

DUL4-04

Here Be Monsters

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

Version 2

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A rich, reclusive scholar wishes to leave the hustle and bustle of city life and retire to an isolated estate by the sea. His agent has asked you to investigate the ruins near the coastal village of Earby. But there are strange monsters terrorizing the poor villagers and all is not as it seems.
A One Round Regional adventure for APL's 2-8.

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.

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Introduction

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

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 Website, 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*.

Preparation

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

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

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

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

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

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

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

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

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. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator along with any event tickets.

LIVING GREYHAWK Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

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

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

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

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. 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 two things that you can do to help even the score.

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs

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

to attack must succeed at a DC 10 Handle Animal or

Charisma check. Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round regional adventure, set in Dullstrand. Characters native to Dullstrand pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit.

Adventuring in The Dullstrand

In 593 and 594 CY, PCs adventuring in the The Dullstrand had an opportunity to receive an AR entry that could hinder them in The Dullstrand.

For the DM's convenience this is replicated below.

Blood Feud with the Gatts Clan: The PC is involved in a Blood Feud with the Gatts Clan. From now on, whenever the PC participates in an adventure set in, or passing through, The Dullstrand, there is a chance that the Gatts Clan will recognise the PC and demand revenge.

On entering The Dullstrand, the DM rolls a 1d20 secretly to determine whether or not the PC is recognised and pursued. This roll can be modified by the use of the Luck domain or a similar luck-based reroll power at the encounter should it happen. On a roll of a 1 the PC has been recognised and at some point during the scenario is faced with irate members of the Gatts clan baying the PC's blood. This point will be noted in the encounters.

If the PC makes a DC 10 Disguise check as soon as the PC enters The Dullstrand the PC will not be recognised at all.

The Gatts will demand a Blood payment from the PC of 5000 gp, indentured servitude or the PC's life. If the PC is unable or refuses to pay and refuses servitude then the PC will be killed, but may be raised and the Blood feud is considered over and may be crossed off the certificate.

Servitude to pay off the debt is one year (52 TUs) working for the Gatts Clan. These TUs must be paid in one go but may be taken off next year's TUs. You may pay off part of the servitude at a cost of a blood price of 100 gp per TU. Paying or taking servitude will also remove the Blood feud. The DM must sign and cross this off from the certificate.

If at anytime you gain a favour with the Gatts Clan, you may exchange it in return for the removal of the Blood Feud.

If this should occur during the module, the PC ends the adventure when it happens, gaining XP and treasure up to that point.

The **Blood Feud with the Induchine Clan** AR entry is treated in the same manner as the **Blood Feud with the Gatts Clan** AR entry, except that you replace the Gatts clan name with Induchine.

Wanted in Dullstrand City: You are wanted in Dullstrand City for killing a member of a watch/militia. If you enter Dullstrand City within the next 52 TUs after the crime you will be arrested, sentenced to death and executed (raising is possible). You must make a DC 10 Disguise check as soon as you enter Dullstrand City to avoid being recognised.

The sentence may be commuted to a fine of APL played at x 250 gps per person killed.

Adventure Background

In the fishing village of Earby, on the coastline south of Dullstrand City, six daring fishermen have found cursed treasure. A short distance away from the village, at the top of a sheer, crumbling cliff is the remains of an ancient castle. No one seems to know much about these ruins, and there is no recorded history concerning them. They are not safe, as the cliff face continues to erode and bits of the castle fall into the sea below. At the base of the cliff is a sea cave, only accessible during unusually low tides. The fishermen braved the cave during such a low tide and discovered a network of tunnels underneath the old ruins. They found gold coins, old weapons and armor. In a separate chamber the six men found a smashed chest, its locks and chains now useless. They split up the loot they found within—a sceptre, a circlet, two armbands, a ring and a necklace. The chest was inscribed with a warning, but none of the men could read. The fishermen secreted their newfound treasure back home to the village.

A peddler of potions visited Earby, and the six men spent a bit of their newfound wealth on the potions. The peddler was a huckster, and left town soon after.

Then, at night, monsters began terrorizing the village of Earby. Livestock and small animals had been slain, and no telling when a person might be next. While in actuality, it is the curse of treasure and the six fishermen are being turned into death dogs at night, the villagers have no idea what is going on, and neither do the cursed men. They wake up in the morning not remembering the events of the previous evening. Some villagers point to the travelling peddler as the cause.

Troval the Transmuter has been delving into the secrets of life, experimenting with and changing various life forms. Unfortunately, last year one of his experiments,

a blinkdog-displacer beast hybrid, escaped and wrecked havoc on a local village. The villagers and some local adventurers killed the beast, traced its origins back to Troval, and stormed his tower. Troval escaped with his life, some loyal henchmen, and a considerable fortune. He left the area looking for a new place to settle and continue his “important” work.

One of Troval’s agents, Augustille of Dullstrand, is seeking a party of adventurers to scout out the ruins near Earby to determine if it would be a suitable location to rebuild the ancient castle. Perhaps there, Troval could, in a new land free from the prying eyes of the “unenlightened”, continue his experiments.

Augustille is unaware of the recent turn of events in Earby, and is only sending the PCs on a scouting job.

The Kaamrev Clan: The Kaamrev are one of the most influential clans in The Dullstrand despite their small number, this is because they are one of the three clans who control Dullstrand City (the other two being the Grevstov and Retnev clans). They are a pure Sueloise clan, though they have been known to accept half-Sueloise humans into the clan to avoid inbreeding, though only pure Suel can accede to clan leader positions.

At the moment the clan is in slight turmoil as the Kaamrev (Erdan Kaamrev) was murdered in 591 CY and has not been replaced. For the moment, a council of five clan elders runs the clan and most clan members are satisfied with the status quo. The only problem is that the other two Masters of Dullstrand (Kjirg Grefstov and Chirney Retnev) refuse to allow the council to represent the clan, insisting on a single man. The five clan elders are reluctant to relinquish their power and so the Kaamrev has yet to be replaced.

The Kaamrev own the fishing rights to one of the most bountiful fishing areas off the coast of the Dullstrand and most of their wealth comes from the negotiation of those rights, though many members of the clan are master merchants in their own right.

The Kaamrev colours are green and white with their emblem being crossed fishes.

Adventure Summary

Introduction: The adventure begins with Augustille and the party meeting in the back room of The Pirate’s Rest in Dullstrand City. Augustille explains that she is looking for an isolated locale for a rich reclusive scholar to settle. She would like them to investigate the village Earby and the castle ruins. She suggests that the PCs may want to talk to locals about the ruins before going there.

Encounter 1: The Trouble with Feuds: Where old actions come back to haunt the PCs.

Encounter 2: Night Beast: Upon arriving at the village of Earby, the PCs are met with frightened villagers, who will attempt to enlist their aid against nighttime attacks from monstrous beasts. The village leader, Borka, will offer to pay the PCs for their assistance. That evening, a single death dog attacks the PCs. When the death dog is slain, it turns into the village leader.

Encounter 3: Investigation: The PCs investigate and question the villagers. A search of Borka's home will yield clues. Villagers will accuse the potion peddler, and lay blame at his door.

Encounter 4: Potion Peddler: Should the PCs attempt to overtake and interrogate the potion peddler, they may get a surprise. The potion peddler, Master Zaggart, is really a weretiger, who will defend himself if threatened or attacked. Master Zaggart does have some of the ancient pieces of gold that six fishermen found in the castle tunnels, since that's how they paid him for the phoney potions.

Encounter 5: More Nighttime Attacks: Each night spent at Earby will result in another attack from the pack of death dogs, now a pack of 5. Since one of their own has been killed, the death dogs will more actively hunt and kill human victims. The dogs are cunning, and will attack weaker targets before taking on armed humans, such as the PCs.

Encounter 6: Cliff Castle: The castle ruins and its underground tunnel are very structurally unstable. The remains of a tower have covered the surface entrance to the tunnels. The sea cave at the base of the cliff is pretty well covered in water, just barely visible. There is a third entrance in the cliff wall where erosion has uncovered one of the tunnels somewhat. If the PCs can find a way in, they can find more loot and the chest that held the cursed items.

Encounter 7 Break the Curse: The people of Earby will continue to suffer attacks from the death dogs unless the dogs/fishermen are all slain, the treasure is returned to the chest and no one else takes possession of the cursed treasure. Can the PCs break the curse of Earby?

Introduction

The adventure of Here Be Monsters begins in Dullstrand City.

Reminder of the rules governing weapons and armour in Dullstrand City: One-handed weapons, light armour and shields are permitted within the City boundaries. Bows must be unstrung and a trigger guard placed on crossbows. Peace bonds and seals can be placed on non-authorized weapons for transport purposes; pole arms will have a sack placed over the head. None authorized armour must be removed and carried. They will be informed that if the seals are broken or armour is worn it will be confiscated.

No wild or dangerous animals are allowed inside Dullstrand City, so animal companions might have to be left outside (basically all alternative animal companions as described in the *Player's Handbook* pg 36 and dire animals. A large viper will also be refused entry, unless hidden. Wolves can enter, as long as the guards mistake it for a dog, or they are persuaded to look the other way, i.e. a bribe of 15 gp.)

There had been a few advertisements about the city, signs reading that someone wanted to hire a scouting party and pay for services. The signs indicated that interested individuals could meet with the employer; someone named Augustille, tonight at The Pirate's Rest tavern. If the PCs assemble in the tavern and ask for Augustille, read the following:

The Pirate's Rest seems to be a more upmarket establishment than its name might suggest. A short, wiry human woman, approx. 30 years old with brown hair and a light complexion, dressed in green leggings, blouse and fashionably cut jerkin rises to meet you. As she stands, you see the rapier at her side. Her eyes flicker over each of you, lingering ever so briefly on your weapons.

"Good evening, I am Augustille. And you are...?"

🗡️ **Agustille**, female human (Suel/Oeridian), Exp4, AL N

All PCs will be given the opportunity to introduce themselves to her, and possibly to each other should they need.

Augustille smiles broadly and gestures to the table and chairs. When all are seated, she begins.

"Thank you for joining me tonight. I am an agent for a rich, reclusive scholar who wishes to leave the hustle and bustle of city life and retire to an isolated estate by the sea. My client has a romantic notion of rebuilding an ancient

ruin and using it as his abode. He has commissioned me for the task of finding a suitable set of ruins.

"There are a few possible locations, more than I can personally scout out. One is near the village of Earby, just south along coast. I don't know if this will meet my client's needs or not. I need to hire qualified help to scout out this location, map it out, assess its suitability and report back to me. My client is also concerned about his neighbors, so will be curious as to the character of the villagers. If the ruins near Earby show promise, others will be sent to investigate it further.

"What do you say? Are you willing to take the job?"

Give the party a chance to reply and ask questions. Answers to typical questions are presented below:

How much are you willing to pay?

Augustille will offer to pay each PC 25 gp per APL for completing the entire task listed above. She does not offer advancement. The party can increase the fee to by 10% with successful negotiations and a DC 28 Diplomacy roll. The DM should feel free to add circumstance bonuses for good role-playing.

Can you supply us with any supplies?

Augustille will respond:

"I assumed that I was hiring seasoned professional who would already have the equipment need to successful complete this sort of task."

Who is the man who wants to restore the ruins?

Augustille will respond:

"As I stated, it is a scholar from The Dullstrand and that is all the information that I may disclose."

If the party is unwilling to explore the ruins without knowing who their employer is, she will respond:

"I'm sorry to have wasted your time. Obviously you are not the people I need for this job. Good evening to you."

Augustille will then leave and the adventure will be over, unless the PCs do some very quick backtracking. .

What can you tell us of Earby & the ruins?

Augustille will respond:

"Earby is a fishing village of maybe 30 or so people. It's about 1/2 day's march to the south, nothing remarkable,

really. The castle ruins are just a little further down the coast, atop a very steep cliff. I really don't know much about the ruins. That's why I'm hiring you."

Once the characters have responded (presumably favourably) and asked any questions they might have, Augustille will continue:

"Good. Here are instructions on how to get to Earby."

Augustille hands you a paper with directions to Earby & the ruins.

She continues: "I have another location to visit while you go down south. I will return in two weeks time here, to the Pirate's Rest. Hopefully, that will give you plenty of time to investigate Earby and the ruins. Make sure you map things out, check out the ruins and come prepared to report on conditions in Earby."

It is possible that at this point, the PCs could skip over **Encounter 2** and go straight to the ruins in Encounter 6. Hopefully they remember that they are to investigate the village of Earby, and then go back to **Encounter 2**. In any cases, along the way to Encounter 2 or the ruins, they will encounter Encounter 1, which might not affect them at all.

Encounter 1: The Trouble with Feuds

The best route to Earby is to follow the coast to the south, and the map will give the PCs those directions. By horse, the PCs should be there by mid morning. By foot, it takes half a day.

If any PC has the 'Blood Feud with the Gatts' or the 'Blood Feud with the Induchine', then the encounter will take place about halfway between Dullstrand City and Earby. The party will be surrounded by an angry mob of around 50 Gatts/Induchine and the incriminated PCs will be offered their choice of death, blood payment or indentured servitude.

If the PCs have the Luck domain or a similar luck-based reroll power they may use it at this point to reroll the dice. On any other result than a 1 the PC has managed to persuade the Gatts/Induchine that they have mistaken them for another.

It should be made clear to the other PCs in the party that resistance is not a good idea. If they try to fight, they will be overwhelmed and knocked unconscious. This is not a combat encounter and the DM should not use it to seriously injure or kill any PC.

Note that if different (or one) PC(s) have different Blood Feuds (or both), then the party is very lucky as the two mobs will be too occupied fighting each other to notice

the group as they slip through. Did we mention that at the time of writing the Gatts and Induchines do not like each other?

Encounter 2: Night Beast

Earby (Thorp): Conventional; AL N (LN); 40 gp limit; Assets 60 gp; Population 30; Isolated (Human (Suel) 30).

Authority Figures: Borka (N (LN) male human Suel, Exp 1) Mayor

Earby is a small fishing village, with nothing much to distinguish it from any other fishing village. It lies about a ½ day's walk to the south of Dullstrand City within Kaamrev clan lands.

Not all the population is noted so feel free to improvise NPCs as you see fit to add colour. All the NPCs listed make up the families of the village. Those that are married have children of all ages. Some old folk, too old to go out at sea are also part of the population.

If the PCs entered the village directly from the shoreline read Description 1A. If the PCs are coming from the castle ruins to the village, go to Description 1B.

NB: Very few people in Earby speak anything apart from the local dialect of Ancient Sueloise, unless noted. If no-one in the group speaks the language, then the group can eventually, once the fishermen return, find one young man, Vels, who is happy to translate, for a price, of course. It will cost the PCs 10 gp, negotiable on a DC 25 Diplomacy check to 5 gp. He will stay in the village whenever the PCs leave Earby.

🔮 **Vels**, male human (Sueloise), Com1, AL N (LN). Unmarried.

Description 1A

The coastal breezes are the only thing to relieve the heat of the day. The going is perhaps slower than you would like. As you head south along the shoreline, eventually you enter a small bay, hardly a dimple on the coast. Set back from the water, on top the rising land is a village of a dozen or more houses clustered together. You can make out well-worn paths and trails zigzagging up from the water to the huts. Driftwood and old planks have augmented some of the small buildings, and each appears to be resting on a foundation of carved stones. The huts seems to be made mostly of adobe, with a flat roof, covered in thatch.

To the south of the village, the land rises higher and steeper from the shoreline, breaking off into sheer cliffs that seem to go on for miles. There is no beach after the village, only the climbing cliff face.

The beach in front of the village is inviting enough, with a healthy stretch of sand. A few boats remain on the shore, overturned with keels to the sun. Further back, nets are strung over rough tables, with barrels to the side. There appears to be a couple of old men working on netting, sitting in the shadow of a fisherman's hut. As you get closer, you can actually hear one of them singing, rather well. As they notice you, he stops and they stand up and stare at you.

Give the PCs a chance to ask questions of the two old human men, if they wish. The old men, named Esop and Gritton, are suspicious of any newcomers and speak gruffly. Neither of them speak common, only the dialect of Ancient Sueloise spoken in The Dullstrand. They will impart the following information, if asked:

- Yes, this village is Earby.
- The village leader is a fisherman named Borka.
- Most of the men, including Borka, are out fishing right now, but should be back well before sunset.
- Yes, there are castle ruins just to the south.
- The way to the ruins is to go inland just a bit, behind the village, and then follow the cliffs to the south. It is a half an hour away on foot.
- There has been recent trouble in the village—there are monsters roaming at night! The PCs **really** need to talk to Borka!

If asked about the castle ruins, they will impart the following information:

- The castle is really, really old. The ruins are not very stable, neither is the whole cliff there.
- The castle is not owned by anyone
- The villagers have used some of the stones from the castle ruins in their own homes
- Most of the good stuff from the castle ruins had been picked over, or has fallen into the sea
- There are rumours that there are tunnels underneath the castle, that likely hold treasure and gold.
- Fishermen have said that it looks like there might be a cave entrance at the base of the cliff near the castle ruins, but the sea undoubtedly floods it.

Description 1B

Heading north with the sea to your right, the line of cliffs continues, easing in elevation until the land gently slopes towards a small bay, hardly a dimple on the coast. You see a village of a dozen or more houses clustered together. Well-worn paths and trails zigzag between the huts and down to

the beach. You can just see a couple of boats on the sand. Driftwood and old planks have augmented some of the small buildings, and each appears to be resting on a foundation of carved stones. These stones look like they could have come from the castle ruins.

Outside the nearest small hut is an old woman, scouring the inside of small bucket with sand. She looks up as you approach and stands up.

Give the PCs a chance to ask questions of the old woman, named Marilah. See information at the end of Description 1A. Marilah speaks halting Common, but is much more comfortable if addressed in the local dialect of Ancient Sueloise.

Within an hour of the PCs arrival in the village, the fishermen will start coming back to shore. Their boats are about 10 feet long, with a single sail on a short mast. The boats hold a couple of men each, the nets and their catches. The women and older men will be waiting for them at the beach to help unload and process the day's catch.

Meeting with Borka: The arriving fishermen and villagers will notice the PCs with a mix of fear and awe. Remember, they have monster problems and the PCs could be the solution to their problems. Village leader Borka sees the PCs as the answer to his prayers, and yet does not want to create any more problems for his village. Of course, he doesn't know that *he* and 5 others are the source of the night monsters.

A tall human man, with black & grey hair pulled back at his neck, strides up purposefully to you. Lines have been etched on his weathered face; his hands are red and rough. The other fishermen assemble behind him.

"I be Borka," says the man, "who be you?"

The PCs have opportunity to introduce themselves and possibly ask some questions. If they are polite, they have a good chance of cooperation at the village. If not, the villagers will be less than helpful, despite their hopes that the PCs can rescue them from the night monsters. Borka speaks almost perfect Common, but with a heavy accent.

"So, you be big, brave warriors and such?" asks Borka, cocking his head to one side. "That be good, right good." He turns around to the men and women behind him.

The following snippets are all spoken in the local dialect, so only those who speak, or understand Ancient Sueloise can hear what is said.

"Looking like they might be what we're needing, yes?"

The villagers talk amongst themselves, a spark of hope taking hold.

"Yes could be..."

"Do you really think they could help?..."

"They look fearsome enough..."

After a bit of discussion in low tones, Borka turns back to you, resolute, and speaks to you in his accented Common.

"You be most welcome in Earby, most welcome, truly. We be a needing you, brave warriors, for a terrible fate has befallen us. There be monsters here at night. We be in fear for our very lives. Mayhap you can help?"

Again, Borka and the villagers very much need the assistance of the PCs, but need is warring with their suspicious, cautious natures. If the PCs offend in any way, the villagers will eventually depart and return to today's catch.

If asked, Borka and the villagers (through Borka, if no one speaks Ancient Sueloise) will give the following information:

- The monsters will be described as black wolves with glowing red eyes and multiple heads—the number of heads will vary with each account. Borka himself has never seen them, but has seen the destruction caused.
- No one seems to have an exact count of how many monsters there are—maybe just a couple, maybe a dozen.
- The monsters have been seen the last three nights, when the moon has risen, and seem to depart a couple of hours before dawn.
- It is not currently a full moon. Last full moon was over 5 days ago.
- There was a terrible storm about 4 days ago, with an unnaturally low tide prior to the storm. No one went fishing during the low tide or during the subsequent storm.
- The night monsters have killed a donkey, some chickens, but have not yet attacked a villager. So far, they have been safe in their huts.
- Some village men have tried to track the beast, but the tracks become confused. (If the PCs try to track, they find that the comings and goings of the villagers have obliterated the tracks)
- The only recent visitor was some man calling himself Master Zaggart, selling potions, but he left when the attacks started, supposedly because he was afraid.
- The villagers have no money to offer, but will offer lodgings and food.

Should the PCs press for payment have someone make a DC 25 Diplomacy Check, and Borka will pull the PCs aside privately, and offer each of them 5 gold. The PCs should realize that this is very unusual, that fishermen do not have gold and the village is far from wealthy.

Borka and a few men in the village purchased potions from Master Zaggart, which were a bit expensive for mere fishermen. Master Zaggart had left suddenly after the first appearance of the nighttime monsters. He could not have travelled too very far, since he was in a covered tinker's wagon, pulled by a yoke of oxen.

Allow the PCs time to settle in, share some fish soup with some wary, but curious villagers. If they want to set watches, they should so indicate before retiring for the night.

The PCs are shown to a small 20x20ft hut where they can sleep.

Night Attack: Well into the second watch, or past midnight, a single Death Dog will attack the PCs. First it will circle the PCs' camp or building. Whichever PCs are awake prior to the attack can perform a DC 20 Listen check if outdoors (DC 25 if indoors) to be alerted. If the PCs are not alerted and someone is outdoors, then the Death Dog will get a surprise round. If the PCs are not alerted but are all indoors, the Death Dog will howl outside the door to draw the PCs outside.

APL 2 (EL 3)

🐾 **Advanced Death Dog:** hp 23; see Appendix 1: APL 2

APL 4 (EL 5)

🐾 **Large Death Dog:** hp 57; see Appendix 2: APL 4

APL 6 (EL 5)

🐾 **Large Death Dog:** hp 57; see Appendix 3: APL 6.

APL 8 (EL 7)

🐾 **Fiendish Large Death Dog:** hp 85. See Appendix 4: APL 8.

Tactics: The Death Dog will attack the PCs, ignoring other villagers at first. Should the PCs not manage to kill the Death Dog within about 8 rounds; some brave & burly villagers will pitch in with pikes and assist in slaying the Death Dog. If the Death Dog does manage to bite anyone, villager or PC, then they are possibly infected by a yellowing disease (see the Death Dog's disease information in the Appendix.).

🐾 **Disease:** Injury; DC 13 Fortitude; 1 day; 1d4 points of Strength damage and 1d3 points of Constitution damage

Development: When the death dog is finally slain, it will morph into the dead body of Borka, the village leader.

NB: The death dogs will only morph back into their human shape once they are at -10 hit points or below. If the PCs do non-lethal damage and knock the death dogs unconscious, they regain HD points back per hour. They will only revert back to their human form just before dawn.

If the PCs successfully slay the single Death Dog, read the following:

The slain two-headed creature lies still after the last fatal blow. As you cautiously watch, the body shimmers briefly, and its shaggy dark coat is replaced by smooth skin. Instead of two heads, there is one, with a human face and long black & grey hair. It is the village leader Borka at your feet, covered in the mortal wounds inflicted by you and your comrades.

The stillness that follows is broken by the sound of double throated howls in the distance. It's hard to tell how many creatures might be howling.

Completely unnerved, several villagers, armed with clubs and torches venture from their homes. The light they bring further illuminates the awful scene at your feet.

One fisherman gasps in broken common, "What have you done?"

Encounter 3: Investigation

With the raging battle done, more villagers will venture forth. There may be some initial anger and accusations against the PCs. If villagers became involved in the battle against the death dog/Borka, there will be quicker explanations. If not, the PCs will have some explaining to do using a DC 15 Diplomacy check. Note that the PCs have just killed their translator, unless they employ Vels.

A DC 10 Survival check will allow the PCs to follow the Death Dog tracks back to Borka's small house. Convincing the villagers to lead the way will take a DC 15 Diplomacy check.

Borka's House: This is small structure like most of the buildings in the village, only 20 x 20 ft. There is a sleeping cot, a small table and stool, a locked battered chest, a fireplace with a cooking pot, and some foot & cooking items. However, it is currently is disarray. As the PCs walk up to it, they will quickly see that the door has been broken and splintered. Pieces of the door lay on the outside, not

inside of the small house. Inside, bedding has been torn apart, and the furniture tossed aside. A DC 25 Spot check will reveal that the bedding, although now torn, shows signs of recent mending.

The chest under the cot is locked with a padlock. This can be opened with a DC 15 Open Lock check. The chest is sturdy, made with hard wood, but is not trapped. Inside the chest: various articles of clothing, some small wooden carvings (these represent pieces for a local board game e.g. a form of local draughts), a carved flute, a bag of 30 gold coins of ancient mintage, a pair steel gauntlets, a silver dagger with a bloodstone in the hilt and an antique gold circlet. The circlet is cursed, so will radiate transmutation magic if a *detect magic* spell is used. Rolled up in the flute (if the PCs make a DC 20 Spot check to detect it) is a small piece of parchment with charcoal markings. See Player Handout 2.

DM Note. Player Handout 2 hints that the list of treasure items has been divided up 6 ways. Obviously, Borka was one of the 6. So, who are the 5 others with cursed treasure and other goodies? Borka has several friends in the village; the following men are known to be his close companions:

- Gritton the Younger, son of the old man encountered if the PCs entered the village from the north. Gritton the Younger is a short, burly man, more hair on his chin and chest than on his head. Gritton the Younger shares a cottage with his elderly father. This friend has possession of 30 gp, a cursed ring, a longsword and winged helm.
- Iaap, older brother to Ransel. The brothers live together in a small cottage. Ian is lanky and tall, with blond hair. He'd be good looking too, had he not taken a hook in the face. A ragged scar runs from his right cheekbone to his chin. Iaap has possession of 30 gp, a cursed armband, a belt and a cutlass.
- Ransel, younger brother to Iaap, is also lanky but not as tall as his older brother. His hair is also blond, and his looks a bit plainer. Of the two, Ransel is lazier but always in good humor. Ransel has possession of 30 gp, a cursed armband, a heavy belt and helmet.
- Trask, a smaller man, dark completed with curly black hair, harking back to Flan ancestry. Wiry and quick with his hands, Trask is unhappily wed to a very demanding wife and is always looking for excuses to be anywhere she is not. Trask shares his larger cottage with his wife Gerta and 4-5 small children. (It's hard to count when they run around so much.) Trask has possession of 30 gp, a cursed

necklace, dagger with a moonstone in the hilt, and a decorative scabbard.

- Morry, son of Marilah, the old woman the PCs met if they came to the village from the south. Morry lives with his mother and widowed sister Beshta and her infant son. Morry is an eager young man, ever ready to prove himself with the other men of the village. Morry is medium build, brown hair, and brown eyes and sings whenever he can. Morry has possession of 30 gp, a cursed sceptre, a heavy great sword and a buckler.
- Antwen, middle-aged man with a wife and 2 daughters. Good friends with Borka, but not involved in the recent adventure under the castle ruins. Antwen is strong and muscular, with thinning brown hair and bright blue eyes.
- Apart from Morry, none of them speak common.

Note that all of the curse items radiate the same transmutational magic as the circlet in Borka's house if scribed with *detect magic*.

Should the PCs attempt to question any of these men it should be remembered that the PCs just killed Borka. Everyone is nervous and suspicious—if Borka could be a monster, than what about others in the village? And even though the PCs did kill a monster, they also killed the village leader, so there are lots of conflicted emotions. It will take a DC 25 Diplomacy check, to get much cooperation from the villagers. A successful roll will yield the names of the 6 friends detailed above. The 5 friends with cursed treasure (Gritton, Iaap, Ransel, Trask & Morry) will not reveal that they have any treasure. They are also unaware that they are turning into Death Dogs at night, only that they are waking up feeling tired and confused, awakening far from their beds. With the death of Borka & the revelation that Borka was a monster, some of the friends who were part of adventure will begin wondering and worrying. They will not reveal any information to the PCs.

Two individuals will be more forthcoming with information, if asked by the PCs. Antwan, more mature friend of Borka and Gerta, the shrewish wife of Trask. Antwan, who was not part of the adventure or even aware of what Borka and the 5 others had done, will discuss the following:

- Borka had complained to him about not sleeping well, and seemed out of sorts.
- The day before the storm, Borka and the 5 others took a boat, saying they were going seal hunting. But they never brought back any seals.

- Borka was really worried about the monsters and had asked Antwan's advice about what to do.
- There was absolutely no indication that Borka was one of the monsters—Borka was a good man!

Gerta, looking for a sympathetic ear, will complain about the following (and more if they'll let her):

- Trask ran off with friends about 5 days ago. He said he was seal hunting, but why didn't he bring back any meat? What was he thinking?
- Trask has been missing in the mornings, the last few days. He says he's been taking morning walks, but she's suspicious. Maybe he's been paying attention to Marilah's daughter, Beshta.

Encounter 4: Potion Peddler

If the PCs decide to follow after Master Zaggart, mentioned in Encounter 1, the villagers can easily point to the wagon path he took. The route the PCs took to the village is a simple wagon road, which does extend southwest away from the village, heading inland from the coastal village. Since Master Zaggart is driving a heavy wagon and would of course take the road. Master Zaggart and his wagon do not move quickly, so it is entirely possible that a group on horseback might catch up to him. He does have a three-day's lead. Actually, Master Zaggart spent only a day on the road and then set up camp, so he is not on the move. It would take the party half a day on horseback to make it to his camp, one day on foot.

Master Zaggart is a weretiger. With the first attack of the nighttime monsters, Master Zaggart decided to take his leave of Earby quickly; least any suspicion is cast upon him. Admittedly, Master Zaggart is also something of huckster, selling herbal preparations as magical potions. While selling the magical properties of his potions, they merely contain an herbal stimulant much like caffeine that makes the imbiber feel energetic and peppy for a while. Master Zaggart is an alchemist, and can brew many non-magical potions and remedies. The potions contain nothing really harmful, and certainly nothing magical.

As the PCs approach Master Zaggart's camp, read the following:

Under the meagre shade of some scruffy trees is a brightly painted wooden wagon. The sides and covered top are painted in red and blue. On the side of the wagon is painted in curving script "Master Zaggart's Wonder Potions" in Common. Nearby, an ox is grazing, paying absolutely no attention to you. At the back of the wagon is a small door, left open. As you approach closer, a tall man comes out of the wagon door, practically bent in half to

make it out. Stepping down from the wagon, he brushes off his leather vest and smiles broadly at you.

"Friends, friends, have you heard of Master Zaggart's wondrous potions?"

The tall man gestures with a twirl of his hand to the sign on the side of his wagon.

"Do you have aches and ills? Pain or gout? Persistent cough or excessive sweat? Why, Master. Zaggart's Wonder Potions can bring health and lustre to any man. And the cost is minor, for what price can you place on good health and long life?"

Allow the PCs to interrogate Master Zaggart. Master Zaggart's main motivation is not to be discovered as a weretiger and to sell his potions unmolested. He is cautious about telling the PCs too much, least he be unfairly implicated in the attacks at the village. Should the PCs be interested in his potions, he will become very engaging and charming, hoping to make a sale off of wealthy adventurers. He will happily sell his Wonder Potions at 40 gp each. With a DC 15 Diplomacy and depending on roleplaying by the PCs, he could drop his price to 30 gp each.

Master Zaggart's Wonder Potions: These herbal remedies allow an additional Fortitude Save versus non-magical diseases (including the yellowing disease of the death dog bites) at +4, but must be taken after the PC *might* have contracted the disease. (i.e. the PC does not know the result of the original Fortitude Save) If taken before contracting a disease, it has no effect.

If the PCs attack Master Zaggart, they do not get access to his potions.

APL 2 (EL 6)

Master Zaggart, weretiger Exp2 (1): hp 67. See Appendix 1: APL 2.

APL 4 (EL 6)

Master. Zaggart, weretiger Exp2 (1): hp 67. See Appendix 2: APL 4.

APL 6 (EL 10)

Master Zaggart, weretiger Ftr2/Exp4 (1): hp 91. See Appendix 3: APL 6.

APL 8 (EL 10)

Master Zaggart, weretiger Ftr2/Exp4 (1): hp 91. See Appendix 4: APL 8.

Tactics: If threatened or attacked without obvious provocation, Master Zaggart will defend himself and

attempt to flee, rather than facing the PCs. For this reason, the ELs for the encounter do not count toward the XP total.

Encounter 5: More Nighttime Attacks

For each consecutive evening that the PCs remain in Earby without solving the curse, there will be continued nighttime attacks. The attacks will always begin when the great moon, Luna, rises, at approx. an hour before midnight in the evening, and will end an hour before sunrise.

APL 2 (EL 5)

👁 **Lesser Death Dog (5):** hp 9. See Appendix 1: APL 2

APL 4 (EL 7)

👁 **Regular Death Dog (5):** hp 15. See Appendix 2: APL 4

APL 6 (EL 9)

👁 **Large Death Dog (5):** hp 57. See Appendix 3: APL 6.

APL 8 (EL 11)

👁 **Fiendish Large Death Dog (5):** hp 85. See Appendix 4: APL 8.

Tactics: The Death Dogs are cunning hunters and will not attempt tactics that have proven fatal in the past. They see the PCs as threats rather than prey, and will prefer to set upon any unprotected villager caught out in the open at night. See the appropriate Appendix for more information about Death Dog tactics.

Development: Should the PCs slay the death dogs; the dead monsters will turn into human form, the 5 friends of Borka: Gritton the Younger, Jaap, Ransel, Trask & Morry. A search of their homes (DC 15 Search check) will yield the remaining items detailed on Player Handout 2.

If the PCs realize what is going on and search out the 5 friends of Borka and confront them with the truth, that they entered the ruins, found and took the items and that it is they that are the monsters, then there is a good chance, on a DC 15 Diplomacy check, that the men will break down and admit the whole story. In which case they will lead the PCs to where they have hidden their part of the treasure. Once one of the friends has confessed, he will convince the others to also turn in what they took.

Remember that apart from Morry, none of them speak any Common.

PCs may choose to retain the items found, including the cursed items. The non-cursed items count towards the maximum treasure allowed per APL. For each full day that the PCs keep the cursed items, whoever is retaining the

item(s) will turn into a Death Dog at night and attack the party or the villagers.

DMs Note: For a PC to be considered as retaining the item, they have to state that they are carrying it.

Encounter 6: Cliff Castle

Finding the castle ruins on top of the cliff will not be a problem—just follow the coastline southward for ½ an hour. The erosion of the cliff face has broken away the front part of the castle and caused the two towers and battlements to collapse. The castle looks quite old.

There are 4 entrances to the caverns and tunnels under the castle ruins.

1. **Sea Cave:** The sea cave at the foot of the cliff connects to the lower caverns and tunnels. This is the entrance used by Borka and his fisherman friends when the tide was unusually low in combination with a storm. Now, however, it would require someone with water breathing abilities to access that entrance. The entrance to the sea cave is easily seen from sea level.
2. **Collapsed Stairwell:** One of the collapsed towers on top of the cliff covers a set of spiral stairs leading down to the top tunnels. The remains of the tower weigh a couple of tons, and the PCs would have no idea where to even start looking.
3. **Cliff Entrance:** One of the top tunnels expands forward to the cliff face. Back a couple of hundred years ago the cliff face was quite a bit further out into the sea. Now, with erosion, part of the top tunnel is exposed—a 2 ft wide hole in the cliff face 30 ft down from the top of the cliff. Anyone examining the cliff face could locate the hole with a DC 15 Spot check.
4. **Back Door:** The builders of the castle created an escape route out of the castle tunnels, back inland about 200 feet. This back door is covered by scrub bushes and is concealed. It may be the easiest way in, but is well locked and trapped. If the PCs were actively searching the area where the entrance is, it would take a DC 25 Search check just to locate the concealed door. To open the door, the PCs need to find the trap and disable it, see Fire Trap: T3.

Level 1 Tunnel: To enter the cliff face hole, it is relatively easy to rappel down the cliff face with a 50 ft rope, requiring a DC 10 Climb check. From the exterior, the 2 ft wide hole appears crumbling around the edges, as if the dirt could be dug away to enlarge the entrance. Anyone trying to slip through the hole will trigger a partial collapse of the

tunnel, with chunks and blocks from the ceiling falling down on the PCs. This is a natural hazard, but will act as a trap (see tunnel map for location T1.)

All APL's (EL 2)

➤ **Falling rocks:** CR 2; mechanical; touch trigger; no reset; Atk +12 (2d6, stones); multiple targets (all targets in adjacent 5ft squares on interior of tunnel); Search DC 20; Disable Device DC 20.

The interior of the tunnel is dimly lit due to the hole in the cliff wall. PCs can see 15 ft into the tunnel (30 ft with low-light). The tunnel shows some evidence of masonry work, but is seriously crumbling and deteriorating. A DC 15 Search check to notice just how bad the condition of the tunnel is—it is very unstable and unsafe. Dwarves have +2 racial bonuses on Search checks to notice unsafe stone surfaces and shaky stone ceilings. Other checks to notice the poor condition of the tunnel include: Knowledge (dungeoneering); Knowledge (architecture & engineering); Profession (miner), all at DC 15.

As the PCs follow this tunnel to the west, away from the cliff face, they will pass two rooms (see tunnel map, rooms A & B) and will see what remains of a circular stone stairwell choked with debris and rubble from the castle tower that collapsed into it.

In the hall next to the remains of the stairwell, the floor is particularly unstable. At APL 2, the floor is rough and broken up. At higher APL 4-8 the floor will break away into a pit. Again, this is a natural hazard, but will act as a pit trap (T2). If anyone steps on the tunnel floor immediately in front of the stairs (10ftx10ft square) the floor will collapse, leaving only a 2 foot ledge along the wall on the other side of the stairwell.

APL 4-8 (EL 2)

➤ **Pit trap:** CR 2; mechanical; location trigger; no reset; DC 20 Reflex save avoids; 40 ft deep (4d6 fall); Search DC 20; Disable Device DC 20.

Rooms in Level 1 Tunnel

Room A: A 15ftx25ft room. This room has the remains of a wooden door, fragmented and crumbling. Inside the room is rubble and debris—broken furniture, shattered barrels, nothing of value. In the far right corner of the room is a broken chest, the lid split and falling off. On closer examination, this large chest was once quite ornate, with carved handles and lid, with painting and lettering on the front panel. With a bit of light, the painting and script is better revealed. It shows a simplistic depiction of human hunters running and shooting arrows at a pack of large

dogs. But there is something odd about these dogs—they have two heads each. The script beneath is in stylized Suel:

“Those who take from the House of Meab shall be as dogs in the night.”

The chest is not locked and is empty (Meab is pronounced Mea-ve).

Room B: A 15ftX25ft room. The wooden door to this room lies on the floor of the tunnel. This looks like a small armoury, with brackets on the wall holding a number of pikes, halberds and falchions, another wall holds a mace, a flail and several cutlasses in framed cases. Many brackets are empty, and some pikes and weapons have been strewn about the floor. A tall cabinet holds several bows and a single heavy crossbow.

Treasure: With a thorough DC 10 Search, the PCs will find some of the weapons look much nicer than the broken and scattered weapons in the room.

APL 2-6: MW halberd, MW flail, and composite longbow (+2).

Loot: 186 gp.

APL 8: MW halberd, composite longbow (+2), and an *adamantine* flail.

Loot: 636 gp.

Room C: A 15ft x 25ft room. This room contains a number of casks and barrels. Most of the large barrels have broken apart and are now empty. They used to hold grain and dry foodstuffs. Mouse droppings are all over the room. The casks on the floor are broken and empty, but some of the casks on shelves against the far wall contain some sort of fluid. If opened, 5 of the small casks hold red vinegar, and 2 of them hold whiskey.

Treasure:

All APLs: Whiskey barrels. Loot 10 gp.

Room D: A 15ft x 25ft room. This room has only ½ the wood door remaining in the doorframe. This room has part of the ceiling collapse in the far left corner. 4 large chests remain uncovered by rubble. Two chests are still locked, and the other two are open and empty. To open each locked chest: DC 16 + APL Open Lock check.

Treasure

Chest 1:

APL 2: Magic: *potions of cure light wounds* (3). (2 x 4 gp).

APL 4: Magic: *potions of cure moderate wounds* (3). (3 x 25 gp).

APL 6-8: Magic: *potion of water breathing* (62 gp).

Chest 2:

APL 2: Magic: *potion of water breathing* (62 gp).

APL 4: Magic: *potion of water breathing* (62 gp); *potion of bull's strength* (25 gp)

APL 6-8: Magic: *murlynd's spoon* (450 gp)

140 feet from the entrance at the cliff face, Level 1 Tunnel apparently ends in a wall. There is actually a secret door here leading to a back exit from the tunnel. The door is cunningly hidden in the wall, the seams of the entrance appearing to be natural cracks between the stone blocks. This part of the tunnel, further back from the crumpling cliff face, has as yet suffered no erosion; a DC 23 + APL Search check is required to find it. The secret door is not locked.

Beyond the door is a small tunnel of earth, shored up by ancient timber posts and beams. A narrow, 5 ft wide by 6 ft tall tunnel inclines up towards the surface heading west, going 55 ft. long until it stops in another apparent dead end. On the floor at the end of the tunnel is a human skeleton, the bones blackened and covered in ash. Scorched bits of fabric and leather still cling to the form.

Above the skeleton in the ceiling of the tunnel is a 5 ft square slab of rock. There is a strange carving on the surface of the slab. It is pretty obvious that the entrance covered by the black stone slab is trapped (T3), thus reducing the EL by 1. The trap is triggered when the PCs touch the black slab or go through the opening covered by the black slab, unless anyone is a descendent of the House of Meab (highly unlikely). If the Fire Trap is successfully disabled, the black stone slab, which is about 4 inches thick & weighs about 60 lbs, can be swung up, hinged on one side. Outside the door is some brush and boulders, obscuring the entrance from the outside. The black stone slab will magically swing closed and reset once the PCs have finished exiting or entering through it.

All APL's (EL 2)

Burning Hands Trap: CR 3; magical device, touch/proximity trigger (unless of the House of Meab); auto reset; spell affect (burning hands, 5th-level wizard, 5d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26.

DM Note: At APLs 2 & 4 the PCs cannot find or access the lower levels, only the Level 1 Tunnel, no matter what. The PCs may realize that the lower level should exist, because the fishermen got in through the sea cave entrance.

Logically, there should be an entrance from the sea up to the Level 2 Tunnel but they cannot find it. If the PCs try the sea entrance, then have the passage blocked by a cave in.

Level 2 Tunnel (APLs 6-8 only): 20 feet east of the collapsed stairwell, on the north wall of the tunnel is a 10 wide secret & locked door. A DC 30 Search check is required to find it; a DC 25 Open Lock check to release it. The door appears to be just part of the stonework of the wall. The lock is non magical, mechanical lock.

Beyond the secret door, the PCs will find a 10 ft wide stairs going down 45 feet to the north and ending in a landing and a tunnel that turns to the west. There is no more natural light from the cliff opening on Level 1, so the PCs will need a light source if they didn't have one before. As the PCs enter at the head of the stairs, the sound of the surf becomes louder. This tunnel eventually links up to the underwater sea cave, which is the entrance Borka and his friends took into the tunnels. Level 2 Tunnel goes west about 25 feet and there is another tunnel, this one much rougher and more natural, heading to some meandering stairs that continue to go down north some 40 feet to sea level, when the stairs become covered in water. If the PCs can manoeuvre under water, the stairs continue another 30 feet, curving to the east and end in a natural cave, completely under water. The cave goes east about 95 feet, heading to the opening under the cliff wall into the open sea. There is nothing of interest or note in the sea cave or the stairs leading to the cave.

On Level 2, as the tunnel continues to the west, it ends in a cave room in another 25 feet. This is Room E.

Room E: This is a natural cave, approx. 35 ft X 20 ft. (See tunnel map.) There are some natural cave formations, some puddles and stalagmites and water dripping from the ceiling. As the PCs enter the room, they will step on the tiny bones of mice and vermin. The PCs will attract the attention of one of the gray oozes at APL 6, and two at APL 8. They are pretending to be a puddle(s) on the north side of the room.

APL 6 (EL 4)

☛ **Gray Ooze (1):** 31 hp. See *Monster Manual*, p 202.

APL 8 (EL 6)

☛ **Gray Ooze (2):** 31 hp. See *Monster Manual*, p 202.

Treasure: At APLs 6 & 8 the PCs will locate scattered in the bones on the floor misc. gems and jewels.

APL 6 & 8: Coin: 40 gp.

Encounter 7: Break the Curse

The obvious and direct way to break the curse of the Death Dogs is to return the 6 cursed items (circlet, sceptre, 2 armbands, ring & necklace) to the tunnels beneath the ruins.

While this is the simplest way to deal with the curse, the PCs should have the opportunity to come up with their own solution to breaking the curse. The DM must judge the PCs actions, whether they come up with the apparent solution or use their imaginations. Basically, any solution that involves getting rid of the artefacts, hiding them away, etc., would be acceptable. If anyone retains possession of the cursed items, they themselves will be cursed and turn into a regular Death Dog during the night.

Conclusion

The PCs should have plenty of time to meet their deadline back at Dullstrand City and the Pirate's Rest Inn. Augustille will be waiting for them, and will happily take their report, ask for maps and information about the villagers. Augustille will ask their opinions about the suitability of the site for her employer. Regardless of their answer, Augustille will thank the PCs for their work, and pay them accordingly. This concludes the adventure.

Treasure:

- APL 2: Coin: 50 gp
- APL 4: Coin: 100 gp
- APL 6: Coin: 150 gp
- APL 8: Coin: 200 gp

Campaign Consequences

1. Was the curse broken?
2. Did any PCs get the curse? (Name, region and RPGA number to be sent please).
3. Did any PC catch Lycanthropy? (Name, region and RPGA number to be sent please)
4. Was Master Zaggart attacked?
5. Did Master Zaggart survive?
6. Did any of the cursed survive? If so who, and in what state (cursed or freed)?
7. What did the characters report about the ruin itself?

Please send an email to averell@hors-la-loi.ch answering those questions whenever you play the adventure.

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 (objectives plus roleplaying) to each character.

Encounter 2: Night Beast

Slay or defeat the single Death Dog

APL2	90 XP
APL4	150 XP
APL6	150 XP
APL8	210 XP

Encounter 3: Investigation

Finding all the clues at Borka's house and finding his friends.

APL2	30 XP
APL4	45 XP
APL6	60 XP
APL8	75 XP

Encounter 4: Potion Peddler

Speaking with Master Zaggart, not fighting with him, and eliminating him as a suspect.

APL2	30 XP
APL4	45 XP
APL6	60 XP
APL8	75 XP

Encounter 5: More Nighttime Attacks

Slay or defeat the other 5 death dogs

APL2	150 XP
APL4	210 XP
APL6	270 XP
APL8	330 XP

Encounter 6: Castle Ruins

Survive or disable Trap 1 (rocks from ceiling):

APL2	60 XP
APL4	60 XP
APL6	60 XP
APL8	60 XP

Survive or disable Trap 2 (collapsing floor):

APL4	60 XP
APL6	60 XP
APL8	60 XP

Survive or disable Trap 3 (magical fire trap):

APL2	60 XP
APL4	60 XP

APL6	60 XP
APL8	60 XP

Defeat the ooze

APL6	120 XP
APL8	180 XP

Encounter 7: Break the Curse

Breaking the curse of the House of Meab.

APL2	30 XP
APL4	45 XP
APL6	60 XP
APL8	75 XP

Total Possible Experience:

APL2	450 XP
APL4	675 XP
APL6	900 XP
APL8	1,125 XP

Treasure Summary

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter 3: Investigation

APL 2: Loot: 13 gp; Coin: 5 gp
APL 4: Loot: 56 gp; Coin: 5 gp
APL 6: Loot: 10 gp; Coin: 5 gp
APL 8: Loot: 10 gp; Coin: 5 gp

Encounter 5: More Nighttime Attacks

APL 2: Loot: 54 gp
APL 4: Loot: 119 gp
APL 6: Loot: 54 gp
APL 8: Loot: 54gp

Encounter 6: Castle Ruins

APL 2: Loot: 196 gp; Magic: *potions of cure light wounds* (3). (2 x 4 gp); *potion of water breathing* (62 gp).

APL 4: Loot: 196 gp; Magic: *potions of cure moderate wounds* (3). (3 x 25 gp); *potion of water breathing* (62 gp); *potion of bull's strength* (25 gp)

APL 6: Loot: 279 gp; Magic: *potion of water breathing* (62 gp); *murlynd's spoon* (450 gp).

APL 8: Loot: 228 gp; Magic: *potion of water breathing* (62 gp); *murlynd's spoon* (450 gp)

Conclusion

APL 2: Coin: 50 gp
APL 4: Coin: 100 gp
APL 6: Coin: 150 gp
APL 8: Coin: 200 gp

Total Possible Treasure

APL 2: Loot: 263 gp; Coin: 55 gp; Magic: 74 gp - Total: 397 gp

Cap: 450 gp

APL 4: Loot: 378 gp; Coin: 105 gp; Magic: 162 gp - Total: 650 gp

Cap: 675 gp

APL 6: Loot: 343 gp; Coin: 155 gp; Magic: 512 gp - Total: 1010 gp

Cap: 900 gp

APL 8: Loot: 292 gp; Coin: 205 gp; Magic: 512 gp - Total: 1,029 gp

Cap: 1,300 gp

Special:

☛ **Curse of the House of Meab:** Any PC retaining any of cursed items (circlet, two arm bands, necklace, ring, and scepter) will take upon them the curse, and become a Death Dog at the rising of the moon until dawn. During this time, the player has now control over the character. The Death Dog will attack and prey upon innocents and even the PC's companions (For Death Dog, see *Fiend Folio*)

☛ **Curse of Lycanthropy:** Any PC hit by a bite attack of Master Zaggart, while in tiger or hybrid form, must succeed on a DC 15 Fort save or contract lycanthropy (weretiger). (See *Monster Manual p 178*).

If the PC contracts lycanthropy it must be dealt with as explained in the LGCS.

☛ *murlynd's spoon:*

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *create food and water*; *Market Price* 5,400 gp

From DMG p 263

Items for the Adventure Record

☛ **Curse of the House of Meab:** Any PC retaining any of cursed items (circlet, two arm bands, necklace, ring, and scepter) will take upon them the curse, and become a Death Dog at the rising of the moon until dawn. During this time, the player has now control over the character. The Death Dog will attack and prey upon innocents and even the PC's companions (For Death Dog, see *Fiend Folio*)

☛ ***murlynd's spoon:***
Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *create food and water*; *Market Price* 5,400 gp
From DMG p 263

☛ **Master Zaggart's Wonder Potion:** This herbal remedies allow an additional Fortitude Save versus non-magical diseases (including the yellowing disease of the death dog bites) at +4, but must be taken after the PC *might* have contracted the disease. (i.e. the PC does not know the result of the original Fortitude Save) If taken before contracting a disease, it has no effect. (40 gp, Adventure)

☛ **Curse of Lycanthropy:** Any PC hit by a bite attack of Master Zaggart, while in tiger or hybrid form, must succeed on a DC 15 Fort save or contract lycanthropy (weretiger). (See *Monster Manual p 178*).

If the PC contracts lycanthropy it must be dealt with as explained in the LGCS.

Item Access

APL 6

- ❖ *murlynd's spoon*: 5,400 gp. (Adventure, CL 5th, DMG)

APL 8 (All of APL 6 plus the following)

- ❖ Adamantine flail: 3008 gp (Adventure, DMG)

Appendix 1: APL 2

Master Zaggart: Male human, weretiger natural lycanthrope, Exp2. CR 6; medium shapechanger; HD 2d6+6d8+26; hp 67; Init +2; Spd 30 ft.; AC 19, touch 12, flat-footed 17; Base Atk +5; Grp +8; Atk +5 melee (1d8+4; 19-20/x2, +1 *longsword*), +8 ranged (1d8; 19-20/x2, masterwork light crossbow), +8 melee (1d6+3; 20/x2, club); Full Atk +5 melee (1d8+4; 19-20/x2, +1 *longsword*), +8 ranged (1d8; 19-20/x2, masterwork light crossbow), +8 melee (1d6+3; 20/x2, club); AL N; SV Fort +6, Ref +7, Will +6; Str 16(, Dex 14, Con 12, Int 12, Wis 12, Cha 14.

Skills and Feats: Balance +9, Bluff +3, Craft (alchemy) +8, Diplomacy +3, Heal +11, Knowledge (nature) +2, Listen +7, Move Silently +2, Sense Motive +2, Spot +9, Survival +2, Swim +4, Tumble +3; Blind-Fight, Combat Reflexes, Run, Weapon Focus (claws).

Possessions: +1 *chain shirt*, +1 *longsword*, masterwork light crossbow, wooden club.

Physical Description: 6.1 ft tall human man, with black hair and yellow eyes. Neatly dressed and well groomed, but no overt shows of wealth. Charming and handsome.

Master Zaggart: Tiger Form, natural lycanthrope, Exp2. CR 6; large humanoid; HD 2d6+6d8+26; hp 67; Init +4; Spd 40 ft.; AC 18, touch 14, flat-footed 15; Base Atk +5; Grp +14; Atk +15 melee (1d8+9; 20/x2, 2 claws), +9 melee (2d6 +4; 20/x2 bite), +15 melee (1d8+4; 20/x2 2 rakes); Full Atk +15 melee (1d8+9; 20/x2, 2 claws), +9 melee (2d6 +4; 20/x2 bite), +15 melee (1d8+4; 20/x2 2 rakes); AL N; SV Fort +9, Ref +9, Will +6; Str 28, Dex 18, Con 18, Int 12, Wis 12, Cha 14.

Skills and Feats: Balance +11, Bluff +3, Climb +9, Craft (alchemy) +8, Diplomacy +3, Escape Artist +4, Heal +3, Hide +13 (+4 when in tall grass), Jump +13, Knowledge (nature) +2, Listen +7, Move Silently +12, Sense Motive +2, Spot +9, Survival +2, Swim +10, Tumble +5; Blind-Fight, Combat Reflexes, Run, Weapon Focus (claws).

Curse of Lycanthropy (Su): Any humanoid or giant, within one size category of the weretiger, hit by a bite attack when in tiger or hybrid form must succeed on a DC 15 Fort save or contract lycanthropy.

Alternate Form (Su): Master Zaggart can shift into animal form as though using the polymorph spell on himself, though his gear is not affected, he does not regain hit points for changing form. He can also assume a bipedal hybrid form with prehensile hands and animalistic features.

Damage Reduction (Ex): In animal or hybrid form, Master Zaggart has damage reduction 10/silver.

Lycanthropic Empathy (Ex): In any form, can communicate and empathize with normal or dire tigers. This gives a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts, and if the animal is friendly, simple commands such as "friend," "foe," "flee," and "attack."

Scent (Ex): You have the scent ability in any form.

Improved Grab (Ex): While in tiger form, if hitting with claw or bite attack, can then attempt to start a grapple as a free action without provoking an attack of opportunity. If Master Zaggart wins the grapple check, he has established a hold and can rake.

Pounce (Ex): While in tiger form, can charge an opponent and can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +14, damage 1d6+4.

Description & Combat: In hybrid form or animal form, Master Zaggart stands more than 8 ft tall, with tawny, striped fur and powerful claws and teeth. Master Zaggart will change into animal or hybrid form when threatened. If the sudden appearance of a large tiger or hybrid does not scare away any possible attackers, Master Zaggart will attack, at first withholding his bite attack to keep from spreading lycanthrope. He will also attempt to flee if odds are overwhelming. If truly cornered and fighting for his life, he will not hold back any attacks and do his best to kill his attackers.

Master Zaggart, Hybrid Form. See Tiger form, except no Improved Grab, Pounce and Rake.

Advanced Large Death Dog: CR 3; large magical beast; HD 4d10+16; hp 38; Init +2; Spd 50 ft.; AC 15, touch 10, flat-footed 13; Base Atk +4; Grp +10; Atk +11 melee (1d8+6, bite); Full Atk +11 melee (1d8+6, 2 bites); SQ darkvision 60 ft., low-light vision, scent; AL NE; SV Fort +7, Ref +5, Will +2; Str 22, Dex 14, Con 18, Int 4, Wis 13, Cha 7.

Skills and Feats: Hide +3, Listen +6, Move Silently +4, Spot +4; Weapon Focus (bite); Combat Reflexes.

Disease (Ex): Any creature hit by a death dog's bite attack must succeed on a DC 13 Fortitude save or contract a disease. The incubation period is 1 day, and the disease deals 1d4 points of Strength damage and 1d3 points of Constitution damage. (See *Dungeon Master's Guide*, page 292 for more about diseases.)

Trip (Ex): a death dog that hits with a bite attack can attempt to trip its opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the death dog.

Scent (Ex): A death dog can detect approaching enemies, sniff out hidden foes and track by sense of smell.

Description: Death dogs are roughly the size of large wolves (when advanced, very large), covered in thick black or dark gray fur that enables them to blend into the dark. These dogs have two heads, lacking the third of the mythical Cerberus. They are nighttime hunters and ruthless predators. Those who travel in their territory learn to listen for the double bark that heralds a pack's approach.

Combat: Death dogs prefer to attack with overwhelming numbers. They tend to pick a single opponent to harry, attempting to trip that foe so the rest of the pack can leap in and finish the fallen victim. Even when they're not hungry, death dogs can strike briefly to infect a victim with the disease they carry, which is characterized by a yellowing of the victim's skin and swelling around the eyes and throat. The dogs then withdraw and follow from a distance until they grow hungry enough to finish the victim off.

Lesser Death Dog: CR 1; Medium Magical Beast; HD 1d10+4; hp 9; Init +2; Spd 50 ft.; AC 15, touch 10, flat-footed 13; Base Atk +1; Grp +3; Atk +4 melee (1d6+1, bite); Full Atk +4 melee (1d6+1, 2 bites); SQ Darkvision 60 ft., low-light vision, scent; AL NE; SV Fort +4, Ref +4, Will +1; Str 14, Dex 15, Con 14, Int 4, Wis 13, Cha 7.

Skills and Feats: Hide +3, Listen +3, Move Silently +4, Spot +4; Weapon Focus (bite).

Disease (Ex): Any creature hit by a death dog's bite attack must succeed on a DC 13 Fortitude save or contract a disease. The incubation period is 1 day, and the disease deals 1d4 points of Strength damage and 1d3 points of Constitution damage. (See *Dungeon Master's Guide*, page 292 for more about diseases.)

Trip (Ex): a death dog that hits with a bite attack can attempt to trip its opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the death dog.

Scent (Ex): A death dog can detect approaching enemies, sniff out hidden foes and track by sense of smell.

Description & Combat: Same as Advanced Death Dog.

Appendix 2: APL 4

Master Zaggart: Male human, weretiger natural lycanthrope, Exp2. CR 6; medium shapechanger; HD 2d6+6d8+26; hp 67; Init +2; Spd 30 ft.; AC 19, touch 12, flat-footed 17; Base Atk +5; Grp +8; Atk +5 melee (1d8+4; 19-20/x2, +1 *longsword*), +8 ranged (1d8; 19-20/x2, masterwork light crossbow), +8 melee (1d6+3; 20/x2, club); Full Atk +5 melee (1d8+4; 19-20/x2, +1 *longsword*), +8 ranged (1d8; 19-20/x2, masterwork light crossbow), +8 melee (1d6+3; 20/x2, club); AL N; SV Fort +6, Ref +7, Will +6; Str 16(, Dex 14, Con 12, Int 12, Wis 12, Cha 14.

Skills and Feats: Balance +9, Bluff +3, Craft (alchemy) +8, Diplomacy +3, Heal +11, Knowledge (nature) +2, Listen +7, Move Silently +2, Sense Motive +2, Spot +9, Survival +2, Swim +4, Tumble +3; Blind-Fight, Combat Reflexes, Run, Weapon Focus (claws).

Possessions: +1 *chain shirt*, +1 *longsword*, masterwork light crossbow, wooden club.

Physical Description: 6.1 ft tall human man, with black hair and yellow eyes. Neatly dressed and well groomed, but no overt shows of wealth. Charming and handsome.

Master Zaggart: Tiger Form, natural lycanthrope, Exp2. CR 6; large humanoid; HD 2d6+6d8+26; hp 67; Init +4; Spd 40 ft.; AC 18, touch 14, flat-footed 15; Base Atk +5; Grp +14; Atk +15 melee (1d8+9; 20/x2, 2 claws), +9 melee (2d6 +4; 20/x2 bite), +15 melee (1d8+4; 20/x2 2 rakes); Full Atk +15 melee (1d8+9; 20/x2, 2 claws), +9 melee (2d6 +4; 20/x2 bite), +15 melee (1d8+4; 20/x2 2 rakes); AL N; SV Fort +9, Ref +9, Will +6; Str 28(+9), Dex 18(+4), Con 18(+4), Int 12(+1), Wis 12(+1), Cha 14(+2).

Skills and Feats: Balance +11, Bluff +3, Climb +9, Craft (alchemy) +8, Diplomacy +3, Escape Artist +4, Heal +3, Hide +13 (+4 when in tall grass), Jump +13, Knowledge (nature) +2, Listen +7, Move Silently +12, Sense Motive +2, Spot +9, Survival +2, Swim +10, Tumble +5; Blind-Fight, Combat Reflexes, Run, Weapon Focus (claws).

Curse of Lycanthropy (Su): Any humanoid or giant, within one size category of the weretiger, hit by a bite attack when in tiger or hybrid form must succeed on a DC 15 Fort save or contract lycanthropy.

Alternate Form (Su): Master Zaggart can shift into animal form as though using the polymorph spell on himself, though his gear is not affected, he does not regain hit points for changing form. He can also assume a bipedal hybrid form with prehensile hands and animalistic features.

Damage Reduction (Ex): In animal or hybrid form, Master Zaggart has damage reduction 10/silver.

Lycanthropic Empathy (Ex): In any form, can communicate and empathize with normal or dire tigers. This gives a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts, and if the animal is friendly, simple commands such as "friend," "foe," "flee," and "attack."

Scent (Ex): You have the scent ability in any form.

Improved Grab (Ex): While in tiger form, if hitting with claw or bite attack, can then attempt to start a grapple as a free action without provoking an attack of opportunity. If Master Zaggart wins the grapple check, he has established a hold and can rake.

Pounce (Ex): While in tiger form, can charge an opponent and can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +14, damage 1d6+4.

Description & Combat: In hybrid form or animal form, Master Zaggart stands more than 8 ft tall, with tawny, striped fur and powerful claws and teeth. Master Zaggart will change into animal or hybrid form when threatened. If the sudden appearance of a large tiger or hybrid does not scare away any possible attackers, Master Zaggart will attack, at first withholding his bite attack to keep from spreading lycanthrope. He will also attempt to flee if odds are overwhelming. If truly cornered and fighting for his life, he will not hold back any attacks and do his best to kill his attackers.

Master Zaggart, Hybrid Form. See Tiger form, except no Improved Grab, Pounce and Rake.

Advanced Large Death Dog: CR 5; large magical beast; HD 6d10+24; hp 57; Init +2; Spd 50 ft.; AC 16, touch 11, flat-footed 14; Base Atk +6; Grp +12; Atk +13 melee (1d8+6, bite); Full Atk +13/+8 melee (1d8+6, 2 bites); S/R: 10ft/5ft.; SQ darkvision 60 ft., low-light vision, scent; AL NE; SV Fort +8, Ref +6, Will +5; Str 22, Dex 14, Con 18, Int 4, Wis 13, Cha 7.

Skills and Feats: Hide +5, Listen +6, Move Silently +4, Spot +4; Weapon Focus (bite); Combat Reflexes; Iron Will.

Disease (Ex): Any creature hit by a death dog's bite attack must succeed on a DC 13 Fortitude save or contract a disease. The incubation period is 1 day, and the disease deals 1d4 points of Strength damage and 1d3 points of Constitution damage. (See *Dungeon Master's Guide*, page 292 for more about diseases.)

Trip (Ex): a death dog that hits with a bite attack can attempt to trip its opponent as a free action without making a touch attack or provoking an attack of

opportunity. If the attempt fails, the opponent cannot react to trip the death dog.

Scent (Ex): A death dog can detect approaching enemies, sniff out hidden foes and track by sense of smell.

Description: Death dogs are roughly the size of large wolves (when advanced, very large), covered in thick black or dark gray fur that enables them to blend into the dark. These dogs have two heads, lacking the third of the mythical Cerberus. They are nighttime hunters and ruthless predators. Those who travel in their territory learn to listen for the double bark that heralds a pack's approach.

Combat: Death dogs prefer to attack with overwhelming numbers. They tend to pick a single opponent to harry, attempting to trip that foe so the rest of the pack can leap in and finish the fallen victim. Even when they're not hungry, death dogs can strike briefly to infect a victim with the disease they carry, which is characterized by a yellowing of the victim's skin and swelling around the eyes and throat. The dogs then withdraw and follow from a distance until they grow hungry enough to finish the victim off.

Regular Death Dog: CR 2; Medium Magical Beast; HD 2d10+4; hp 15; Init +2; Spd 50 ft.; AC 15, touch 10, flat-footed 13; Base Atk +2; Grp +4; Atk +5 melee (1d6+2, bite); Full Atk, +5 melee (1d6+2, 2 bites); SQ darkvision 60 ft., low-light vision, scent; AL NE; SV Fort +5, Ref +5, Will +1; Str 14, Dex 15, Con 14, Int 4, Wis 13, Cha 7.

Skills and Feats: Hide +3, Listen +6, Move Silently +4, Spot +4; Weapon Focus (bite).

Disease (Ex): Any creature hit by a death dog's bite attack must succeed on a DC 13 Fortitude save or contract a disease. The incubation period is 1 day, and the disease deals 1d4 points of Strength damage and 1d3 points of Constitution damage. (See *The Dungeon Master's Guide*, page 292 for more about diseases.)

Trip (Ex): a death dog that hits with a bite attack can attempt to trip its opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the death dog.

Scent (Ex): A death dog can detect approaching enemies, sniff out hidden foes and track by sense of smell.

Description & Combat: Same as previous, just smaller.

Appendix 3: APL 6

Master Zaggart: Male human, weretiger natural lycanthrope, Ftr2/Exp4. CR 10; medium shapechanger; HD 4d6+6d8+2d10+30; hp 91 Init +2; Spd 30 ft.; AC 19, touch 12, flat-footed 17; Base Atk +9; Grp +12; Atk +13 melee (1d8+4; 19-20/x2, +1 *longsword*), +12 ranged (1d8+1; 19-20/x2, +1 *light crossbow*), +13 melee (1d6+3; 20/x2, masterwork light mace); Full Atk +13/+8 melee (1d8+4; 19-20/x2, +1 *longsword*), +12/+7 ranged (1d8+1; 19-20/x2, +1 *light crossbow*), +13/+8 melee (1d6+3; 20/x2, masterwork light mace); AL N; SV Fort +10, Ref +8, Will +7; Str 16, Dex 14 Con 12, Int 12, Wis 13, Cha 14.

Skills and Feats: Balance +9, Bluff +3, Craft (alchemy) +16, Diplomacy +3, Handle Animal +6, Heal +7, Hide +11, Jump +5, Knowledge (nature) +4, Listen +7, Move Silently +10, Ride +6, Search +2, Sense Motive +4, Spot +9, Survival +2, Swim +4, Tumble +5; Animal Affinity, Blind-Fight, Combat Reflexes, Dodge, Mobility, Spring Attack, Run, Weapon Focus (claws).

Possessions: +1 *chain shirt*, +1 *longsword*, +1 *light crossbow*, Masterwork light mace.

Physical Description: 6.1 ft tall human man, with black hair and yellow eyes. Neatly dressed and well groomed, but no overt shows of wealth. Charming and handsome.

Master Zaggart: Tiger Form, natural lycanthrope, Exp 2. CR 10; large humanoid; HD 2d6+6d8+26; hp 67; Init +4; Spd 40 ft.; AC 18, touch 14, flat-footed 15; Base Atk +9; Grp +118; Atk +19 melee (1d8+18, claw), +11 melee (2d6+11, bite), +19 melee (1d8+7; rake); Full Atk +19/+19 melee (1d8+18, 2 claw), +11 melee (2d6+11, bite), +19/+19 melee (1d8+7, 2 rakes); AL N; SV Fort +13, Ref +10, Will +7; Str 28, Dex 18, Con 18, Int 12, Wis 13, Cha 14.

Skills and Feats: Balance +11, Bluff +3, Climb +9, Craft (alchemy) +16, Diplomacy +3, Escape Artist +4, Heal +7, Hide +13 (+4 when in tall grass), Jump +15, Knowledge (nature) +4, Listen +7, Move Silently +12, Sense Motive +4, Spot +9, Survival +2, Swim +10, Tumble +7; Animal Affinity, Blind-Fight, Combat Reflexes, Dodge, Mobility, Spring Attack, Run, Weapon Focus (claws).

Curse of Lycanthropy (Su): Any humanoid or giant, within one size category of the weretiger, hit by a bite attack when in tiger or hybrid form must succeed on a DC 15 Fort save or contract lycanthropy.

Alternate Form (Su): Master Zaggart can shift into animal form as though using the polymorph spell on himself, though his gear is not affected, he does not regain hit points for changing form. He can also assume a

bipedal hybrid form with prehensile hands and animalistic features.

Damage Reduction (Ex): In animal or hybrid form, Master Zaggart has damage reduction 10/silver.

Lycanthropic Empathy (Ex): In any form, can communicate and empathize with normal or dire tigers. This gives a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts, and if the animal is friendly, simple commands such as "friend," "foe," "flee," and "attack."

Scent (Ex): You have the scent ability in any form.

Improved Grab (Ex): While in tiger form, if hitting with claw or bite attack, can then attempt to start a grapple as a free action without provoking an attack of opportunity. If the grapple check is won by Master Zaggart, he has established a hold and can rake.

Pounce (Ex): While in tiger form, can charge an opponent and can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +18/+13, damage 1d6+4

Description & Combat: In hybrid form or animal form, Master Zaggart stands more than 8 ft tall, with tawny, striped fur and powerful claws and teeth. Master Zaggart will change into animal or hybrid form when threatened. If the sudden appearance of a large tiger or hybrid does not scare away any possible attackers, Master Zaggart will attack, at first withholding his bite attack to keep from spreading lycanthropy. He will also attempt to flee if odds are overwhelming. If truly cornered and fighting for his life, he will not hold back any attacks and do his best to kill his attackers.

Master Zaggart, Hybrid Form. See Tiger form, except no Improved Grab, Pounce and Rake.

Advanced Large Death Dog: CR 5; large magical beast; HD 6d10+24; hp 57; Init +2; Spd 50 ft.; AC 16, touch 11, flat-footed 14; Base Atk +6; Grp +12; Atk +13 melee (1d8+6, bite); Full Atk +13/+8 melee (1d8+6, 2 bites); S/R: 10ft/5ft.; SQ Darkvision 60 ft., low-light vision, scent; AL NE; SV Fort +8, Ref +6, Will +5; Str 22, Dex 14, Con 18, Int 4, Wis 13, Cha 7.

Skills and Feats: Hide +5, Listen +6, Move Silently +4, Spot +4; Weapon Focus (bite); Combat Reflexes; Iron Will.

Disease (Ex): Any creature hit by a death dog's bite attack must succeed on a DC 13 Fortitude save or contract a disease. The incubation period is 1 day, and the disease deals 1d4 points of Strength damage and 1d3

points of Constitution damage. (See *The Dungeon Master's Guide*, page 292 for more about diseases.)

Trip (Ex): a death dog that hits with a bite attack can attempt to trip its opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the death dog.

Scent (Ex): A death dog can detect approaching enemies, sniff out hidden foes and track by sense of smell.

Description: Death dogs are roughly the size of large wolves (when advanced, very large), covered in thick black or dark gray fur that enables them to blend into the dark. These dogs have two heads, lacking the third of the mythical Cerberus. They are nighttime hunters and ruthless predators. Those who travel in their territory learn to listen for the double bark that heralds a pack's approach.

Combat: Death dogs prefer to attack with overwhelming numbers. They tend to pick a single opponent to harry, attempting to trip that foe so the rest of the pack can leap in and finish the fallen victim. Even when they're not hungry, death dogs can strike briefly to infect a victim with the disease they carry, which is characterized by a yellowing of the victim's skin and swelling around the eyes and throat. The dogs then withdraw and follow from a distance until they grow hungry enough to finish the victim off.

Appendix 4: APL 8

Master Zaggart: Male human, weretiger natural lycanthrope, Ftr2/Exp4. CR 10; medium shapechanger; HD 4d6+6d8+2d10+30; hp 91 Init +2; Spd 30 ft.; AC 19, touch 12, flat-footed 17; Base Atk +9; Grp +12; Atk +13 melee (1d8+4; 19-20/x2, +1 *longsword*), +12 ranged (1d8+1; 19-20/x2, +1 *light crossbow*), +13 melee (1d6+3; 20/x2, masterwork light mace); Full Atk +13/+8 melee (1d8+4; 19-20/x2, +1 *longsword*), +12/+7 ranged (1d8+1; 19-20/x2, +1 light crossbow), +13/+8 melee (1d6+3; 20/x2, masterwork light mace); AL N; SV Fort +10, Ref +8, Will +7; Str 16, Dex 14 Con 12, Int 12, Wis 13, Cha 14.

Skills and Feats: Balance +9, Bluff +3, Craft (alchemy) +16, Diplomacy +3, Handle Animal +6, Heal +7, Hide +11, Jump +5, Knowledge (nature) +4, Listen +7, Move Silently +10, Ride +6, Search +2, Sense Motive +4, Spot +9, Survival +2, Swim +4, Tumble +5; Animal Affinity, Blind-Fight, Combat Reflexes, Dodge, Mobility, Spring Attack, Run, Weapon Focus (claws).

Possessions: +1 chain shirt, +1 longsword, +1 light crossbow, Masterwork light mace.

Physical Description: 6.1 ft tall human man, with black hair and yellow eyes. Neatly dressed and well groomed, but no overt shows of wealth. Charming and handsome.

Master Zaggart: Tiger Form, natural lycanthrope, Exp 2. CR 10; large humanoid; HD 2d6+6d8+26; hp 67; Init +4; Spd 40 ft.; AC 18, touch 14, flat-footed 15; Base Atk +9; Grp +118; Atk +19 melee (1d8+18, claw), +11 melee (2d6+11, bite), +19 melee (1d8+7; rake); Full Atk +19/+19 melee (1d8+18, 2 claw), +11 melee (2d6+11, bite), +19/+19 melee (1d8+7, 2 rakes); AL N; SV Fort +13, Ref +10, Will +7; Str 28, Dex 18, Con 18, Int 12, Wis 13, Cha 14.

Skills and Feats: Balance +11, Bluff +3, Climb +9, Craft (alchemy) +16, Diplomacy +3, Escape Artist +4, Heal +7, Hide +13 (+4 when in tall grass), Jump +15, Knowledge (nature) +4, Listen +7, Move Silently +12, Sense Motive +4, Spot +9, Survival +2, Swim +10, Tumble +7; Animal Affinity, Blind-Fight, Combat Reflexes, Dodge, Mobility, Spring Attack, Run, Weapon Focus (claws).

Curse of Lycanthropy (Su): Any humanoid or giant, within one size category of the weretiger, hit by a bite attack when in tiger or hybrid form must succeed on a DC 15 Fort save or contract lycanthropy.

Alternate Form (Su): Master Zaggart can shift into animal form as though using the polymorph spell on himself, though his gear is not affected, he does not regain hit points for changing form. He can also assume a

bipedal hybrid form with prehensile hands and animalistic features.

Damage Reduction (Ex): In animal or hybrid form, Master Zaggart has damage reduction 10/silver.

Lycanthropic Empathy (Ex): In any form, can communicate and empathize with normal or dire tigers. This gives a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts, and if the animal is friendly, simple commands such as "friend," "foe," "flee," and "attack."

Scent (Ex): You have the scent ability in any form.

Improved Grab (Ex): While in tiger form, if hitting with claw or bite attack, can then attempt to start a grapple as a free action without provoking an attack of opportunity. If the grapple check is won by Master Zaggart, he has established a hold and can rake.

Pounce (Ex): While in tiger form, can charge an opponent and can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +18/+13, damage 1d6+4

Description & Combat: In hybrid form or animal form, Master Zaggart stands more than 8 ft tall, with tawny, striped fur and powerful claws and teeth. Master Zaggart will change into animal or hybrid form when threatened. If the sudden appearance of a large tiger or hybrid does not scare away any possible attackers, Master Zaggart will attack, at first withholding his bite attack to keep from spreading lycanthrope. He will also attempt to flee if odds are overwhelming. If truly cornered and fighting for his life, he will not hold back any attacks and do his best to kill his attackers.

Master Zaggart, Hybrid Form. See Tiger form, except no Improved Grab, Pounce and Rake.

Fiendish Large Death Dog: CR 7; large magical beast; HD 9d10+36; hp 85; Init +2; Spd 50 ft.; AC 16, touch 11, flat-footed 14; Base Atk +9; Grp +15; Atk +16 melee (1d8+6, bite); Full Atk, +16/+11 melee (1d8+6, 2 bites); S/R: 10ft/5ft.; SQ Darkvision 60 ft., low-light vision, scent, resistance (cold, fire) 5, DR 5/magic; AL NE; SV Fort +9, Ref +7, Will +6; Str 23, Dex 14, Con 18, Int 4, Wis 13, Cha 7.

Skills and Feats: Hide +5, Listen +6, Move Silently +6, Spot +5; Weapon Focus (bite); Combat Reflexes; Iron Will, Run.

Disease (Ex): Any creature hit by a death dog's bite attack must succeed on a DC 13 Fortitude save or contract a disease. The incubation period is 1 day, and the disease deals 1d4 points of Strength damage and 1d3

points of Constitution damage. (See *Dungeon Master's Guide*, page 292 for more about diseases.)

Trip (Ex): a death dog that hits with a bite attack can attempt to trip its opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the death dog.

Scent (Ex): A death dog can detect approaching enemies, sniff out hidden foes and track by sense of smell.

Smite Good [Su]: Once per day can make a normal melee attack to deal extra damage (+9) against a good foe.

Description: Death dogs are roughly the size of large wolves (when advanced & fiendish, very large), covered in thick black or dark gray fur that enables them to blend into the dark. These dogs have two heads, lacking the third of the mythical Cerberus. They are nighttime hunters and ruthless predators. Those who travel in their territory learn to listen for the double bark that heralds a pack's approach.

Combat: Death dogs prefer to attack with overwhelming numbers. They tend to pick a single opponent to harry, attempting to trip that foe so the rest of the pack can leap in and finish the fallen victim. Even when they're not hungry, death dogs can strike briefly to infect a victim with the disease they carry, which is characterized by a yellowing of the victim's skin and swelling around the eyes and throat. The dogs then withdraw and follow from a distance until they grow hungry enough to finish the victim off.

Appendix 5 New Monster

DEATH DOG (*Fiend Folio*)

Medium-Size Magical Beast

Hit Dice: 2d10+4 (15 hp)

Initiative: +2

Speed: 50 ft.

Armour Class: 15 (+2 Dex, +3 natural), touch 12, flat-footed 13

Base Atk/Grp: +2/+4

Attack: Bite +5 melee (1d6+2)

Full Attack: 2 bites +5 melee (1d6+2)

Face/Reach: 5 ft./5 ft.

Special Attacks: Disease, trip

Special Qualities: Darkvision 60 ft., low-light vision, scent

Saves: Fort +5, Ref +5, Will +1

Abilities: Str 14, Dex 15, Con 14, Int 4, Wis 13, Cha 7

Skills: Hide +3, Listen +6, Move Silently +4, Spot +4

Feats: Weapon focus (bite)

Climate/Terrain: Any desert, hill, plains, mountains, or underground

Organization: Solitary or pack (5-12)

Challenge Rating: 2

Treasure: None

Alignment: Usually neutral evil

Advancement: 3 HD (Medium-size); 4-6 HD (Large)

Thought by some to be descendants of the mythical three-headed dog Cerberus, death dogs certainly don't take well to guard duty. The dogs recognize the disconcerting effect their two heads have on would-be prey and use that fear to their advantage. Night time or underground hunters, death dogs are roughly the size of large wolves, covered in thick black or dark gray fur that enables them to blend into the dark. Death dogs are ruthless predators. Those who travel in their territory learn to listen for the double bark that heralds a pack's approach.

Combat: Death dogs prefer to attack with overwhelming numbers. They tend to pick a single opponent to harry, attempting to trip that foe so the rest of the pack can leap in and finish the fallen victim. Even when they're not hungry, death dogs can strike briefly to infect a victim with the disease they carry, which is characterized by a yellowing of the victims skin and swelling around the eyes and throat. The dogs then withdraw and follow from a distance until they grow hungry enough to finish the victim off.

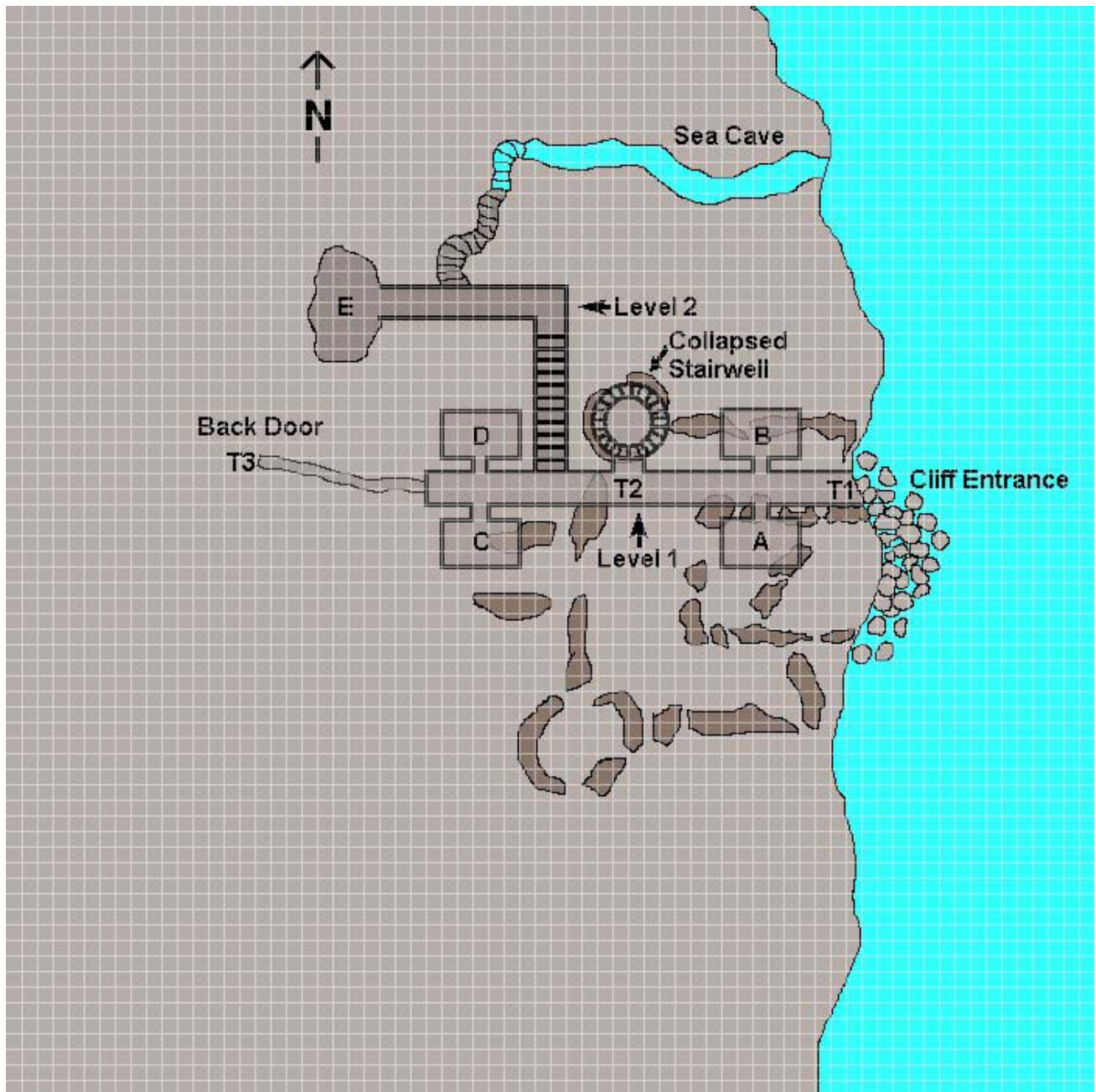
Disease (Ex): Any creature hit by a death dog's bite attack must succeed on a Fortitude save (DC 13) or contract a disease. The incubation period is one day, and the disease deals 1d4 points of Strength damage and 1d3 points of Constitution damage. (See Chapter 3 of the *Dungeon Master's Guide* for more about diseases.)

Trip (Ex): A death dog that hits with a bite attack can attempt to trip its opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the death dog.

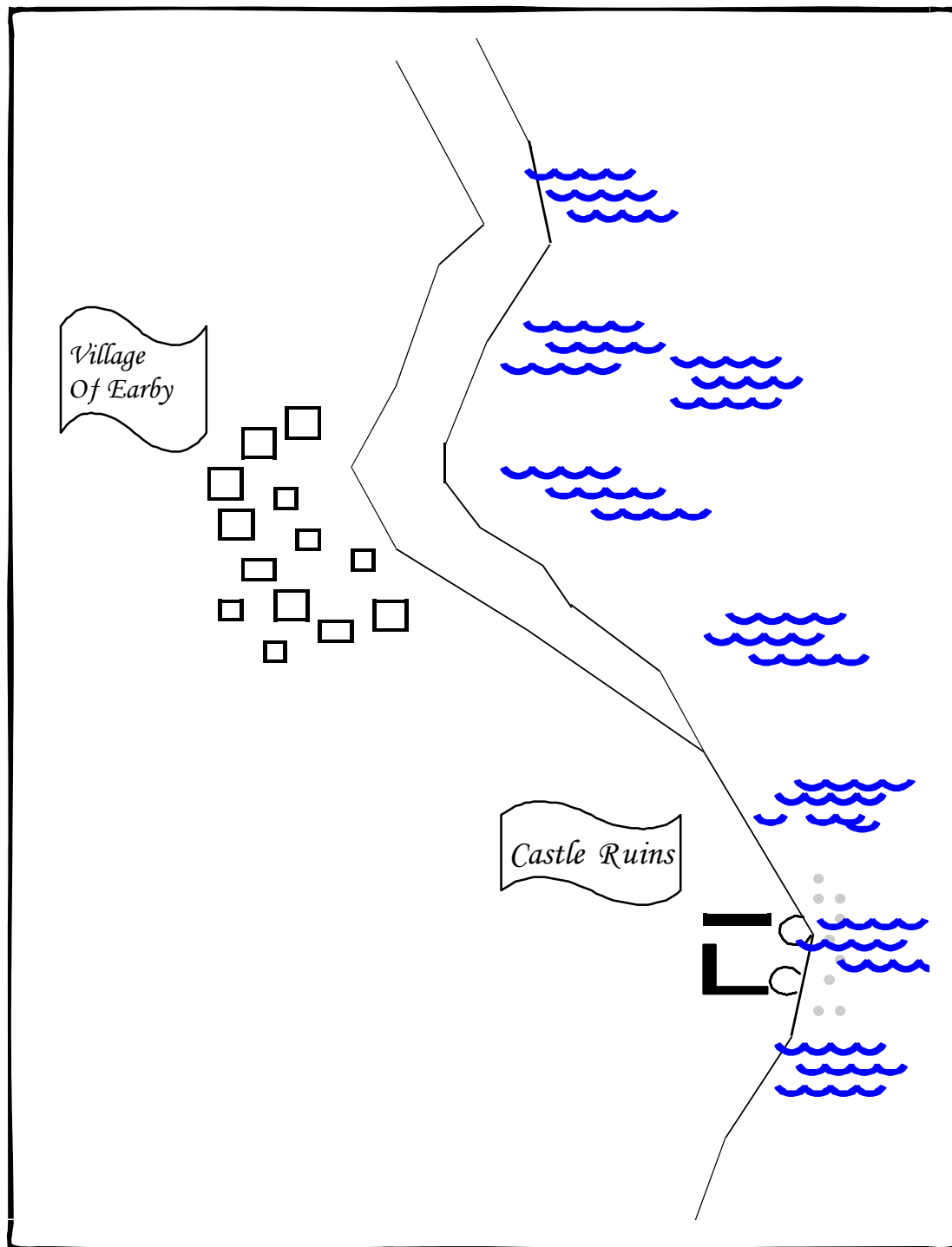
Scent (Ex): A death dog can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Skills: Death dogs have a +4 racial bonus on Listen and Spot checks.

DM Map of Earby Ruins



Player's Handout 1:



Player's Handout 2:

180 gold peses

Sord

~~Heavy sord~~

Dagor with rube

~~Dagar with monston~~

Cutluss

~~Helmat with wengs~~

Gantlutses

Buelur

~~Helmat~~

Bult

~~Skabor~~

Heavy bult

In chest:

~~Septar~~

~~Circlot,~~

~~Armban~~

~~Armban~~

~~Ring~~

~~Neclace.~~