

PAL2-07



APPETITES

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

Version 1

by Bart Scott

Editor: Robert Wiese; **RPGA HQ reviewer:** Christopher Lindsay and Stephen Radney-MacFarland

Everyone has an appetite. Some crave food and drink, others fame and fortune. It's time to whet your appetite and spend some time at the Pious Pilgrim. An adventure for characters levels 1 – 8.

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

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

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA[®] are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. Scenario detail copyright 2002 by Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

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

Read this entire adventure at least once before running the event. Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

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

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

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

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6 0	0	0	1	
1/3 and 1/2 0	0	1	1	
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

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

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

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

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

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

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

TIME UNITS AND UPKEEP

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

ADVENTURE SUMMARY AND BACKGROUND

The characters are enjoying the hospitality of the Pious Pilgrim in Rakervale and encounter several interesting individuals. Each of these have a particular appetite for something; food, drink, knowledge, or respect. One of these is looking for closure in the matter of her fiancé, who disappeared last fall on an expedition into the Rakers. While most people assume that the entire group perished at the hands of monsters or froze to death during the winter, she has received hope in the form of a message in a bottle that floated down a stream and was brought to her.

By following the stream that delivered the first message, the party comes across more messages and realizes that something strange is going on. Since they are venturing into territory controlled by Winterwind, some undead minions attack them.

When they reach the expedition's campsite, they are attacked by the few survivors and discover the fate of her fiancé. They also find the reason they attempted to survive the winter; a mysterious cave protected by a wall of force. The cave contains several gems just out of reach, but a faranth (or two) emerge from the cave and attack the party. Upon defeating it, the party is able to recover the gems, and a strange stone that seems to affect the climate.

The party can return back to Rakervale with the gems, the strange stone, and any remains they choose to bring back.

This adventure takes place after the previous Pale regional adventures *Absence of Law*, *The Trouble With Trollops*, and the interactive *Apple Pie Day*. Events that occurred at the majority of the tables have become canon for the region. The ones relevant to this adventure are detailed below.

- Theoman Baslett hired a party of adventurers to investigate the Rakers and determine what threats the Pale should prepare for.
- Some mysterious winter spirits killed a group of frost giants that could have been a threat, but their bodies were taken from their Cairns.
- A strange and alien creature was tracked down and killed. The Pale was warned about them, but none have been seen since. No record of these strange creatures could be found and its body liquefied when it died, so most people do not believe that such a creature existed.
- The Pale has entered into a contract with Brennan, a silver dragon that has helped the Pale in previous wars. Brennan rules over the Rakers and protects the Pale from any threat issuing from the mountains, in return for a tribute of apple pies. Unknown to everyone, Brennan is actually being held in a prison and is being impersonated by Winterwind, a mysterious being of great power.
- On the day when Brennan was supposed to receive his tribute, he never showed up and Winterwind revealed his presence to the Pale. He transported the festival grounds to his demiplane of cold and tried to kill Theoman Baslett, prelate of Landrigaard and special guest of the festival. Adventurers foiled his plans, but his identity was never determined.
- The druid, Grumbtheen, was killed in a mysterious warehouse fire. Since he is the only person who knows how to make assassin wine, there has been a dramatic increase in the value of existing stock.

Before play begins, ask if any of the characters (not the players) have played in any of the previous adventures. It is permissible to give out extra information at various times to characters, for instance reminding them that they encountered a faranth.

Special Note

This adventure deals with issues that some players may find disturbing. It may also cause them to think about

what would happen if they were caught in a similar situation.

Avoid any gratuitous descriptions and let the players form their own opinions and visualizations. If the group contains children, you can easily gloss over certain portions of the adventure. Adults will be able to put the pieces together and figure out what really transpired.

INTRODUCTION

The adventure starts with all the characters in Rakervale. They are in the common room at the Pious Pilgrim.

For reasons of your own, you have come to the Pious Pilgrim in Rakervale. It is spring, so the weather and people's demeanor are warm and friendly. The common room is quite crowded and you have been seated at a table with other adventurers.

This is an excellent opportunity for the players to introduce their characters to each other.

ENCOUNTER 1: PIOUS PILGRIM

The Pious Pilgrim in Rakervale is famous throughout the Pale for its devotion to Pholtus. The four walls in the common room are decorated to reflect each of the four domains of Pholtus. The eastern wall is covered with paintings of the sun that have been enchanted to give off magical light, providing a warm luminous light even on the darkest of nights. The south wall, which faces Ogburg, represents knowledge and is covered with shelves from floor to ceiling holding books. The bar is actually on the "good" wall, where the cheerful innkeeper provides hearty food and drinks that "are good for what ails you." The fourth wall, representing law, holds the main entrance and a crackling fire that keeps the whole room comfortably warm.

The common room is quite full and numerous people are talking, eating and drinking.

There are many people here for the characters to interact with. Some characters may want to spend hours here; others may want to get on with the main adventure as soon as possible. Either is fine, but if you are running this adventure at a convention or in a situation where time is a constraint, make sure that they leave the Pious Pilgrim with at least two and a half hours of playing time remaining. It is not necessary for the group to interact with all of the people detailed in the "Appetite" encounters that follow. They are listed in the order of their importance, but they can be run in any order. Do not run Millie's encounter first. Either "Appetite for Food", or "Appetite for Drink" makes for an excellent starting encounter. If a particular encounter grabs the characters' attention, feel free to make up additional details about any of the minor characters here at the inn.

ENCOUNTER 1A: APPETITE FOR CLOSURE

The serving girl approaches you tentatively, and you can see that she has more on her mind than your next drink order.

"Hello. My name is Millie, and I'd like to hire a party of adventurers."

Millie is the youngest of the four servers at the Pious Pilgrim, and has been working there for several years. Characters who have played earlier adventures recognize her. She has a rather sad story to tell.

"Last summer, my fiancé went up into the Rakers on an expedition to find one of Xianshe's lost hoards. The church sanctioned it and he went along because we needed the money to pay for our wedding, and because he thought that it would make for an interesting tale. Uric was a bard, and he loved hearing stories and learning about new things.

I say, "was" because he never came back. When the first frosts came, I prayed that they were on their way back already, but they never returned. I didn't know if they were set upon by giants or simply caught in the cold. I grieved, and his family held a funeral.

Last week, a boy found a bottle floating in the small stream that flows down from the Rakers when the snows are melting. It had a letter from my Uric in it." Give them Handout 1. "So you see, he may still be alive, and I'd like you to go up there and find him."

This handout no doubt prompts more questions than it provides answers. She thinks that it is a relatively easy task to follow the stream up into the Rakers and find Uric's camp.

She has been unable to convince anyone else to make the trip, as the local guides think that Uric went mad and wrote the note as he was dying from cold. No one has ever encountered a mysterious warm spot, although characters from *Absence of Law* no doubt remember a mysterious cold spot. Also, there are no wild boars or pigs in the Rakers. She does not volunteer this information to the party, but a successful Wilderness Lore check (DC 15 + the APL) provides the first piece or the second piece of information (separate checks to get both). A druid automatically knows that there are no boars native to the Rakers.

Another successful Wilderness Lore check (give a +2 circumstance bonus to Pale characters or characters who have played *Absence of Law*) (DC 15) reveals that the small stream is often called the Mail Stream, because it is quite common for hunters to send messages down the stream to Rakervale. This allows a successful hunter to communicate his success ("Bagged a buck, back soon") or failure ("No luck yet, will stay out another day").

She offers the party 25 gp per APL and even pays up front. This gold was originally for her wedding, but she does not need the gold if Uric is dead, and if he is alive, he should have earned more than enough to make up for it, as he was being paid per day, and has been up there a long

time. If the party offers to look for Uric for free, she is quite insistent that they take the money.

She can describe her fiancé. Make up anything you want, but you can gush and go on and on about his beautiful eyes and perfect chin.

If the party asks about dates, she can tell them that the expedition left in midsummer and was to return before fall. If asked about Croph, she tells them that she does not like him much. He has a reputation of doing whatever it takes, even if it breaks the law, to satisfy his employers. He has been suspected of poaching and other small crimes, but there has never been enough evidence to charge him.

If the party does not seem interested, or if they ask for additional information, she tells them that there is a legend that might not be such a legend after all.

There was a party of explorers that was attempting to find a pass through the Rakers and Griff mountains. Since these ranges are generally impassible, we cannot trade with Ratik, even though it is quite close to us. Everyone in the group died, except for one man, who wandered the mountains, lost and alone, for months. When he found his way back to the Pale—by following the light of Pholtus no doubt—he told tales of "a beautiful land in the heart of the range; where buildings are roofed with precious metals and gems lie about on the ground."

ENCOUNTER 1B: APPETITE FOR EXPLANATION

One of the local women has been having strange dreams. She keeps having them every night, and believes that they must be important. However, no one she has talked to shares her opinion, and she is desperately looking for someone else to share her dreams with.

"You look like you are wise in the ways of the world. Perhaps you could tell me what my dreams mean?"

If she is not discouraged, she immediately begins.

"I keep having the same dream every night. I cannot sleep—funny how a person can dream about not being able to sleep—so I go to the temple of Pholtus. While I'm there, a kindly old man takes the pulpit and speaks to me. He says, 'When the dead are not the dead/Find the red that can't be read/Kill the head that has no head.' Then I wake up."

Note that she only hears the lines, and does not see them written down, so the party may make a mistake with the homonyms.

The dream is a clue for the party to find the red writing at the campsite, and kill the leader of the faranth when it emerges from the cave.

The party may make an immediate connection between something that can't be read and Uric working on a translation, or they may miss it completely. The dreams are indeed sent from Pholtus, but there is no way for the party to determine that.

Unless the party comes up with a really good explanation for what the dreams mean, she walks away after a few minutes.

ENCOUNTER 1C: APPETITE FOR DRINK

Grumbtheen's death has caused a shortage of assassin wine, a favored libation at the Pious Pilgrim. The owner, Wiligent, used to charge 10 gp per shot, but he is permanently out of stock. One wine-lover is desperately searching for more assassin wine.

A bell is rung at the bar. Usually this would mean that someone is going to drink some assassin wine, but you had heard that Wiligent has been out of stock for quite some time. A richly dressed gentleman is ringing the bell, and when it appears that he has everyone's attention, he says, "Sorry to disturb you. But I was wondering if anyone has any assassin wine for sale? I will gladly pay 1,000 gold pieces for a bottle.

Unfortunately, no one else has a bottle. Since it is possible that someone in the party has one of several bottles that were given out in *Absence of Law*, the man makes his way over to the group. The man is a rich merchant who travels throughout the Pale. He happens to have developed a slight addiction to the highly potent assassin wine. He is quite willing to pay that much for a bottle. He also pays a prorated amount for a portion of a bottle.

If someone does sell their bottle, mark this information down in the items sold section of the Adventure Certificate, as this is not part of the treasure gained in this adventure.

ENCOUNTER 1D: APPETITE FOR SPARRING

A sacred fist of Zuoken has traveled here from Ekbir. He is on his way to Ogburg, where he hopes to study martial arts at one of the monasteries. He is carrying a book that details the unusual fighting discipline of da'shon. He has lately become discouraged, and is questioning whether he should leave the Pale and travel elsewhere. He has been drinking some, and since he is unarmed, he may be mistaken for a drunken master. He approaches any character without any obvious weapons. His name is Dux (pronounced "dukes").

"Greetings unarmed one. I am Dux, practitioner of da'shon. I was on my way to study with the Brothers of Discipline in Ogburg, but I have been hearing tales here that are tempting me to change my destination."

If he receives any encouragement, or if the party asks what he's talking about, he just goes off on a rant.

"See, I've traveled a long way to bring this book to a monastery to exchange for training. But wherever I go in the Pale, I only hear about this one monk—if he can even be called that. Imagine, a half-orc monk! Besides, what monastery would accept a barbarian into its ranks? He doesn't even use his fists. It's all I hear, 'Magic greatsword that shoots rocks, blah, blah,

blah, magic spear that changes size, blah, blah, blah, magic trident that lets him breathe under water. Doesn't anyone fight with their fists around here?"

If anyone in the party says that they do (fight with their fists), he offers to spar with them. It is a friendly match, subdual damage only, and since Wiligent frowns on fighting in the Pious Pilgrim, they'll have to go outside.

Since the combat is non-lethal, no experience points are awarded. He uses one stunning attack every round that he can. If he is defeated, he bows graciously and gives them a letter of introduction. This letter allows that character (and only that character) access to several of the "monk" feats in *Sword and Fist*.

APL 2 (EL 5)

☛ **Dux:** Male human Pal4/Sacred Fist**1 (Zuoken); hp 43; see Appendix 1: NPCs.

Note: At APL 2, Dux gives the character a "free shot." Treat this as the equivalent of a critical. The first punch automatically hits, so don't even have the character make an attack roll.

APL 4 (EL 5)

☛ **Dux:** Male human Pal4/Sacred Fist**1 (Zuoken); hp 43; see Appendix 1: NPCs.

APL 6 (EL 7)

☛ **Dux:** Male human Pal4/Sacred Fist**3 (Zuoken); hp 57; see Appendix 1: NPCs.

APL 8 (EL 9)

☛ **Dux:** Male human Pal4/Sacred Fist**5 (Zuoken); hp 71; see Appendix 1: NPCs.

ENCOUNTER 1E: APPETITE FOR FOOD

An enormous man sits alone at a table covered with empty plates. He loudly asks the server for more. It is apparent from the looks of those around him that they do not approve of his gluttony, but Wiligent must like his coin, since another plate of pork appears.

There is not much reason for interaction here, this man is just here to further the appetite angle and establish that Wiligent serves excellent pork. If the party chooses to talk to him, he tells them, between large bites, that he loves to eat, loves it more than anything else, and Wiligent serves the tastiest pork for miles.

If anyone asks a server about him, she replies:

"Gundar there always orders the fattiest cuts of pork and beef, and always eats too much. He's a lesson in that old adage 'You are what you eat.' Don't go his route."

ENCOUNTER 1F: APPETITE FOR FAME

After performing a set of several classics, the bard puts his lute away and comes over to your table. "I noticed that you were one of the few groups that didn't request anything; so thanks for not requesting another one of those overused standards that everybody always asks for."

The bard here is trying to become known for his songwriting, but is getting frustrated because people are always asking for the same songs. He is starting to dislike the classics. He would much prefer to write a classic.

If the party enjoys the interaction, he can stay and talk more; but if they don't seem interested, he wanders off.

He has lots of ideas for "big" songs and is very much into terms that he calls "truisms." Some examples include: You'll never be as young as you are today; The future is not what is used to be; If you keep going half the distance, you'll never get there. He also likes long, complicated titles, especially those with parenthetical comments. Some examples of these are: I Could Eat Everything on the Table (but I have to save room for dessert) and You Can Lead a Horse to Water (but it's easier to ride) and You've Been Dying Since The Day You Were Born. He hasn't decided on a stage name yet, because he wants something really big and grandiose. He is certainly open to suggestions.

He knows quite a bit about the area, and can provide details about the Rakers if asked. Of course, most of his knowledge is of wild stories and rumors so feel free to make up some outlandish stories. He has also heard the tale about the city of gold that Millie probably told the party, but feel free to repeat it here.

He knew Uric, and describes him as a pleasant but naïve fellow, and can give a description if asked for one.

ENCOUNTER 1G: APPETITE FOR FRANCHISES

Wiligent, the owner/barkeep, comes over to your table. "I know you are adventurers, and have traveled outside the Pale. Would you mind if I asked you a few questions?"

Wiligent has capitalized on the popularity of this inn, the original Pious Pilgrim, and has built franchises in each of the nine main cities in the Pale. These have all been just as popular as the original. He has lately been thinking about building some Pious Pilgrims outside of the Pale, but is questioning whether the Pholtus motif works outside of the Pale. He knows that there are Pholtans outside of the Pale, but he also knows that Pholtus isn't very highly thought of elsewhere. Since the characters have traveled outside the Pale, he wants to get their opinion on this.

Treat this like a funny/bizarre marketing survey and the characters could have a lot of fun. Ask questions like: What types of things do you look for in an inn? Make sure you ask about how Pholtus is perceived outside the Pale. Try to get all of the characters involved in the discussion.

When the characters seem to have gotten tired of the discussion, Wiligent thanks them, and sends a round of drinks to their table on the house.

ENCOUNTER 1H: APPETITE FOR FORTUNE

An older Rhennee woman approaches, shuffling a deck of cards dexterously in her old and wrinkled hands. "Care to have your fortune read?"

She deals out the cards and determines a character's fortune. She charges 1 gp, and only reads for one character. If a second person wants a reading, she professes to be "disturbed" and wishes to rest. She is using a tarot-like deck that is unlike anything the party has seen before, so you can make up any cards that you feel are interesting. If you are familiar with the character getting the fortune, you can certainly add in appropriate personal details (i.e. "I see that you dislike some man named Brendigund," etc.)

Assuming that someone wants their fortune read, she deals out three cards. You can add as much detail as you want, naming the cards or the deck. If the character receiving the fortune played *Absence of Law*, she tells them that she sees lots of grappling in the past. If the character has not played it, she tells them that she sees that they have had difficult situations in the past. She sees a great deal of light and warmth in the present. When she turns the last card over, she gasps and says "Tentacles! I see tentacles in your future." Then she leaves.

ENCOUNTER 1I: APPETITE FOR LOVE

Do not run this encounter if there are children present.

A well-dressed male or female (use whichever is appropriate) approaches the character in the party with the highest Charisma score.

A well-dressed man/woman approaches (insert character name here), makes eye contact and says, "Do you mind if I stare at you up close instead of from across the room?"

This is another "flavor" encounter. Feel free to use as many cheesy pickup lines as you can come up with. Suggestions include "If I told you that you had a beautiful body, would you hold it against me?" "If I could rearrange the alphabet, I would put U and I together." "The Seven Heavens must be missing an angel." "Are you free tonight or will it cost me?"

Spend as much time here as you want, just as long as the characters are amused and not offended. You can take this encounter as far as everyone at the table is comfortable with going, but do so with good taste.

ENCOUNTER 2: GETTING THERE

The order of these encounters depends on how long it takes the party to travel the 25 miles between the Pious Pilgrim and the campsite. Since the party is traveling along a stream and not following a path, there is a slight (25%) penalty to the normal overland movement rates. Figure out the movement rate of the slowest member of the party—unless they are planning on leaving that person behind, the rate of the slowest person is the rate of the entire party. A speed of 15/20/30/40 covers 8/12/18/24 miles respectively in one day. Due to the treacherous terrain, mounts cannot be used, but pack mules can accompany the party.

Along the way, the party discovers 2 bottles floating down the stream. Run them at any time, but they must find the bottle with *Handout 2* before the bottle with *Handout 3*.

On the morning of the 2nd day, they encounter minions of Winterwind.

At some point during the trip, they have six wooden blocks fall out of the sky. Run this encounter at any time before they reach the campsite

The small stream is flowing swiftly; the excessive snows of the past winter are feeding it well. The water is quite cold, but refreshing. Looking up at the snow-covered peaks off to the west, you bravely ignore all of the wild rumors you have heard about the Rakers and press on.

The water in the stream is cold, but not damaging, provided a character does not remain immersed for a long period of time. There are going to be many opportunities for characters to get wet. Do not make them roll swim checks, unless the character has a lot of ranks and wants to show off. The stream is only a few feet deep at its deepest spots, so only a halfling or gnome with pockets full of rocks would be in danger of drowning.

ENCOUNTER 2A: BLOCKED!

Walking along the banks, enjoying the scenery, your quiet walk is interrupted by several splashes in front of you. Some strange wooden cubes are floating downstream toward you. A booming voice that seems to come from all around you says, "Put these in the proper order."

Winterwind dropped these wooden cubes, and he is just messing with the party. It is relatively easy to recover the blocks, so only roll dice if the players are really into rolling dice. The seven cubes are about three inches square and look just like children's blocks. Each one has a letter on all six faces; with each block having only one letter. The seven different letters are: UTSPOLH.

There are essentially two possibilities here: the characters recognize that the letters spell Pholtus, or they put the letters in alphabetical order. If they spell something else, like "HOP SLUT," use the second response. Regardless of which they choose, it is the

wrong choice. Spelling Pholtus causes the same disembodied voice to say "Fools, don't you know the order of the alphabet?" while placing them in alphabetical order results in "Have you forgotten how to spell my name?" The characters, especially those who have played *Absence of Law*, expect a giggle at this point, and they get one, but this giggle does not precede an appearance by Brennan/Winterwind. He is using magic to cause the voices and is actually far away by the time they have picked up the blocks.

ENCOUNTER 2B: MESSAGE IN A BOTTLE

Have the characters make Spot checks (DC 15, or the highest roller if everyone rolled badly) to spot a bottle bobbing down the stream.

It is relatively easy to retrieve the bottle. It has been re-corked, and sealed with red sealing wax. It contains another message from Uric. Give them *Handout 2*.

ENCOUNTER 2C: ANOTHER MESSAGE

Have the characters make Spot checks (DC 15, or the highest roller if everyone rolled badly) to spot a bottle bobbing down the stream.

It is relatively easy to retrieve the bottle. It has been re-corked, and sealed with red sealing wax. It contains another message from Uric. Give them *Handout 3*.

ENCOUNTER 2D: MORNING HAS BROKEN

The party probably sets watches when they camp for the night. Nothing unusual happens until just before morning.

Just before dawn, a strange mist seems to rise up from the earth. It settles into ground fog and makes it difficult to see. The area around is quiet, very quiet.

Visibility is down to 20 feet or so (no real combat effect as it mysteriously "clears" once their foes are "spotted"). Give the party a Listen check against one Move Silently check for the zombies. Remember to apply a +1 bonus to the zombies' check for every 10 feet of distance (the zombies start 40 feet away), and another +4 bonus due to the muffling effect of the fog. The zombies form a rough circle around the party. Characters succeeding at a Listen check know that something is out there, but are not able to see it. After the zombies charge in, the fog mysteriously dissipates.

The zombies are all obviously frost giants, and characters that have played *Absence of Law* recognize that they are dressed similarly to Snowflake. You may remind them that none of the frost giant bodies were found at their encampment. This encounter may explain what became of their bodies, but not what happened to them (how they died). *Speak with dead* only reveals that they saw a "ghost in the snow" that reached its hand into their chest, and then everything went black.

APL 2 (EL 3)

👉 **Large Zombies** (2): hp 29, 29; see *Monster Manual*.

APL 4 (EL 5)

👉 **Large Zombies** (4): hp 33, 33, 33, 33; see *Monster Manual*.

APL 6 (EL 7)

👉 **Large Zombies** (8): hp 37, 37, 37, 37, 37, 37, 37, 37; see *Monster Manual*.

APL 8 (EL 9)

👉 **Huge Zombies** (8): hp 55, 55, 55, 55, 55, 55, 55, 55; see *Monster Manual*.

Note: Even though frost giants are normally considered large creatures, they are only a foot or two smaller than huge. These were just very big for their size.

ENCOUNTER 3: THE GARDEN SPOT

After about 24 miles, the party reaches an unusual area. The stream that they have been following is mostly frozen at that point, and they find another bottle frozen in place. Then they enter the mysterious warm zone. This is an area approximately 1 mile in diameter. The temperature is a comfortable 60 degrees, and the sun can actually raise the temperature higher on a sunny day. The heat comes from the faranth complex under the area. The complex was only recently activated, as the faranth have actually been hibernating for quite some time.

In the center of patch of granite roughly 100 feet across, lies a strange arch, 60 feet across, and 30 feet high at its apex. There are patches of trees with all of their foliage, not just new spring buds, all around this area. Uric's cave is hidden off to the opposite side of the party's approach. It should remain hidden until the other "survivors" are dealt with.

ENCOUNTER 3A: MESSAGE ON ICE

The stream is mostly frozen, but you step into an area of comforting warmth. The stream is a little wider here as the ice forms a small dam. There is very little snow to melt, so there is hardly any runoff here. Frozen into the ice is another bottle.

The party can chip or melt the bottle out relatively easily. The bottle is sealed like the others and contains *Handout 4*.

By this point, the characters may have their own theories about what has happened. Let them talk it out themselves. You can nod knowingly and smile at their guesses.

ENCOUNTER 3B: ARCH

There is a large cave opening, with a perfectly formed arch. The arch is completely covered in strange red markings that are raised in bas-relief from the granite itself.

The strange red markings are written in a notation used by the faranth. They are actually musical notes, and not part of any language. Therefore, spells like *comprehend languages* do not allow the characters to understand the notation.

The arch itself is filled with a force field (treat it as a wall of force that is impossible to *disintegrate*). Immediately on the other side of the force field is a pile of smaller gems around a large, pulsing red stone. This stone is actually at the center point of the warm spot.

They can explore the area around the arch, but do not find anything other than an old campfire circle. It is apparent from the lack of dead wood on the ground that someone camped here, but there is no sign of anyone now. Allow the characters as much time as they want to search around, but make sure that you spring *Encounter 3C: Survivor?* on them before they find Uric's small cave and *Encounter 3D: Tooth and Nail*.

ENCOUNTER 3C: SURVIVOR?

A gaunt figure staggers toward you. He is wearing a hooded winter coat with a Pious Pilgrim emblem on the breast. "Food," he gasps. "Please, food." With that, he stumbles, almost losing his footing. His stench reaches you before he does.

This is Croph (rhymes with "cough") and while he may have been human once, he is something else now.

When Croph's party found the warm spot, and the gems on the other side of the wall of force, Croph wanted all of the treasure for himself. He reasoned that it was only a matter of time before the bard (Uric) figured out how to bypass the wall. He came up with the idea of wild pigs, and killed one of the porters. He butchered the unfortunate man, and buried the remains. As the winter wore on, he began picking off the group one by one. He was saving Uric for last because he needed Uric to open the cave and he figured that he would have no problem taking Uric in a fight.

He found that while everyone else liked the human flesh (of course they probably would have liked it a lot less if they knew what it actually was), he really liked it. He had to control his urge to kill and eat because he needed to keep Uric fed as long as possible.

Uric never did figure out how to bring down the force field, but he did figure out what was going on. He came up with a plan, and the results are dealt with in the next encounter.

As happens to those who enjoy the taste of human flesh, Croph has become a ghast. At higher APLs some of his companions have also turned into undead. When anyone comes within 10 feet of him, they must make a Fortitude saving throw (DC 15) or suffer from nausea. This causes a -2 circumstance penalty on all attacks, saves and skill checks for 1d6+4 minutes. If there are additional

undead in the encounter, they burst up out of the ground near the party.

Croph destroyed anything he had of value when he became one of the undead.

APL 2 (EL 3)

☛**Ghast:** hp 26; *Monster Manual*.

APL 4 (EL 5)

☛**Ghasts (2):** hp 30, 30; *Monster Manual*.

APL 6 (EL 7)

☛**Ghasts (4):** hp 32, 32, 32, 32; *Monster Manual*.

APL 8 (EL 9)

☛**Ghast, Advanced (6):** hp 45; see Appendix 1: NPCs.

ENCOUNTER 3D: TOOTH AND NAIL

Nestled in an outcropping of rocks, you see a small cave mouth. On the ground, just outside the cave, lay two desiccated hands and a small pile of what could be teeth.

Uric has rigged a camouflaged pit trap here. He hoped to snare Croph with it, but Croph was too cagey to be fooled by it. The trap can still snare a party member though.

APL 2 (EL 0)

There is no trap present at APL 2.

APL 4 (EL 2)

☛**Camouflaged Pit Trap:** CR 2; mechanical; location trigger; manual reset; Reflex save (DC 20) avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search (DC 24); Disable Device (DC 17).

APL 6 (EL 4)

☛**Camouflaged Pit Trap:** CR 4; mechanical; location trigger; manual reset; Reflex save (DC 20) avoids; 40 ft. deep (4d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search (DC 25); Disable Device (DC 17).

APL 8 (EL 6)

☛**Camouflaged Pit Trap:** CR 6; mechanical; location trigger; manual reset; Reflex save (DC 20) avoids; 60 ft. deep (6d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search (DC 25); Disable Device (DC 17).

Just past the pit trap, which covers the ten-foot wide approach to the cave mouth, are some runes etched into the rock. Before he died, Uric created something similar to a *circle of protection*, but designed it to ward against

undead. The line of protection extends across the mouth of the cave. It has no effect on living party members. Characters making Spellcraft checks (DC 23) recognize it for what it is, and also realize that it was specifically designed not just to keep undead out of the cave, but to also keep undead in. Uric created this barrier to not only keep Croph and his ilk out, but designed it to prevent him from leaving once he turned undead.

Once the party enters, he jumps down from his hiding place above the entrance. He gains automatic surprise, and whimpers piteously. At first, he plans on attacking, but recognizes the characters as being creatures like him (before the change) and grovels at their feet. If given a chance, he bows in front of a paladin or cleric, and sticks his neck out. He wants the party to kill him, and is setting himself up for a coup de grace. Of course, he's immune to critical hits since he's undead, but he's not thinking too clearly. Since he wasn't evil and was duped into eating human flesh, he has only turned into a ghoul. To prevent him from hurting anyone, he pulled out all of his teeth and cut off his hands. His attacks do no damage, but can still paralyze his opponents. If no one kills him immediately, he loses what little control he has left and attacks.

ALL APLS (EL 0)

☛**Ghoul:** hp 13; see *Monster Manual*.

If no one figures out and voices what must have happened here, call for Knowledge (religion) checks (DC 13) or Knowledge (arcana) checks (DC 15). Success means that the character remembered hearing that people who eat human flesh can become ghouls when they die.

After Uric is dealt with, the party can explore the cave. It is quite small, extending only about 30 feet or so back into the mountain. They find a spot where Uric had been trying to "claw" his way through stone, using only his arm bones.

ENCOUNTER 4: TENTACLES!

This encounter happens after the party has dealt with the undead. One (or more) faranth comes out of the cave. The leader (the "head that has no head" referred to in the dream) waves its tentacles over the red gem, causing the force field to drop. If the party is watching/searching this area, they spot this easily; otherwise have them make Spot checks based on distance and the other usual variables.

The faranth are coming out to check the area. The time has almost come for them to emerge in force. Of course, they attack the party immediately!

A grotesque creature emerges. It looks like a four-legged bag of guts. The body is semi-translucent, and you can see organs and who knows what else shifting around inside. Instead of a head, the creature has a writhing mass of tentacles.

APL 2 (EL 3)

➤ **Faranth, Advanced:** hp 36; see Appendix 1: NPCs.

APL 4 (EL 5)

➤ **Faranth, Advanced:** hp 60; see Appendix 1: NPCs.

APL 6 (EL 7)

➤ **Faranth, Advanced (2):** hp 60, 60; see Appendix 1: NPCs.

APL 8 (EL 9)

➤ **Faranth, Advanced (2):** hp 112, 112; see Appendix 1: NPCs.

After the faranth are defeated, the party can help themselves to the gems in the cave. Attempts to go deeper into the complex are stymied by another impassable force field further in.

CONCLUSION

The red gem can be easily pried out of its setting, and brought back to the Pale. It is claimed by the Pale and plays a part in a future adventure, so there is no way that a character can end up with it.

The journey back to Rakervale is uneventful. The adventurers can return Uric's remains if they wish. Millie pays them regardless. You can roleplay this as much as you want. Millie tries to remain brave, but her voice quivers and she seems constantly on the verge of tears. On the other hand, if your group wishes to be done with the adventure as quickly as possible, she thanks them, pays them, and then runs sobbing up to her room.

Bringing Uric back from the dead requires a *resurrection* spell. There are prelates who can do this, but they are not in Rakervale. The characters can travel to Wintershiven, Holdworthy, Landrigard, or Ogburg to have the spell cast. The cost is 1410 gp or 5 Favors of Pholtus.

The party finds themselves met by the appropriate authorities upon their return. Their arrival has been divined and a large, and insurmountable, force meets them and takes possession of the red gem.

The College of Knowledge is most interested in the fate of one of their own. They are eager to hear the party's tale and permit them to purchase special bardic magical items now or at any time in the future.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 2D: Morning Has Broken

Defeat the Zombies.

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

Encounter 3C: Survivor?

Defeat the ghost(s).

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

Encounter 3D: Tooth and Nail

Defeat the trap.

APL 2	0 XP
APL 4	60 XP
APL 6	120 XP
APL 8	180 XP

Encounter 4: Tentacles!

Defeat the faranth.

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

Discretionary Roleplaying Award

Good roleplaying.

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP
APL 8	120 XP

Total Possible Experience

APL 2	300 XP
APL 4	570 XP
APL 6	840 XP
APL 8	1110 XP

TREASURE SUMMARY

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their

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

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

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

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

TREASURE KEY:

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

Encounter 1: Pious Pilgrim

From Millie for searching for her fiancé:

APL 2: L: 0 gp; C: 50; M: 0.

APL 4: L: 0 gp; C: 100; M: 0.

APL 6: L: 0 gp; C: 150; M: 0.

APL 8: L: 0 gp; C: 200; M: 0.

Encounter 4: Tentacles!

Gems from the faranth cave:

APL 2: L: 0 gp; C: 250 gp; M: 0.

APL 4: L: 0 gp; C: 500 gp; M: 0.

APL 6: L: 0 gp; C: 750 gp; M: 0.

APL 8: L: 0 gp; C: 1,000 gp; M: 0.

Conclusion (add to adventure cert)

The College of Knowledge grants access to certain bardic magic items from *Song and Silence*: Flute of the Snake, Harp of the Immortal Maestro, Horn of Triumph, Lute of the Wandering Minstrel, and the Mandolin of the Inspiring Muse.

Dux unlocks the following feats for anyone who defeated him in unarmed combat: Circle Kick, Fists of Iron, Lightning Fists, Mantis Leap.

Total Possible Treasure

Note that the Theocrat claims all treasure above the APL cap as a tithe, so the maximums that a character can take out of this scenario are:

APL 2: 300 gp

APL 4: 600 gp

APL 6: 900 gp

APL 8: 1,200 gp

Special

Please put this on the adventure cert:

Bardic Instrument Unlocking: In return for the story of Uric's demise, the College of Knowledge has unlocked for you the opportunity to purchase magical bardic instruments from them. You may purchase any of the following instruments at their standard prices as described in *Song and Silence*:

- Flute of the Snake
- Harp of the Immortal Maestro
- Horn of Triumph
- Lute of the Wandering Minstrel
- Mandolin of the Inspiring Muse

You may only purchase one of these instruments before or after playing a Pale regional adventure.

Unarmed Feat Unlocking: For defeating Dux in single combat, you can choose from among the following feats when you next can choose a feat, in addition to choosing from other feat sources that you have access to:

Circle Kick	Fists of Iron
Lightning Fists	Mantis Leap

Dux arranges your instruction either personally or through the Brotherhood of Discipline, of which you need not be a member to receive this training.

(Note that only one character can receive the Unarmed Feat Unlocking benefit from this adventure.)

APPENDIX I: NPCS

ENCOUNTER ID: APPETITE FOR SPARRING

APL 2 and APL 4 (EL 5)

☛ **Dux:** Male human Pal4/Sacred Fist**1 (Zuoken); CR 5; Medium-size humanoid (human); HD 4d10+1d8+10; hp 43; Init +3; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +9 melee (1d6+3, unarmed strike); SA Smite evil, turn undead, spells, flurry attack, puissant fists; SQ Detect evil, divine grace, lay on hands, divine health, aura of courage, remove disease; AL LG; SV Fort +8, Ref +5, Will +3; Str 16, Dex 14, Con 14, Int 8, Wis 14, Cha 14.

Skills and Feats: Concentration +9, Healing +9, Tumble +6; Alertness, Combat Reflexes, Improved Unarmed Strike.

Possessions: chain shirt

Paladin Spells Prepared (1; base DC = 12 + spell level): 1st – divine favor.

Sacred Fist Spells Prepared (1+1; base DC = 12 + spell level): 1st – magic weapon*, shield of faith.

*Domain spell. *Domains:* War (Free Martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon.

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

APL 6 (EL 7)

☛ **Dux:** Male human Pal4/Sacred Fist**3 (Zuoken); CR 7; Medium-size humanoid (human); HD 4d10+3d8+14; hp 57; Init +3; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +11/+6 melee (1d6+3, unarmed strike); SA Smite evil, turn undead, spells, flurry attack, puissant fists; SQ Detect evil, divine grace, lay on hands, divine health, aura of courage, remove disease, evasion, uncanny dodge (Dex bonus to AC); AL LG; SV Fort +9, Ref +8, Will +4; Str 16, Dex 14, Con 14, Int 8, Wis 14, Cha 14.

Skills and Feats: Concentration +10, Escape Artist +4, Healing +10, Tumble +10; Alertness, Combat Casting, Combat Reflexes, Improved Unarmed Strike, Lightning Reflexes.

Possessions: chain shirt

Paladin Spells Prepared (1; base DC = 12 + spell level): 1st – divine favor.

Sacred Fist Spells Prepared (2+1/1+1; base DC = 12 + spell level): 1st – cure light wounds, magic weapon*, shield of faith; 2nd – aid, spiritual weapon*.

*Domain spell. *Domains:* War (Free Martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon.

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

APL 8 (EL 9)

☛ **Dux:** Male human Pal4/Sacred Fist**5 (Zuoken); CR 9; Medium-size humanoid (human); HD 4d10+5d8+18; hp 71; Init +3; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +13/+8 melee (1d8+3, unarmed strike); SA Smite evil, turn undead, spells, flurry attack, puissant fists; SQ Detect evil, divine grace, lay on hands, divine health, aura of

courage, remove disease, evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL LG; SV Fort +12, Ref +9, Will +4; Str 17, Dex 14, Con 14, Int 8, Wis 14, Cha 14.

Skills and Feats: Concentration +10, Escape Artist +8, Healing +10, Tumble +14; Alertness, Combat Casting, Combat Reflexes, Great Fortitude, Improved Unarmed Strike, Lightning Reflexes.

Possessions: chain shirt

Paladin Spells Prepared (1; base DC = 12 + spell level): 1st – divine favor.

Sacred Fist Spells Prepared (2+1/2+1; base DC = 12 + spell level): 1st – cure light wounds, magic weapon*, shield of faith; 2nd – aid, cure moderate wounds, spiritual weapon*.

*Domain spell. *Domains:* War (Free Martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon.

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

ENCOUNTER 3C: SURVIVOR?

APL 8 (EL 9)

☛ **Ghast, Advanced** (6): CR 4; Medium-size undead; HD 6d12; hp 45; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +5 melee (1d8+1 and paralysis, bite) and +2 melee (1d4 and paralysis, 2 claws); SA Stench, paralysis, create spawn; SQ Undead, +2 turn resistance; AL CE; SV Fort +2, Ref +4, Will +7; Str 13, Dex 15, Con –, Int 13, Wis 14, Cha 16.

Skills and Feats: Climb +6, Escape Artist +8, Hide +10, Intuit Direction +3, Jump +6, Listen +8, Move Silently +9, Search +6, Spot +8; Multiattack, Weapon Finesse (bite).

ENCOUNTER 4: TENTACLES!

APL 2 (EL 3)

☛ **Faranth, Advanced***: CR 3; Large aberration; HD 6d8+12; hp 36; Init +4; Spd 20 ft., climb 20 ft., swim 10 ft.; AC 14 (touch 11, flat-footed 14); Atk +6 melee (grab, tentacles) and +4 melee (1d6+3, 2 claws); Face/Reach 5 ft. by 10 ft./5 ft.; SA Grab; AL LE; SV Fort +4, Ref +2, Will +9; Str 16, Dex 10, Con 15, Int 20, Wis 15, Cha 10.

Skills and Feats: Climb +8, Craft (any) +12, Hide +7, Knowledge (engineering) +12, Knowledge (any) +9, Listen +9, Move Silently +4, Search +8, Sense Motive +5, Spot +9; Alertness, Improved Initiative, Iron Will, Multiattack, Power Attack.

Grab (Ex): When a faranth makes a successful melee attack with its tentacles, make a grappling check. If the faranth successfully grapples its opponent, it may choose to deal 1d4+3 points of subdual damage or dash the poor victim against the ground for 2d6+3 points of damage.

*See Appendix 2: New Rules for additional information.

APL 4 (EL 5)

☛ **Faranth, Advanced***: CR 5; Large aberration; HD 10d8+20; hp 60; Init +4; Spd 20 ft., climb 20 ft., swim 10 ft.; AC 14 (touch 11, flat-footed 14); Atk +9 melee (grab, tentacles) and +7 melee (1d6+3, 2 claws); Face/Reach 5 ft.

by 10 ft./5 ft.; SA Grab; AL LE; SV Fort +5, Ref +5, Will +11; Str 16, Dex 10, Con 15, Int 20, Wis 15, Cha 10.

Skills and Feats: Climb +10, Craft (any) +12, Hide +9, Knowledge (engineering) +12, Knowledge (any) +9, Listen +9, Move Silently +4, Search +8, Sense Motive +5, Spot +9; Alertness, Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Power Attack.

Grab (Ex): When a faranth makes a successful melee attack with its tentacles, make a grappling check. If the faranth successfully grapples its opponent, it may choose to deal 1d4+3 points of subdual damage or dash the poor victim against the ground for 2d6+3 points of damage.

*See Appendix 2: New Rules for additional information.

APL 6 (EL 7)

➤ **Faranth, Advanced (2)*:** CR 5; Large aberration; HD 10d8+20; hp 60; Init +4; Spd 20 ft., climb 20 ft., swim 10 ft.; AC 14 (touch 11, flat-footed 14); Atk +9 melee (grab, tentacles) and +7 melee (1d6+3, 2 claws); Face/Reach 5 ft. by 10 ft./5 ft.; SA Grab; AL LE; SV Fort +5, Ref +5, Will +11; Str 16, Dex 10, Con 15, Int 20, Wis 15, Cha 10.

Skills and Feats: Climb +10, Craft (any) +12, Hide +9, Knowledge (engineering) +12, Knowledge (any) +9, Listen +9, Move Silently +4, Search +8, Sense Motive +5, Spot +9; Alertness, Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Power Attack.

Grab (Ex): When a faranth makes a successful melee attack with its tentacles, make a grappling check. If the faranth successfully grapples its opponent, it may choose to deal 1d4+3 points of subdual damage or dash the poor victim against the ground for 2d6+3 points of damage.

*See Appendix 2: New Rules for additional information.

APL 8 (EL 9)

➤ **Faranth, Advanced (2)*:** CR 7; Huge aberration; HD 14d8+56; hp 112; Init +4; Spd 20 ft., climb 20 ft., swim 10 ft.; AC 15 (touch 7, flat-footed 15); Atk +15 melee (grab, tentacles) and +13 melee (1d8+7, 2 claws); Face/Reach 5 ft. by 10 ft./5 ft.; SA Grab; AL LE; SV Fort +10, Ref +5, Will +13; Str 24, Dex 8, Con 19, Int 20, Wis 15, Cha 10.

Skills and Feats: Climb +14, Craft (any) +12, Hide +5, Knowledge (engineering) +12, Knowledge (any) +9, Listen +9, Move Silently +4, Search +8, Sense Motive +5, Spot +13; Alertness, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Power Attack.

Grab (Ex): When a faranth makes a successful melee attack with its tentacles, make a grappling check. If the faranth successfully grapples its opponent, it may choose to deal 1d6+7 points of subdual damage or dash the poor victim against the ground for 2d8+7 points of damage.

*See Appendix 2: New Rules for additional information.

APPENDIX 2: NEW RULES

SACRED FIST AS PRESENTED IN *DEFENDERS OF THE FAITH*

Sacred fists are independent organizations found within many temples. Their ascetic members have turned their divine magic inward, bringing their bodies and wills into harmony.

Sacred fists have forsworn the use of weapons and heavy armor. They consider their bodies and minds gifts from their deity, and they believe that not developing those gifts to their fullest potential is a sin. Spellcasting does not dishonor them or their deity, provided the sacred fist casts spells with a range of touch. Sacred fists are strong in faith, will, and body. Clerics are excellent candidates for sacred fists orders. Paladins may also choose to join them, but are seldom comfortable surrendering the trappings of their calling. Fighters, rogues, bards, and even ex-monks may make good candidates, provided they have enough levels in a class that grants divine spells. Druids often find the class's combat skills useful, as do sorcerers and wizards who have some levels as a cleric or other source of divine spells.

NPC sacred fists are as varied as their faiths. In general, they travel the land individually, lending their skills to those who need protection or assistance. While a sacred fist from a temple of Pelor might humbly assist almost anyone who asked, one from Erythnul's faith might help only when it gains him something. Sacred fists from the temple of Kord tend to be genial brawlers, humble in victory and gracious in defeat. All sacred fists seek challenges that allow them to further develop their fighting skills.

Hit Die: d8.

Requirements

To qualify to become a sacred fist, a character must fulfill all the following criteria.

Base Attack Bonus: +4.

Feats: Alertness, Combat Reflexes, Improved Unarmed Strike.

Spells: Ability to cast divine spells.

Class Skills

The sacred fist class skills (and the key ability for each skill) are Balance (Dex), Concentration (Con), Escape Artist (Dex), Heal (Wis), Jump (Str), Profession (Wis), and Tumble (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	1 st	Spells 2 nd	Per 3 rd	Day 4 th
1 st	+1	+2	+2	+0	Flurry attack, free domain, puissant fists	0	—	—	—
2 nd	+2	+3	+3	+0	Evasion, Combat Casting	1	—	—	—
3 rd	+3	+3	+3	+1	Uncanny Dodge (Dex bonus to AC)	1	0	—	—
4 th	+4	+4	+4	+1		1	1	—	—
5 th	+5	+4	+4	+1	Uncanny Dodge (can't be flanked)	1	1	0	—
6 th	+6	+5	+5	+2	Blindsight	1	1	1	—
7 th	+7	+5	+5	+2	<i>Sacred flame</i>	2	1	1	0
8 th	+8	+6	+6	+2	No shadow blows	2	1	1	1
9 th	+9	+6	+6	+3		2	2	1	1
10 th	+10	+7	+7	+3	Inner armor	2	2	2	1

Class Features

All the following are class features of the sacred fist prestige class.

Weapon and Armor Proficiency: Sacred fists surrender the use of weapons and shields. They may use only light armor without breaking their religious discipline.

Code of Conduct: A member of a sacred fist order refuses to use any weapon. A sacred fist who knowingly carries or uses a weapon loses all class spells and features and advances no farther as a sacred fist until he atones for his action (see the *atonement* spell description, page 176 of the *Player's Handbook*).

Spells per Day: A sacred fist has the ability to cast a small number of divine spells. To cast a spell, the sacred fist must have a Wisdom score of at least 10 + the spell's level, so a sacred fist with a Wisdom of 10 or lower cannot cast spells. Sacred fist bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level +

Wisdom modifier. When the sacred fist gets "—" spells for a given level, the character cannot cast any spells of that level. When the sacred fist gets 0 spells of a given level, such as 0 1st-level spells at 1st level, the sacred fist gets only bonus spells. A sacred fist without a bonus spell for that level cannot yet cast a spell of that level. The sacred fist's spell list appears below; he has access to any spell on the list and can freely choose which to prepare. A sacred fist prepares and casts spells just as a cleric does (though he cannot lose a spell to cast a *cure* spell in its place).

Free Domain: Upon adopting the sacred fist class, the character chooses one domain from his deity's list.

Unarmed Fighting (Ex): A sacred fist is highly trained in fighting unarmed, giving him considerable advantages when doing so. A sacred fist's attacks may be with either fist interchangeably or even with elbows, knees, and feet. There is no such thing as an off-hand attack for a sacred fist striking unarmed. He may choose to deal either subdual or normal damage with his attack. He deals more damage than normal, as summarized on the table below.

Size of Sacred Fist

Level	Small	Medium-size or larger
1 st	1d4	1d6
5 th	1d6	1d8
8 th	1d8	1d10
10 th	1d10	1d12

Flurry Attack (Ex): The sacred fist may strike with a flurry of blows at the expense of accuracy. When doing so, he may make one extra attack in a round at his highest base attack, but this attack and each other attack made that round suffer a –2 penalty apiece. This penalty applies for 1 round, so it affects attacks of opportunity the sacred fist might make before his next action. The sacred fist must use the full attack action (see page 124 of the *Player's Handbook*) to strike with a flurry of blows.

Puissant Fists (Su): A sacred fist ignores some damage resistance. At 1st level, treat his strikes as +1 weapons for the purposes of damage resistance. Starting at 3rd level, treat his strikes as +2 weapons for that purpose. Starting at 6th level, treat them as +3 weapons, and at 9th level, treat them as +4 weapons. This ability does not change the sacred fist's chance to hit or the damage dealt.

Evasion (Ex): A sacred fist can dodge and avoid even magical and unusual attacks with great agility. If a sacred fist makes a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save (such as a red dragon's fiery breath or a *fireball* spell), the sacred fist instead suffers no damage. Evasion can only be used if the sacred fist is wearing light armor or no armor.

Combat Casting (Ex): At 2nd level, a sacred fist gains this feat as a bonus feat.

Uncanny Dodge (Ex): Starting at 3rd level, a sacred fist gains the ability to react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses his Dexterity bonus to AC if immobilized.)

At 5th level, the sacred fist can no longer be flanked, since he can react to opponents on opposite sides of his as easily as he can react to a single attacker. This defense denies other characters the ability to use flank attacks to sneak attack him. The exception to this defense is that another character at least four levels higher than the character can flank him (and thus sneak attack him, if a rogue). Uncanny dodge can only be used if the sacred fist is wearing light armor or no armor.

Blindsight (Ex): This ability, gained at 6th level, grants sensitivity to vibrations, scent, and acute hearing so that the sacred fist maneuvers and fights as well as a sighted creature. His senses extend in a 30-foot radius. Invisibility and darkness are irrelevant, though he still can't discern ethereal beings. Sacred fists do not need to make Spot or Listen checks to notice creatures within range.

Sacred Flame (Sp): At 7th level, a sacred fist may use a standard action to invoke sacred flames around his hands and feet. Instead of normal damage, a successful attack with these sacred flames deals damage as follows: 1d6 + Wisdom modifier if positive + sacred fist class level. The attack has a maximum possible damage of 1d6+15 points. At least half the damage is fire damage, and the rest is sacred energy (and thus not subject to effects that reduce fire damage).

A *sacred flame* attack may be combined with a flurry attack.

No Shadow Blows (Ex): Starting at 8th level, a sacred fist may add a positive Wisdom modifier to both attack and damage rolls. Also, for purposes of countering damage reduction, his unarmed blows are considered magic weapons with an enhancement bonus equal to his Wisdom bonus, and this bonus is cumulative with that of puissant fists. The sacred fist's mind, body, and will are forged into one instrument.

Inner Armor (Ex): At 10th level, a sacred fist's inner tranquility protects him from external threats. He may invoke a +4 concentration bonus to AC, a +4 resistance bonus on all saves, and spell resistance equal to his class level for a number of rounds equal to his Wisdom modifier. If his Wisdom modifier is +0 or negative, he cannot use this ability. He may use inner armor a number of times per day equal to his class level.

Sacred Fist Spell List

0 Level: *cure minor wounds**, *guidance*, *inflict minor wounds**, *light*, *read magic*, *resistance*, *virtue*.

1st Level: Bless water*, burial blessing†, comprehend language, cure light wounds*, curse water*, divine favor, endure elements, entropic shield, inflict light wounds*, invisibility to undead, magic stone**, magic weapon**, protection from chaos/evil/good/law*, sanctuary, shield of faith.

2nd Level: aid, augury, brambles**†, bull's strength, cure moderate wounds*, death knell, delay poison, endurance, gentle repose, inflict moderate wounds*, lesser restoration, resist elements, speak with animals, undetectable alignment.

3rd Level: bestow curse*, chain of eyes†, contagion*, continual flame, cure serious wounds*, curse of the brute†, daylight, deeper darkness, flame of faith†, glyph of warding, inflict serious wounds*, invisibility purge, magic circle against chaos/evil/good/law*, magic vestment, meld into stone, negative energy protection, obscure object, protection from elements, remove curse*, remove disease*, speak with plants, spikes**†, stone shape, water breathing, water walk.

4th Level: air walk, beast claws†, cure critical wounds*, death ward, divination, divine power, freedom of movement, imbue with spell ability, inflict critical wounds*, neutralize poison*, poison*, restoration, status, tongues, unfailing endurance†.

5th Level: atonement, blight†, commune, dispel chaos/evil/good/law*, divine agility†, ethereal jaunt, hallow*, mark of justice, plane shift, raise dead*, righteous might, slay living*, spell resistance, true seeing, unhallow*.

*DM decides which of these spells are appropriate for PC's organization.

**While these spells technically can be cast, a careless sacred fist might break his discipline, depending on his subsequent actions.

FARANTH AS PRESENTED IN “DEEP FREEZE” BY CAMERON WIDEN IN *DUNGEON #83*

Large Aberration

Hit Dice:	4d8+8 (25 hp)
Initiative:	+4 (Improved Initiative)
Speed:	20 ft., climb 20 ft., swim 10 ft.
AC:	14 (-1 size, +5 natural)
Attacks:	Tentacles +5 melee, 2 Claws +3 melee
Damage:	Claw 1d6+3
Face/Reach:	5 ft. by 10 ft./5ft.
Special Attacks:	Grab
Saves:	Fort +3, Ref +1, Will +8
Abilities:	Str 16, Dex 10, Con 15, Int 20, Wis 15, Cha 10
Skills:	Climb +6, Craft (any) +12, Hide +5, Knowledge (engineering) +12, Knowledge (any) +9, Listen +9, Move Silently +4, Search +8, Sense Motive +5, Spot +9.
Feats:	Alertness, Improved Initiative, Iron Will, Multiattack, Power Attack.

Climate/Terrain: Any

Organization: Solitary, pair, or company (5-8)

Challenge Rating: 2

Treasure: None

Alignment: Usually lawful evil

Advancement Range: 5-10 HD (Large); 11-18 (Huge)

The faranth are a race of grotesque creatures that once held dominion over most of the world but now resides in suspended animation beneath the ice of the Raker Mountains.

A faranth has slimy black skin and resembles a giant, lumpy toad. It gives the impression of being soft and gelatinous, like a soft leather bag full of entrails. In place of a head, the faranth has a ring of black, 6-foot-long tentacles lined with scarlet suckers. A faranth senses its surroundings by means of some unfathomable extra-sensory perception.

Faranth communicate by playing notes on curiously wrought pan flutes and silent gestures with their tentacles.

Combat

Because of their heightened intelligence, faranth can read the flow of a battle and anticipate an opponent's actions. This equates to having the Improved Initiative feat.

Grab (Ex): When a faranth makes a successful melee attack with its tentacles, make a grappling check. If the faranth successfully grapples its opponent, it may choose to deal 1d4+3 points of subdual damage or dash the poor victim against the ground for 2d6+3 points of damage.

HANDOUT 1

My dearest Millie,

My love for you grows stronger in your absence. I long for the day when we are to be married.

However, we have made the most amazing discovery here. While some are disappointed that we have not found one of Xianshe's hoards, what we have found is far more incredible. Even now, my hands are shaking with excitement.

We are going to attempt to stay through the winter. I am sure you will think I'm mad, but for some strange reason, the weather is warmer here than it should be. Even now, as I watch the snows fall on nearby peaks, it is quite comfortable here. I am going to seal this note in a bottle and cast it into the trickle of a stream that runs back to Rakervale. Hopefully it will reach you soon.

There is apparently plenty of game here. Croph, old Grizzer's son, has bagged a wild pig, and says that there are many more. They taste delicious, even better than Willigent's famous pork platter (but don't tell him I said that). I have declined offers to go hunt for them, as I am afraid that I will be unable to eat them if I see that they are cute little boars. Even now, I can smell dinner being prepared, and my mouth is watering.

I must get back to my translations, so I trust that this finds you well. Please say some prayers for me, as the Rakers can be a dangerous place. One of the porters has refused to stay, and he left camp a few days ago. I wish now that I had the sense to give a note to him, but he did not seem like the most dependable sort.

With all my love,

Uric

HANDOUT 2

My beloved Millie,

Oh how I miss you. I dream about you every night and cannot wait until we are reunited.

I now regret deciding to spend the winter here. I promise that I will never again spend this much time away from you. If I ever go wandering or go sing at all of the Pious Pilgrims, I am taking you with me.

I am constantly frustrated with my translations of these strange writings. It is as if I am missing an entire dimension of concepts here. Even magic has been of little aid. It is almost as if these are writings that were never meant for men to read.

As the winter falls all around us, I have observed that the plant life here remains healthy and green. It is warmer here than it should be, but you will not hear me complain of it. The abundant plant life provides sustenance for these silent pigs that we have been eating. I call them silent pigs, because I have never heard them. They seem to give our camp a wide berth, but occasionally I'll find some soil that has been rooted through, so I'm sure they're out there. Some of the men tease me for refusing to accompany them on their hunts, but I'm a bard, not a ranger.

Ironically, just as Croph and some others are stalking the pigs, something seems to be stalking us. It may just be my overactive imagination. I certainly hope it is. Several of the porters have disappeared. It may be that they have given up on spending the winter here and have returned to Rakervale. However, three are gone now, and one of them left all of his belongings here. The man may have been foolish enough to try to the descent to Rakervale, but I doubt he was foolish enough to leave his winter blanket here. Still, they are probably safe and warm in Rakervale right now, and I'll seem like the fool for worrying.

From the bottom of my heart,

Uric

HANDOUT 3

My dearest Millie,

I am so sorry my dear. I am sorry for postponing our marriage. I am sorry for putting you through this unnecessary separation and I am sorry for putting you through what is to come. I wanted to come back rich and famous, so that you could marry me and be happy, but now I am afraid that I will never come back at all.

There are less than half of us left now. Something is definitely hunting us. People have gone missing in the middle of night and the hunting parties have been especially vulnerable. I think even Croph is scared. I've been doing the math, and at the rate we are being picked off, I don't think there will be any of left when spring comes.

I'm not writing this to scare you, and I know that the stream will probably freeze before this reaches you, but I want you and the rest of the world to know what happened.

I have been tempted to flee the camp, but it is so cold beyond this area that I know I would never make it down without freezing to death. As long as I'm alive, I have hope.

I love you with all my soul,

Uric

HANDOUT 4

My dearest Millie,

I have been such a fool. All the signs were there for me to see, but I was so hungry for fame and fortune that I focused only on the translation and blindly ate the lies that Croph dished out.

I am horrified at what has happened, and at what is going to happen. I know now that I will not live to see the end of winter. Despite everything, I am still praying to Pholtus. There may yet be something I can do to save my soul. I will not succumb to the same fate as the others.

The irony is that I will probably achieve the notoriety I desired. Pity that infamy is not the same thing as fame.

I pray that I will never see you again.

Goodbye,

Uric