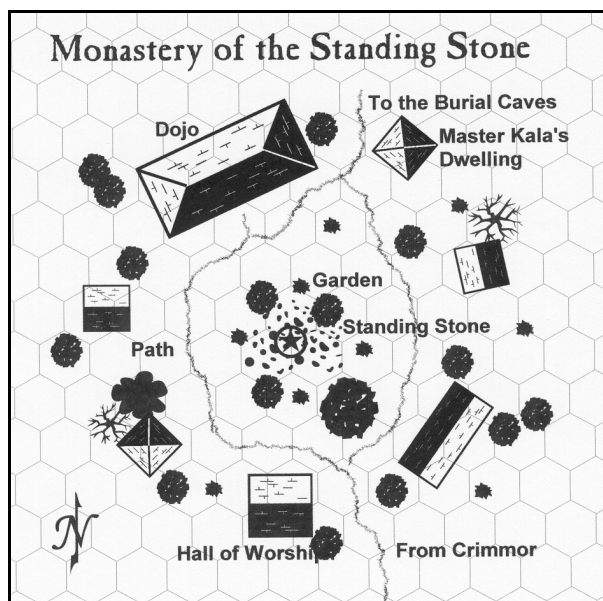
Languages: Common, Druidic, Orc.

Good-Aligned Guardian Worgs (5): CR 2; SZ M Magical Beast; HD 4d10+8; hp 30; Init +2; Spd 50 ft.; AC 14; Atk +7 melee (1d6+4, bite); SA trip; SQ scent; AL NG; SV Fort +6, Ref +6, Will +3; Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10.

Skills: Hide +7, Listen +9, Move Silently +7, Spot +9, Wilderness Lore +2. Worgs receive a +1 racial bonus to Listen, Move Silently and Spot checks and a +2 racial bonus to Hide checks. They also receive a +4 racial bonus to Wilderness Lore checks when tracking by scent. *Feats:* Alertness.

K. The Monastery of the Standing Stone

The Monastery of the Standing Stone was founded long ago around a large stone in a grove of trees by a group of monks who found serenity in the alignment of the stone in relation to the trees and the surrounding mountains. A small, simple garden has since been planted around the stone. It is a place of meditation. **Master Kala of the Yellow Robe** is the leader of the monastery and she carries on the traditions of those masters who have gone before her. The monastery currently consists of several low buildings of wood and stone (a mix of the surrounding mountains and forest) in a rough circle surrounding the garden and the standing stone. Trees have grown up within the compound and mix harmoniously with it. The whole place possesses an aesthetic beauty. One of the largest buildings is the dirt-floored dojo where the monks practice the mental and physical rigors of their discipline. Similarly, hidden in a set of nearby caves, are the graves of the honored ancestors and prior members of the monastery. Much reverence is given to the honored dead. The only persons at the monastery are the monks and any visitors. All monastery duties are shared by the brother monks, including cooking, cleaning and tending the garden and grounds. There is an intricate and detailed list of rotating duties that each of the monks



must perform.

The monks of the monastery are a bit distant, due to their penchant for meditation, though they are not an unfriendly lot. They are receptive to visitors, making available to them all the simple creature comforts the monastery provides and treating them as guests of honor. Requests for instruction are honored (see the optional rule, below). Kala, the master of the yellow robe, greets all visitors without pleasure but with honor. Kala believes and teaches the suppression of emotion, as have all the masters of the monastery before her. She teaches that honor and duty and the fulfillment of those principles, are the ultimate expression of a living creature. One is measured by his or her faithful fulfillment of these principles, not the outcome of his or her actions. Kala has assigned **Hord**, a young monk, to oversee all visitors. PCs visiting the monastery will have most of their interactions with him. He sees to all their needs. He carries his *masterwork composite shortbow* with him at all times.

Master Kala of the Yellow Robe, Female Human, Mnk7: CR 7; SZ M (5 ft., 1 in. tall); HD 7d8+7; hp 45; Init +2 (+2 Dex); Spd 50 ft.; AC 18 (+2 Dex, +3 Wis, +1 Monk, +2 robe, AC 19 when using three-section-staff); Atk +7/+7/+2 melee (1d6+4, +2 *keen kamas*, crit 19-20), or +5/+5/+0 melee (1d8+2, three-section-staff, crit x3), or +7/+4 unarmed (1d8+2, fist), or +7 ranged; AL LN; SV Fort +6, Ref +7, Will +8; Str 15, Dex 15, Con 12, Int 13, Wis 17, Cha 17.

Skills: Climb +5, Concentration +8, Craft +11, Escape Artist +12, Hide +2, Jump +8, Knowledge (arcana) +8, Listen +2, Move Silently +11, Spot +2, Swim +10. *Feats:* Ambidexterity, Deflect Arrows, Exotic Weapon Proficiency (three-section-staff), Improved Trip, Two-Weapon Fighting, Weapon Finesse



(kama), Skill Focus (Craft).

Languages: Aquan, Common, Terran.

Possessions: +2 robe of blinding, 2 keen kamas, a staff of striking and 2 +1 daggers.

Description: Known as the master of the yellow robe, Kala is a short, thin woman of indeterminate age and few words. She wears a thin, flexible robe of yellow silk, bright as the sun, tied off with a white sash. The robe is emblazoned on the front left breast and the back with a stylized representation of a stone and a tree. It is obviously of finest craftsmanship. Kala is a master at working with silk and she crafted the robe before it was enchanted. Kala is also one of the few monks expert at using the three-section-staff in combat—an exotic two-handed martial arts weapon made of three lengths of wooden staff joined by chain links. The weapon has great defensive capabilities and provides a +1 AC bonus.

The other members of the monastery are detailed below. Each is proficient with and has access to all normal, martial and monk weapons, so specific weapons are not detailed (except for Hord's shortbow). None possess any magic items. None will leave the monastery to join the party as PCs, though some may be convinced to accompany the party as an NPC for a brief time, with Kala's permission.

Vrax, Female Human, Mnk5: SZ M (5 ft., 4 in. tall); HD 5d8-5; hp 19; Init +2 (+2 Dex); Spd 40 ft.; AC 17 (+2 Dex, +4 Wis, +1 Mnk); Atk +2 melee, or +2 unarmed, or +5 ranged; AL LN; SV Fort +3, Ref +6, Will +8; Str 8, Dex 14, Con 8, Int 13, Wis 19, Cha 16.

Skills: Balance +5, Concentration +5, Craft +7, Hide +10, Knowledge (nature) +5, Listen +4, Move Silently +10, Perform +10, Spot +4, Tumble +5. *Feats:* Blind-fight, Deflect Arrows, Dodge, Two-Weapon Fighting.

Languages: Common, Orc.

Quaanor, Male half-elf, Mnk5: CR 5; SZ M (5 ft., 3 in. tall); HD 5d8-10; hp 18; Init +2 (+2 Dex); Spd 40 ft.; AC 15 (+2 Dex, +2 Wis, +1 Mnk); Atk +4 melee, or +4 unarmed, or +5 ranged; AL LN; SV Fort +2, Ref +6, Will +6; Str 13, Dex 15, Con 7, Int 12, Wis 15, Cha 9.

Skills: Alchemy +2, Disguise +1, Escape artist +8, Hide +2, Jump +3, Knowledge +2, Listen +10, Move silently +10, Search +2, Spot +3, Tumble +10, Wilderness lore +2.5. *Feats:* Blind-fight, Deflect Arrows, Dodge.

Languages: Common, Elven, Goblin.

Jay-laria, Female Human, Mnk3: CR 3; SZ M (5 ft., 4 in. tall); HD 3d8-3; hp 13; Init +2 (+2 Dex); Spd 40 ft.; AC 15 (+2 Dex, +3 Wis); Atk +2 melee, or

+2 unarmed, or +4 ranged; AL LN; SV Fort +2, Ref +5, Will +6; Str 11, Dex 15, Con 8, Int 14, Wis 17, Cha 9.

Skills: Balance +4, Bluff +2, Escape artist +7, Gather information +1, Hide +2, Intimidate +0, Jump +6, Listen +8, Move silently +8, Sense motive +6, Spot +3. *Feats:* Blind-fight, Combat reflexes, Deflect arrows, Expertise.

Languages: Common, Elven, Sylvan.

Hord, Male Human, Mnk2: CR 2; SZ M (5 ft., 9 in. tall); HD 2d8-8; hp 5; Init +2 (+2 Dex); Spd 30 ft.; AC 15 (+2 Dex, +3 Wis); Atk +1 melee, or +1 unarmed, or +3 ranged (1d6, *masterwork composite shortbow*, crit 19-20, range 70 ft.; SV Fort -1, Ref +7, Will +6; AL LN; Str 11, Dex 15, Con 3, Int 11, Wis 16, Cha 15.

Skills: Balance +4, Concentration +0, Craft +2, Diplomacy +7, Escape artist +5, Hide +2, Knowledge (arcana) +5, Listen +5, Move silently +2, Perform +7, Spot +5. *Feats:* Alertness, Deflect arrows, Lightning reflexes.

Languages: Common.

Possessions: Robes, *masterwork composite shortbow*, 40 yellow-fletched arrows.

The following initiates are also at the monastery. Any of these NPCs could be convinced to join with the PCs if of the proper alignment.

Ogmund, Male Human, Mnk1: CR 1; SZ M (6 ft., 0 in. tall); HD 1d8+1; hp 12; Init +1 (+1 Dex); Spd 30 ft.; AC 12 (+1 Dex, +1 Wis); Atk -2 melee, or -2 unarmed, or +1 ranged; SV Fort +3, Ref +3, Will +3; AL LN; Str 6, Dex 12, Con 12, Int 12, Wis 13, Cha 9.

Skills: Craft +5, Escape artist +5, Hide +5, Listen +1, Move silently +1, Perform +1, Ride +3, Spot +1, Use rope +2, Wilderness lore +3. *Feats:* Blind-fight, Toughness.

Languages: Common, Draconic.

Raisa, Female Half-elf, Mnk1: CR 1; SZ M (5 ft., 5 in. tall); HD 1d8; hp 8; Init +2 (+2 Dex); Spd 30 ft.; AC 15 (+2 Dex, +3 Wis); Atk -1 melee, or -1 unarmed, or +2 ranged; SV Fort +4, Ref +4, Will +5; AL LN; Str 9, Dex 14, Con 10, Int 11, Wis 17, Cha 6.

Skills: Balance +4, Gather information +0, Hide +2, Intuit direction +5, Listen +4, Move silently +2, Profession +7, Search +2, Spot +4. *Feats:* Great Fortitude.

Languages: Common, Elven.

Optional Rule--Gaining Monk Abilities

When monks increase in level they gain new special abilities. Using this alternative rule, monks do not immediately gain new abilities but must instead learn



these new abilities from a monk who already has the ability by proving themselves worthy through combat or some other test. Using this option, when a monk increases in level he must seek out a monk of his new level or higher and convince that monk to teach him the new ability. Because monks must be lawful, their traditions all require a master to teach anyone who requests to learn, though they are free to determine if the person is “worthy” to learn.

Lawful Good monks may require an errand, study or meditation before the person is considered worthy to receive the requested training. They may also require combat, which they consider a test of mind and body. If combat is required it is always with an appropriate underling (of a level equal to that which the PC has just attained) if the master is higher level than the student. It is most always unarmed, using only subdual damage and never to the death. An exception to the unarmed combat preference is if the PC is seeking to learn to use an exotic weapon, then combat is with that weapon. Lawful Good monks will frequently not use the skill to be learned against the PC in any combat, viewing it as “unfair” to do so. For example, if a PC monk is seeking to learn Improved Trip, a Lawful Good master will designate a 6th level monk to fight the PC, though the monk will not use Improved Trip against the PC. Monks of other alignments will do just the opposite, with Lawful Evil monks using the power against the PC monk with glee.

Lawful Neutral monks may require an errand or other task. If they require combat, there are no restrictions on the combat. It can be with weapons or without. It is not subdual only, nor is it to the death. It is to victory. One side may concede. Again, most masters will designate an appropriate student or underling of a level equal to the PC or one level higher to fight the PC. They do not share the same sense of “fairness” as do their Lawful Good brethren. It may be that there is one monk in the monastery that specializes in a certain skill or feat. The master may designate that the PC must challenge and defeat that monk, even if that particular monk is several levels higher than the PC. They will not, however, do so maliciously (though Lawful Evil monks will).

Lawful Evil monks always require combat, usually to the death against an underling if the monk seeking the knowledge is an outsider or not a member of the monastery to which the master belongs. The master may require the PC to fight a succession of underlings to prove himself worthy. The master normally appoints students he sees as a threat to him to fight the PC so that if the PC wins, the master has removed a threat. In any event, the master will almost never directly enter combat with the PC seeking knowledge, as the master

would not risk the humiliation of the loss. However, it is not uncommon for a Lawful Evil master monk to designate an underling or monk of a level much higher than the PC seeking the knowledge so that it is difficult or impossible for the monk seeking knowledge to prove himself worthy. This has the effect of very few non-Lawful Evil monks seeking to learn feats from Lawful Evil monks. However, there are a few special high-level feats that as a result are only known by Lawful Evil monks. They are very protective of this information. The **Necromancer Games** module *Vampires and Liches* contains just such an “impossible” task and combat given by a Lawful Evil sect of monks to a PC monk seeking one of these special high-level combat powers.

Gaining Abilities from the Monks of the Standing Stone: If a student approaches the master seeking instruction, the student must complete the following tasks before she will teach (or command others to teach) the following powers:

Gain a level as a monk: Kala gladly accepts new disciples into the monastery, though new initiates (persons taking their very first monk level) must dedicate themselves to their new discipline and to the philosophies of the monastery. The PC must spend three months in meditation and study, during which he or she is unable to leave the monastery. The PC must also change his alignment to Lawful Neutral, in keeping with the teachings of the monastery. Kala will not negotiate on these strictures. They are mandatory. Current monks seeking training are not required to change alignment to gain a level. Though they must spend a month in training. This time is in addition to any time dedicated to learning new feats or abilities.

To learn new monk feats and abilities, you may have Kala require the following acts to prove “worthiness” to learn the ability. The following are but sample requirements. The DM should feel free to substitute as he or she sees fit to meet the flavor of his or her game world.

Learn Deflect Arrows: Kala requires the PC to dodge 10 shots fired by Hord from his shortbow. The dodge check DC is opposed by Hord’s attack roll. The PC can add his or her Dex and Wis modifiers to the roll as well as any modifiers from feats or skills that apply. The PC must successfully dodge all 10 arrows and may only try once per day to succeed at dodging all 10. Once successful, Kala instructs Hord to spend a week teaching the deflect arrows ability.

Learn Fast Movement: Kala requires the PC to race Jay-laria. The PC must succeed at four opposed checks, modified by Con and Dex. If the PC wins



three of the four checks, he or she wins the race. If the PC wins, Kala instructs Jay-laria to spend a week teaching the PC the fast movement ability. This race can only be attempted once per day.

Learn Still Mind: Kala believes this discipline is essential to true understanding for a monk. Kala explains that to understand the mind at rest, one must know the mind in action. She says that combat embodies the mind in action. The PC must spend two days in quiet contemplation and make a successful Wis check (DC 12) both days. Once the PC has made two consecutive successful checks, the PC must fight Jay-laria in unarmed subdual damage combat. Jay-laria concedes the fight if reduced to 2 hp or less. The PC may fight Jay-laria only once per day. Each fight must be preceded by two successful days of meditation. Once the PC has bested Jay-laria, Kala commands Vrax to spend two weeks teaching the PC the still mind ability.

Learn Slow Fall: The PC must spend at least a week with Quaanor, climbing in the local mountains, meditating in front of the standing stone and doing rigorous exercises and calisthenics. The PC must make a Wis and Dex check (DC 8) each day. Once the PC makes both checks for seven consecutive days, the PC is considered ready to learn and Kala commands Quaanor to teach the ability to the PC.

Learn Purity of Body: To learn this ability, the PC monk must first best Jay-laria and then Vrax in unarmed subdual damage combat on the same day. The PC is not allowed to rest or heal between opponents. This combat may be attempted once per day. Once done, the PC must subject him- or herself to a rigorous ordeal. The PC must successfully meditate for seven consecutive days (each requiring a Wis check DC 10). Then, a fire is lit in a brazier in front of the standing stone and a one-foot long iron bar with strange symbols worked into each end is placed into the brazier until it is glowing hot. The PC must hold the bar lengthwise between the palms of his hands (not using his fingers), focus his *ki*, and meditate while raising the bar over his head and holding it there for one hour. The PC suffers 1d6+1 damage. The PC must attempt a Con and Wis check (DC 6 + [damage taken from the bar] for each check). If successful at both, the symbols on the ends of the bar are now permanently tattooed into the palms of his hands and the PC has gained the ability. If he fails at either one, he drops the bar (though his hands are not scarred) and passes out for 1d4 days, but can retry after meditating as described above. If he fails both checks, his palms are scarred and he cannot learn the ability until he has had *remove curse* cast upon him and repeated the process described above.

Learn Improved Trip: Kala commands the PC to best Jay-laria and then Quaanor in unarmed subdual damage combat on the same day. The PC is not allowed to rest or heal between opponents. This combat may be attempted once per day. Once done, Kala herself will spend one week teaching this ability to the PC.

Learn Wholeness of Body: Kala teaches that to cure pain, one must know pain. The PC must successfully meditate for seven consecutive days (Wis check DC 10). Then a brazier filled with coals is lit in front of the standing stone. The PC must thrust his hands into the burning coals. The PC suffers 1d6+1 damage. The PC must remain conscious, requiring a Fortitude save (DC 10 + [damage from coals]). The PC then must attempt to learn the power on the spot by force of will (Wis check DC 12), and heal his own wounds. If he stays conscious and summons up the inner power, the PC has successfully learned the ability and can heal the damage from the coals. If he passes out or fails to summon the inner power, he must heal naturally—with the aid of salves Kala prepares—and start the process over again.

Learn Leap of the Clouds: Before Kala will teach this ability, the PC must best Quaanor in armed combat with weapons of their own choosing. Healing is provided by salves prepared ahead of time that have 4 applications and are treated as *cure moderate wounds* *potions*. The PC may only attempt this combat once per week. Once Quaanor is bested, the PC must fight Kala in unarmed subdual damage combat. Kala uses all her feats and abilities—including leap of the clouds—against the PC. She frequently leaps to the top of the standing stone and over to the other side away from the PC. The PC can only challenge Kala once per month on the night of the full moon. If the PC bests Kala, she spends a week teaching him the ability.

L. The Village of Crimmor

Crimmor is a small village, slightly smaller than Fairhill. It was once a rather prosperous fishing village and a gathering place for merchants on their way from Bard's Gate to Reme. It is run by a merchant's guild, though in recent years an informal thieves' guild has become the true base of power. Originally, the lake near Crimmor, Lake Crimmormere, was a source of a rare type of fresh water fish—a type of large mouth bass famed for its flavor and its ability to be dried and preserved. In the last 10 years, however, these fish have all but disappeared. In truth, the fish have been mostly devoured by a band of fresh water locathah that have made their underwater lair in the north end of the



lake. Rumors abound in Crimmor about strange creatures that have been spotted by fishermen. They are only seen in the water at night and are considered by locals to be the ghosts of Crimmor fishermen who died in boating accidents on the lake. Now, with the ascendancy of Fairhill, the lack of fish and the corruption in the guilds, Crimmor has declined, and is rarely visited, except by the traveling merchants who know of Stipish's prowess in repairing wagons. The lack of fish, however, is not Crimmor's most pressing concern. Every night, the village is beset by 2d6 stirges sent as scouts by Yandarral from the Stirge Caves (see area H, above). Yandarral is planning a major attack against Crimmor in the near future.

Crimmor (Hamlet): Non-conventional; AL LE; 100 gp limit; Assets: 7,000 gp; Population 226; Mixed (human 75%, half-elf 13%, elf 5%, dwarf 3%, halfling 2%, gnome 1%, half-orc 1%).

Authority Figures: The town is run by a merchant's guild, headed by the aristocratic merchant Flendon (male human Ari2). This is actually a front for a small thieves' guild, headed by Wistus (male half-elf Rog4). Flendon is beholden to Wistus.

Important Characters: Sjordia, female half-elf Brd2; Kenthus male human (Clr3 [deity]); Corlar, the Captain of the Guard, male human Ftr1; Lindriarog (female half-orc Adp2); Florg the Fisherman (Com7); Stipish the wheelwright (Exp4, Craft wood 7); Hen, a retired warrior (female human War4); Bostorn (Com3); an Adventuring Party (Ftr3; Sor2; Rog2) staying at the Merchant's Wagon; Xon, the bouncer at the Merchant's Wagon (female half-orc Bbn1);

Others: Town Guards (2 War2s, 9 War1s); Com1 (178); Brd1 (1); Cle1 (2); Ftr1 (1); Rog2 (2, members of the guild); Rog1 (4, members of the guild); Sor1 (2); Exp2 (2, other quildsmen); Exp1 (5, other guildsmen);

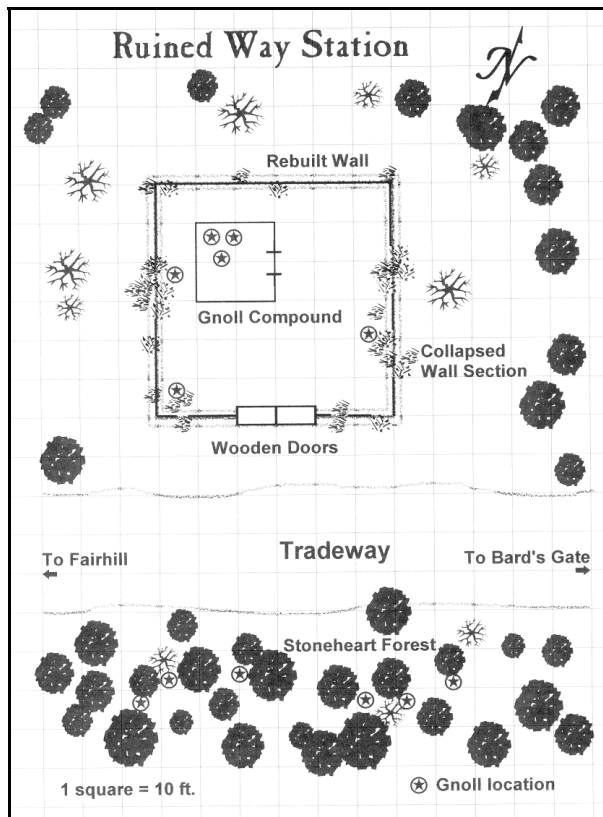
Places of Note: The Merchant's Wagon, a local tavern and inn that has seen better days; Lindriarog's Tent, a hut on the outskirts of town where the adept sells trinkets of local witchcraft (most having to do with fishing) though of no real power; The Blessed Net, a tavern for local fisherman that is now a rather depressing and dilapidated watering hole; The Guildhall, where the guildsmen meet; CrimmorMarket, an open market where merchants can trade their wares; The Docks, from which fishermen still put out their small boats and cast their nets in the lake only to return empty handed; Stipish's Shop, though the town may be run down, Stipish is still the best at making and repairing wheels for carts and wagons and his shop is usually busy.

M. Ruined Way Station (EL 5)

As with all such way stations, this way station is a 60 foot by 60 foot compound with a 15 foot high wooden palisade wall and a 20 foot wide set of wooden double doors set within the wall. The compound itself does not have a roof. This particular station has been mostly burned down and occupied by a band of marauding gnolls. Though most way stations do not have interior structures, the gnolls have built a small inner 20 x 20 compound of wood with a makeshift roof. A total of **11 gnolls** and their **gnoll leader** occupy the compound: 6 gnolls within the compound and the remaining gnolls (including the leader) wait outside in the surrounding forest. They are hopeful that official forces will come to attack. They have been paid by agents of the nations to the south to lure and attack Waymarch troops. They flee rather than fight to the death if battle goes against them.

Gnolls (11): CR 1; SZ M Humanoid (7 1/2 ft. tall); HD 2d8+2; hp 11; Init +0; Spd 20 ft. (30 ft. base); AC 17/15 (+1 natural, +4 armor, +2 shield/without shield); Atk +3 melee (1d8+2, morningstar), +3 melee (1d10+2, glaive, crit x3, reach) or +1 ranged (1d8, light crossbow, crit 19-20); SQ darkvision (60 ft.); AL CE; SV Fort +4, Ref +0, Will +0; Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8.

Skills: Listen +3, Spot +3. **Feats:** Power Attack.



Possessions: Scale mail, large wooden shield, glaive, morningstar, light crossbow with 20 bolts, 3d6 sp.

Gnoll Leader: CR 2; SZ M Humanoid; HD. 4d8+8; hp ; Init +0; Spd 20 ft. (30 ft. base); AC 18/15 (+1 natural, +4 armor, +3 shield/without shield); Atk +6 melee (1d8+3, morningstar), +6 melee (1d10+3, glaive, crit x3, reach) or +3 ranged (1d8, light crossbow, crit 19-20); SQ darkvision (60 ft.); AL CE; SV Fort +4, Ref +0, Will +0; Str 17, Dex 10, Con 13, Int 8, Wis 11, Cha 8.

Skills: Listen +6, Spot +5. **Feats:** Power Attack, Cleave.

Possessions: Scale mail, +1 large wooden shield, glaive, morningstar, light crossbow with 20 bolts, 3d6 sp.

Treasure: Inside the compound, the gnolls have a small wooden chest (1 in. thick; Hardness 5; hp 1; Break DC 17; Open Lock DC 20) containing 1000gp—their pay-off money to start trouble.

Part 4: Adventure Ideas

No need to abandon Fairhill as an adventure location simply because the Ruined Keep has been cleared and Eralion destroyed. Use the following adventure ideas to keep your characters interested in the setting. The adventure ideas presented herein are listed in rough order of difficulty. Also listed is a possible quest for characters wielding Valkyria, the sword they may have obtained from Shandrill.

Arlen's Errand (EL 3, due to extended overland travel)

Arlen requests that the PCs travel to the Monastery of the Standing Stone and deliver a letter to Kala, the Master of the Yellow Robe. The letter is in fact a *divine scroll of 3 spells* that Kala asked Arlen to procure for her. Arlen does not want Shandrill to know that he commissioned the scroll from a passing cleric as he does not want to hurt her feelings. So he informs the party that Shandrill is not to know of their journey, telling them that the “letter” concerns her. Of course, it does not. Arlen’s caution may however lead to an aura of mystery around the task. Use the wandering monster tables for overland travel, but be kind to the PCs and do not throw overly powerful monsters at them if they are being cautious. This errand will most likely take the PCs to Crimmor as well.

Lannet Gets Into (More) Trouble (EL 3, 6 if linked to the spiders)

Once again, Lannet has pissed someone off. This time, Lannet lifted an important gem from a passing merchant. The merchant did not realize the theft until he arrived in Bard’s Gate and went to deliver the gem to Duloth—the head of the black market in that city. The merchant has sent some “agents,” headed by the rogue Zalatha, to Fairhill to recover the gem or kill Lannet (or both). It is possible that they will spare Lannet if he can return the jewel. The DM may decide that Lannet still has the jewel or has hidden it somewhere. Or the DM could link this adventure with the spider quest and have the gem be the item Lannet sold to the wizard, whose body is now in the spiderwebs at Area G. If this is done, the adventure becomes more difficult. In addition to its normal value as a precious stone, the gem—a fire opal—allows its possessor to cast either *dancing lights* or *color spray* once per day. It has a total of 20 charges and either use of the gem uses a charge. Use this encounter as a chance to roleplay and barter for Lannet’s life, rather than a straight out fight.

Zalatha, Female Human Rog2: CR 2; SZ M (5 ft., 2 in. tall); HD 2d6+4; hp 11; Init +4 (+4 Dex); Spd 30 ft.; AC 17 (+4 Dex, +3 armor); Atk –1 melee (1d6-2, shortsword), or –3 melee (1d4-2 [x2], 2 daggers), or +5 ranged (1d8, light crossbow, plus bolts coated with medium-sized spider poison (DC 14, 1d4 Con/1d6 Str)); AL LN; SV Fort +2, Ref +7, Will +3; Str 7, Dex 18, Con 15, Int 11, Wis 16, Cha 11.

Skills: Appraise +5, Climb +3, Forgery +5, Handle animal +1, Hide +4, Intimidate +5, Knowledge +2, Listen +7, Move silently +4, Pick pocket +9, Spellcraft +2, Spot +3, Swim +3. **Feats:** Ambidexterity, Shield Proficiency.

Languages: Common.

Possessions: Studded leather armor, shortsword, 2 daggers, light crossbow, 20 bolts plus 5 bolts coated with *medium-sized spider poison*, 138 gp, a *potion of blur* and a *potion of cure medium wounds*, deep gray cloak with hood.

Tranda, Male Half-orc War2: CR 1; SZ M Humanoid (5 ft., 10 in. tall); HD 2d8+2; hp 17; Init +2 (+2 Dex); Spd 30 ft.; AC 16 (+2 Dex, +4 armor); Atk +6 melee (1d8+6, longspear, crit x3), or +4 ranged (1d6+4, throwing axe, range 10 ft.); AL NE; SV Fort +4, Ref +2, Will +2; Str 19, Dex 15, Con 12, Int 10, Wis 15, Cha 13.

Skills: Craft +1, Hide +2, Intimidate +2, Knowledge (nature) +1, Listen +2, Move Silently +2, Ride +7, Spot +2. **Feats:** Mounted Combat.

Languages: Common, Orc.

Possessions: Scale mail, longspear, 3 throwing



axes on his belt, nag horse, 25 gp, a *potion of cure light wounds*.

Gorar, Male Dwarf War2: CR 1; SZ M Humanoid (4 ft., 2 in. tall); HD 2d8+6; hp 21; Init +1 (+1 Dex); Spd 20 ft.; AC 17 (+1 Dex, +4 armor, +2 shield); Atk +5 melee (1d8+3, warhammer, crit x3), or +3 ranged (1d4+3, light hammer, range 20 ft.); SV Fort +6, Ref +1, Will -1; AL CN; Str 16, Dex 13, Con 16, Int 12, Wis 9, Cha 11.

Skills: Appraise +4, Balance +3, Craft +3, Hide +2, Knowledge +3, Knowledge (nature) +3, Listen +1, Move Silently +1, Spot +1. *Feats:* Alertness.

Languages: Common, Dwarven, Gnome.

Possessions: Scale mail, large steel shield, warhammer, 3 light hammers, 20 gp.

Bruubrah, Male Half-orc War2: CR 1; SZ M Humanoid (5 ft., 4 in. tall); HD 2d8+6; hp 16; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Atk +5 melee (2d6+4, greatsword, crit 19-20); SV Fort +8, Ref +2, Will +0; AL CE; Str 17, Dex 14, Con 16, Int 7, Wis 10, Cha 9.

Skills: Craft +0, Forgery -1, Hide +2, Listen +0, Move Silently +2, Spot +0. *Feats:* Great Fortitude.

Languages: Common, Orc.

Possessions: Hide armor, greatsword, 12 gp.

Eralion's Journal (EL 3-9)

If they PCs recovered the tomes from Eralion's workroom (Lower Tower Level 2) they no doubt spend some time reading them and learning new spells. Among those tomes they find a journal. It appears to have been written when Eralion was much younger.

Contents of the Journal: In addition to the customary wizardly notes, the journal tells of Eralion's acquaintance with Feriblan in Reme. It describes several journeys he undertook as a young wizard, including a trip to Bard's Gate to have a staff created by Velior, a famous elven craftsman. There are many references to his god, St. Cuthbert, and details of his faith. It further tells how he came to live in Fairhill and his love for a human woman named Gethrame who is described as a priestess, though the god she worships is not named. It details how Shandril cast Gethrame out of Fairhill and blinded her with a curse. Eralion describes his anger about that event and he rails against his god, asking how a just god could allow such a thing to happen to his love.

The journal tells that this rift with Shandril is what motivated Eralion to move from Fairhill and build his own keep. The PC reading the journal also gets the feeling that this event may be what led Eralion's heart

to turn to darkness. The journal begins to detail the building of the keep and his anger over the loss of his love, who ran off screaming into the wilderness. Still, Eralion makes reference to St. Cuthbert, though with less zeal than earlier entries. His despair is prevalent in these subsequent entries, which grow less frequent.

Then a long entry, written in an elated tone, where he details finally locating Gethrame in a cave to the northwest of his keep. At her request Eralion crafts for her a staff that allows her "great powers of sight" despite the incurable blindness inflicted upon her by Shandril. Eralion notes that he had to create the staff for his love, "despite the cost or consequences." The details of the creation of the staff are not given.

The tone of the journal then darkens and in a later entry Eralion refers to some "foolish soothsaying," apparently casting aspersions on Gethrame's powers. Eralion then forsakes Gethrame, writing that he was forced to leave her, stating that he "could not stand to see what she had become or to hear her foolish ramblings." His last words on the topic are: "I leave her to her fate."

The rest of the journal is mostly mundane, though written in an angry and pompous tone. It makes veiled reference to his desire to "live on with greater power," though it does not detail his plans, as if he is keeping secrets from his own journal. The PC reading the journal is left with the feeling that it is a chronicle not only of Eralion's life but also of his slow descent into evil and madness.

Information In Town: The PCs should be intrigued by the story of Gethrame. Certainly, learning the story behind one of the command words to Eralion's staff should interest them. The fact that she also has a staff created by Eralion allowing "great sight" might make them curious as well. If the PCs ask in town about Gethrame they may learn some of the rumors detailed above, though she is known as "the witch," not as Gethrame. Arlen knows nothing of the tale. Shandril knows it well, though she does not speak of it in detail, other than to say that Gethrame opposed the will of Freya and had to be punished. Shandril appears remorseful and states that she wished Gethrame had not forced her hand. She speaks no further of the matter. She does not know where Gethrame lives now, or if she lives at all.

Herl: If the PCs do ask around about Gethrame, they are contacted by Herl, an old half-elf. He pulls the characters aside and says that the name of Gethrame is known to him. He relates that he once loved that woman, some 90 years ago, before Eralion. But her favor did not rest on him. She scorned him in favor of Eralion. He watched and did nothing as Shandril cast



Gethrame from Fairhill. He tells the party that Shandrill caught Gethrame using some type of magical item to observe Shandrill and the secret rituals of Freya. For that, Gethrame was blinded and cast out. Herl tells that he secretly helped Gethrame, using his powers over animals to have them lead her to a cave, when she fled in her madness. He tells that he has watched over her for the last 90 years, protecting her cave but never daring to enter or reveal his help, since he knows she does not love him. He confirms that indeed Eralion did visit Gethrame numerous times. He did not remain near her cave when Eralion came, fearing discovery of his secret vigil.

On his last visit to her cave he noticed things were not as they normally were, as if there had been a disturbance within. He could hear her raising her voice in despair. He has heard that the PCs destroyed the “vampire” that lived within the keep, and, believing that to be Eralion, worries that their actions have upset Gethrame. He asks the PCs to help her and agrees to lead the characters to her cave in the woods (Area E, above). Herl cannot bring himself to aid her directly. Even if the PCs do not ask about Gethrame, the DM could still have Herl approach the PCs because he feels the destruction of Eralion has caused some distress to his love and he wishes them to make things right or help her do so.

Herl, Male Half-elf, Rng2/Drd1: SZ M Humanoid (5 ft., 7 in. tall); HD 2d10 plus 1d8; hp 19; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (+2 armor, Dex); Atk +3 melee (1d8+1, shortspear, crit x3, range 20 ft.), +1/+1 melee (1d6+1, 2 shortwords, crit 19-20), or +5 ranged (1d6+1, mighty composite shortbow, crit x3, range 70 ft.); SQ half-elf racial abilities; AL CG; SV Fort +5, Ref +3, Will +4; Str 13, Dex 16, Con 11, Int 13, Wis 15, Cha 10.

Skills: Alchemy +3, Balance +5, Bluff +2, Climb +2, Handle animal +5, Hide +3, Jump +4, Knowledge (area) +2, Listen +3, Move Silently +3, Search +4, Spot +5. **Feats:** Enlarge spell, Improved Initiative, Two-Weapon Fighting, Track.

Languages: Common, Druidic, Elven, Sylvan.

Druid Spells (3/2): 0 level—create water, cure minor wounds, purify food and drink; 1st level—calm animal, invisibility to animals.

Possessions: Leather armor, mighty composite shortbow (+1 Str bonus), 2 shortwords, shortspear, 103 sp, 28 gp, 2 100 gp gems.

If the PCs, at Herl’s urging, speak to Gethrame, she agrees to heal the party (if needed) and hints that she knows about Vortigern, the amulet and the story of Eralion. She also knows other local information that she will trade with the PCs. Feel free to substitute an important piece of knowledge that fits with your game



world. But to gain this information the PCs must perform a service for her. She explains that her staff, which provides her with arcane sight, has been stolen by strange rat creatures. If the party agrees to recover the staff she will heal them. And if they return with it, she tells them the full story of Eralion which, hopefully, you have still kept secret from your players. She may also impart any other important piece of information as you wish.

This should send the characters after the ratmen (at Area F, above). They can find their warren with some difficulty, as detailed above. The ratmen fight to retain the staff but will parley with the PCs if forced. They reveal the true history of the staff. This should put the PCs in an ethical quandry. Gethrame will fulfill her bargain if the staff is returned. If she is told of the true origin of the staff she is distraught and requires the PCs to return the staff back to the ratmen. If good-aligned characters butcher the ratmen without question or quarter there may be alignment penalties. This can be used as an interesting morality play and as an insight into the moral decline of Eralion.

Scaling this Adventure: You can make the adventure easier or harder (thus the sliding EL above) depending on several factors. You can reduce the number of ratmen to 6, with 2 shamen and their leader. Or, you can not have the PCs fight the ratmen at all, having them immediately encounter Glaathaa once they get inside the warren and have Glaathaa relate the origin of the staff before the fight. You can have Glaathaa say that



she was told in a vision that the PCs would come seeking the staff. This reduces the EL and turns the adventure into more of a moral quandary than a fight. In fact, this is a good approach to take with low-level PCs who possibly couldn't handle the fight and who could use some good moral problem solving rather than hack and slash adventuring.

The Gnoll Bandits (EL 4; normally 5, but the PCs are aided by a group of trained fighters)

A group of gnoll bandits have attacked and taken over the way station within the Stoneheart Forest, marked as the Ruined Way Station on the Wilderness Map and detailed above at Area M.

Adventure Hook: While the characters are in Fairhill, staying in the Noble's House (Area 3 in Fairhill) as a result of their help to the village, a company of the Grand Duke of Westmarch's Sheriffs arrives in town, led by Sir Erlinar, accompanied by an impressive mounted knight and 6 footmen. Sir Erlinar speaks with Arlen and, invoking the powers of the Grand Duke, indicates that he requires some men to aid them in re-taking the way station and some craftsmen to begin work on logs and a gate to repair the burnt stockade. Hopefully, the PCs volunteer to help. Certainly the populace of the village expects them to do so. If not, the Duke's men conscript eight of the town's militia. The group (hopefully including the PCs) then heads out to the ruined way station (see Area M, above) to deal with the gnolls.

Sir Erlinar, Waymarch Sheriff, Ari2/Ftr3: SZ M Humanoid; HD 2d8+2 plus 3d10+6; hp 36; Init +2; Spd 30 ft.; AC 16; Atk +4 longsword (1d8+1, crit 19-20/x2); AL NG; SV Fort +4, Ref +3, Will +5; Str 12, Dex 14, Con 12, Int 14, Wis 12, Cha 14.

Skills: Diplomacy +3, Gather Information +2, Handle Animal +2, Ride +2, Search +2, Sense Motive +2, Spot +2. **Feats:** Expertise, Mounted Combat.

Possessions: Masterwork studded leather, masterwork small steel shield, full helm, surcoat bearing the insignia of the Grand Duke, masterwork longsword, *potion of cure serious wounds* (x2), writ of authority, 5-20 gp gems, 22 gp, 12 sp.

Waymarch Knight, Ftr4: SZ M Humanoid; HD 4d10+8; hp 34; Init +6; Spd 20 ft./40 ft. mounted; AC 19; Atk +6 heavy lance (1d8+3, crit x3) or +6 longsword (1d8+3, crit 19-20); AL NG; SV Fort +6, Ref +3, Will +2; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 12.

Skills: Handle Animal +6, Ride +6, Spot +2. **Feats:** Improved Initiative, Mounted Combat, Ride-by

Attack, Spirited Charge.

Possessions: Chainmail, large steel shield, full helm, surcoat bearing the insignia of the Grand Duke, heavy lance, longsword, 10 gp, 46 sp. Mounted on heavy warhorses.

Waymarch Footman, Ftr2 (6): SZ M Humanoid; HD 2d10+2; hp 14; Init +5; Spd 30 ft.; AC 15; Atk +4 halfspear (1d6+1, crit x3), +3 shortsword (1d6+1, crit 19-20), or +3 light crossbow (1d8, crit 19-20/x2, range 80); AL NG; SV Fort +4, Ref +1, Will +0; Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills: Climb +2, Jump +2, Ride +2, Spot +2. **Feats:** Improved Initiative, Weapon Focus (halfspear).

Possessions: Studded leather armor, small wooden shield, surcoat bearing the insignia of the Grand Duke, longspear, short sword, light crossbow, 20 bolts, 3 gp, 12 sp.

The Missing Adventurers (EL 5)

Rumors abound in Fairhill about a missing group of adventurers—a fighter, a rogue, a mage and a dwarven paladin—who set out to explore Stirge Wood and have not returned. The PCs may decide, for whatever reason, to look for them, possibly hoping to loot their bodies. Or it could be that the wizard is rumored to have an item that Lannet needs to get himself out of a jam. Perhaps Lannet stole an item and sold it to the party's wizard and now needs to get it back to its rightful owner. So the PCs have to hunt down the wizard to save Lannet's hide. If so, make sure to include an appropriate item at Area G, where the bodies are located. This adventure leads the PCs to Area G, above. It also takes them into Stirge Wood (the local name for the Stoneheart Forest), which is a dangerous place. Follow the instructions in *The Crucible of Freya* for any forays into Stirge Wood.

The Druids' Request (EL 5)

The druids from the Grove of the Moon have recently come under attack by a crazed owlbear. They cannot seem to divine what has made the creature so enraged. They have reluctantly resolved that it must be killed. They have heard of the presence of the PCs (and their success in the keep) and have sent a druid to Fairhill to request the PCs to come to the grove and there to ask them to kill the crazed owlbear. Use owlbear stats from the module for the crazed creature. For every night that the PCs camp within 2 miles of the grove, there is a 1 in 6 chance that the either encounter the crazed owlbear or they find its tracks and can Track it (DC 10) to its current location. This crazed owlbear is in fact the mate of the owlbear detailed in the module



and if the crazed creature is slain, the other owlbear may track the PCs.

Valkyria's Quest (EL 5)

If one of the PCs grasps Valkyria, sees a vision of Freya and is invited to worship Freya (as described on pages 14 and 15 of the module), Freya may send the PC on a quest to prove his or her worth. Or, if the PC decides to take a level of experience next time he or she goes up a level as a cleric of Freya, Freya may require the PC to complete a quest. In either event, Freya (who hates spiders) sends the PCs to eradicate a den of spiders (the spiders at Area G, above). Valkyria, through divine connection to Freya, points the way to the spiders like a divining rod points to water if the PC grasps the sword, holds it out in front of her, speaks the words "Freya guide me" and closes her eyes. This quest takes the PCs into the Stoneheart Forest and includes all the perils of entering those woods.

Rival Adventuring Party (EL 6)

Another adventuring party has come to town, led by their charismatic ranger, Nathiel. They may compete with your PCs for some of the fame and fortune. Perhaps setting up a rivalry. Feel free to equip these NPCs as you see fit.

Nathiel, Male Half-elf Rgr2: SZ M Humanoid (5 ft., 9 in. tall); HD 2d10; hp 18; Init +3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex); Atk +3 melee, or +5 ranged; AL CN; SV Fort +3, Ref +3, Will +2; Str 12, Dex 16, Con 10, Int 13, Wis 14, Cha 18.

Skills: Forgery +3, Hide +3, Knowledge (nature) +6, Listen +8, Move Silently +3, Perform +2, Ride +8, Search +2, Spot +3, Wilderness Lore +4. *Feats:* Blind-fight, Track, Two-weapon Fighting.

Languages: Common, Dwarven, Elven.

Possessions: 2,000 gp in gear.

Jarra, Female Human Sor3: SZ M Humanoid (5 ft., 7 in. tall); HD 3d4+3; hp 12; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Atk +0 melee, or +3 ranged; AL LN; SV Fort +2, Ref +3, Will +4; Str 8, Dex 15, Con 12, Int 14, Wis 12, Cha 16.

Skills: Concentration +6, Craft +8, Gather Information +3, Hide +2, Knowledge (arcana) +8, Listen +1, Move Silently +2, Profession +6, Scry +7, Spellcraft +4, Spot +1. *Feats:* Brew Potion, Extend Spell, Run.

Sorcerer Spells Known (Cast Per Day: 6/6): 0 level—dancing lights, detect magic, mage hand, prestidigitation, read magic; 1st level—expeditious retreat, magic missile, message spell.

Languages: Common, Gnoll, Halfling.

Possessions: 2,500 gp in gear.

Gariela, Female Elf (high) Rog1/Bbn1/Brd1: SZ M Humanoid (5 ft., 1 in. tall); HD 1d6-2 plus 1d12-2 plus 1d6-2; hp 17; Init +2 (+2 Dex); Spd 40 ft.; AC 12 (+2 Dex); Atk +4 melee, or +3 ranged; AL NE; SV Fort +0, Ref +6, Will +3; Str 17, Dex 15, Con 7, Int 14, Wis 12, Cha 13.

Skills: Balance +6, Bluff +6, Climb +7, Decipher Script +6, Escape Artist +6, Forgery +4, Hide +2, Intuit Direction +6, Jump +7, Knowledge (religion) +4, Listen +7, Move Silently +2, Perform +5, Search +4, Spellcraft +3, Spot +7, Use Magic Device +5. *Feats:* Empower Spell, Expertise.

Languages: Common, Elven, Gnoll, Gnome.

Bard Spells Known (Cast Per Day: 2): 0 level—detect magic, ghost sound, mending, prestidigitation.

Possessions: 2,500 gp in gear.

Darkral, Male Elf (high) Sor2/Mnk1: SZ M Humanoid (5 ft., 1 in. tall); HD 2d4 plus 1d8; hp 11; Init +5 (+5 Dex); Spd 30 ft.; AC 17 (+5 Dex, +2 Wis); Attack +2 melee, or +2 monk, or +6 ranged; AL LN; SV Fort +2, Ref +7, Will +7; Str 13, Dex 20, Con 10, Int 13, Wis 15, Cha 16.

Skills: Alchemy +3, Craft +6, Diplomacy +5, Hide +9, Knowledge (arcana) +5, Knowledge (nature) +3, Listen +4, Move Silently +5, Profession +5, Search +3, Spellcraft +3, Spot +4. *Feats:* Point Blank Shot, Still Spell.

Languages: Common, Elven, Gnome.

Sorcerer Spells Known (Cast Per Day: 6/5): 0 level—dancing lights, detect poison, light, prestidigitation, read magic; 1st level—mage armor, protection from evil.

Possessions: 2,500 gp in gear.

Korunga, Male Half-orc Clr1/Rog2: SZ M Humanoid (5 ft., 10 in. tall); HD 1d8+2 plus 2d6+4; hp 25; Init +3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex); Atk +3 melee, or +4 ranged; AL LN(E); SV Fort +4, Ref +6, Will +4; Str 15, Dex 16, Con 15, Int 10, Wis 15, Cha 11.

Skills: Climb +4, Concentration +3, Handle Animal +2, Hide +3, Innuendo +6, Listen +2, Move Silently +3, Pick Pocket +5, Speak Language +1, Spot +2, Use Rope +8. *Feats:* Dodge, Still Spell.

Languages: Common, Giant, Orc.

Cleric Spells (3/2): 0 level—spell; 1st level—spell.

Domain Spells (domain/domain): 1st level—domain spell.

Possessions: 2,500 gp in gear.



The Dignitary's Agents (EL 6)

The visiting politician who abandoned the gem in the Noble's house (area 3 in Fairhill), has sent several agents to Fairhill to retrieve the gem. This could get interesting if the PCs are currently staying in the house as a reward for their success with the ruined keep.

Flet, Male Halfling, Rog4: CR 4; SZ S Humanoid (3 ft. tall); HD 4d6+4; hp 14; Init +8 (+4 Dex, +4 Improved initiative); Spd 20 ft.; AC 17 (+2 armor, +4 Dex, +1 Size); Atk +5 melee (1d6, *masterwork rapier*, crit 18-20), or +8 ranged (1d6, composite shortbow, crit x3, range 70 ft.); AL CN; SV Fort +3, Ref +9, Will +4; Str 10, Dex 19, Con 12, Int 13, Wis 14, Cha 13.

Skills: Balance +11, Climb +2, Decipher Script +7, Diplomacy +6, Forgery +5, Hide +8, Innuendo +7, Intimidate +5, Intuit Direction +9, Jump +2, Listen +4, Move Silently +6, Search +7, Spot +8, Tumble +11, Use rope +10. **Feats:** Dodge, Improved Initiative.

Languages: Common, Elven, Halfling.

Possessions: Leather armor, *masterwork rapier*, composite shortbow, 40 arrows, *potion of cure moderate wounds*, *wand of summon monster I* (10 charges), *potion of glibness*, 36 pp, 300 gp, 12 sp, 5 gems (valued at 8, 20, 50, 60 and 110 gp).

Vorgya, Female Half-elf, Rog3: CR 3; SZ M Humanoid (5 ft., 0 in. tall); HD 3d6+9; hp 23; Init +3 (+3 Dex); Spd 30 ft.; AC 16 (+3 armor, +3 Dex); Atk +5 melee (1d4, punching dagger, crit x3), or +2 melee (1d4, normal daggers, crit 19-20), or +6 ranged (1d8, masterwork light crossbow, crit 19-20, range 80 ft.); AL CN; SV Fort +4, Ref +6, Will +3; Str 10, Dex 17, Con 17, Int 11, Wis 14, Cha 9.

Skills: Balance +8, Handle Animal +1, Hide +3, Innuendo +8, Knowledge +2, Knowledge (arcana) +2, Listen +9, Move Silently +3, Pick Pocket +8, Profession +4, Search +3, Spot +3, Swim +5, Tumble +9. **Feats:** Dodge, Weapon finesse (dagger).

Languages: Common, Elven.

Possessions: Studded leather armor, punching dagger, 2 normal daggers, *masterwork light crossbow*, 20 bolts, 216 gp, 4 gems (valued at 8, 10, 12 and 40 gp).

The agents will stop at nothing to obtain the gem. However, they do not necessarily use violent means. They could, if foiled, pay the party for the gem. They will pay up to 750 gp.

Creating a New Cloak (EL 10)

Shandril's cape of winter wolf fur was in the shrine when it was set on fire by the orcs. She wants to make a new one. She requests the characters obtain a pelt for her. However, since the animals are sacred to Freya, the party must capture one and sacrifice it. She cautions them that any damage to the creature ruins the pelt—it must be captured without injury. The animal must be *blessed*, sprinkled with holy water and then sacrificed after a proper ritual at the new moon. The body of the wolf must be preserved (possibly by magic) and returned to Shandril where she can complete the skinning of the animal. Shandril provides a *scroll of bless* and 2 vials of holy water to the party.

She indicates that winter wolves are rumored to be found in the hills between the two rivers. She points out the general area on their map: the hex containing the foothills of the Stoneheart Mountains (the hex containing Area I), the foothills directly to the south of that hex, and the hexes containing areas B and D. Once the PCs arrive in the hex containing the winter wolves, they have a 1 in 10 chance per hour of encountering **1d4+1 winter wolves**. In addition, any PCs with the Track feat can make a Wilderness Lore check (DC 15) to find winter wolf tracks leading to their lair, detailed at Area I, below.

Experience Award: Successfully completing this task by returning a perfect pelt earns the PCs full XP for the wolf captured as well as any wolves defeated. Plus, grant them a 1000 XP story award. If they return with anything less than a perfect pelt they do not gain the story award and only earn half XP for the captured wolf. If, by some miracle, the PCs capture the alpha-male winter wolf, increase the story award to 2000 XP in addition to the XP value for the wolves. Though, killing winter wolves might trouble the druids at area J...

The Stirge Menace (EL 6-11)

An emissary from Crimmor has heard of the valor of the party and beseeches their aid against their new problem—a rash of stirge attacks! This leads to the PCs traveling to Crimmor and eventually finding the stirge lair—a cave complex filled with stirges, where a twisted and half-mad elf mage/druid resides (Area H, above). This adventure could almost become a mini-campaign in its own right, thwarting the machinations of the master of stirges as he sends his creatures out to plague Crimmor. Possibly, the PCs are in Crimmor when the village is attacked by 50 stirges and they fight heroically as 20 or more commoners die in the process. Then they have to trek into the forest to fight



the stirges in their caves. But while they are there, a large group of stirges is attacking Fairhill. The PCs must then retrieve the rod of stirge control and restore order, possibly even having to kill the deranged wizard in the process.

Conclusion

We hope you enjoy these additional adventures in Fairhill. Please use them in the spirit of fun gaming that they were intended! And keep your eyes on the Product Support page of our web site for more goodies.

Clark Peterson and Bill Webb
Necromancer Games

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