

D20(tm) Conversion of: “House on Gryphon Hill”

“House on Gryphon Hill,” DUNGEONS & DRAGONS, D&D, ADVANCED DUNGEONS & DRAGONS, AD&D, the D&D logo, the AD&D logo, the d20 System logo and d20 are trademarks owned by Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc., and are used with permission. All titles, and all proper nouns, including character names, locations, and named items are considered Product Identity per Section 1 of the Open Game License v1.0a and are exclusively owned by Wizards of the Coast, Inc. ©2002 Wizards of the Coast, Inc.

Use of WIZARDS OF THE COAST® Product Identity including proper names and product titles is hereby permitted exclusively via this ESD Conversion Agreement. A current version of this policy can be obtained at: (<http://www.wizards.com/d20/conversionpolicy.asp>).

The distributor of this document accepts full responsibility for ensuring the materials contained within comply with the most recently published version of that policy, and with the Open Game License, and with the d20 System Trademark License. If you wish to redistribute any portion of this document containing Wizards Product Identity, you must also agree to the terms of the current ESD Conversion Agreement.

To obtain a digital copy of the original source material this conversion is derived from, please link to: http://www.wizards.com/dnd/DND_RL2.asp.”

Ravenloft II: The House On Gryphon Hill

Turning Undead In Mordentshire And Surroundings: The closer the undead is to the Creature the greater Turn Resistance it has. These effects are defined by locale but may be increased to maximum effect if the Creature is present.

Turn Resistance	Location/Situation
0	North of Town or Sunny Day
-1	Within Mordentshire or Cloudy Day
-2	Within the Bog, At Gryphon Hill or Night
-3	Weathermay Estate or The Creature is Present

The Mesmerist’s Pendulum: Each of the PCs must make a Will save (DC 18) to resist the hypnotism of the Mesmerist.

Guises of the Creature

The Creature as Lady Weathermay: If the Creature is in the guise of Virginia Weathermay, it only exerts control whenever she falls under extreme stress and fails a Will save (DC 23). This control lasts until the rooster crows at dawn or 2d4×10 minutes.

The Maelstrom Soul: During the night and at times when the Alchemist suffers from extreme stress and fails a Will save (DC 23). This transformation lasts for 2d4×10 minutes or until daylight.

E1. Nightsleep

Fevers: Characters suffering from the fever and dizziness have a -4 circumstance modifier to all actions undertaken during this time, until they do rest for a consecutive eight hours more.

Delirium: The first form of delirium gives characters a -2 circumstance modifier to all actions for 10 minutes.

E7. The Weather Of Mordentshire.

- A. Stillness:** Characters not warmly dressed suffer a -1 circumstance modifier to all actions.
- B. Overcast:** Everyone feels depressed, and all Charisma checks suffer a -2 morale modifier.
- C. Fog:** See the Fog Hazards in *DMG™* or SRD.
- D. Zephyr:** No special effect.
- E. Chill Breeze:** No special effect.
- F. Gusting Wind:** This wind slows travel to half speed and characters not warmly dressed suffer a -2 circumstance modifier to all actions while out in the wind.
- G. Drizzle:** Paper items must be protected or there is a 30% chance that they will be ruined.
- H. Muddy Lands:** After one hour of rain or three of drizzle, and for 2d6×10 minutes after these cease, this condition prevails. Mud will slow travel to half speed and cause a -2 circumstance modifier to all combat when fighting in mud.
- I. Distant Thunder:** No special effect.
- J. Storm:** For every 10 minutes that the PCs remain out in this storm, there is a 5% cumulative chance per 10 minutes that lightning will strike near enough to damage one of the PCs. Randomly determine which PC may be hit. It causes 8d6 damage and has the same effects as a lightning bolt spell (Reflex save DC 17 for half damage). The 4 quasi-elemental lightnings released by the storm are Small. The stat block for a lightning quasi-elemental can be found at The Creature Catalog (http://www.enworld.org/cc/converted/elemental/lightning_quasi-elemental.htm).

Chapter 1: The Dreams of Mordentshire

5. Garrison.

Jail Cell: The bars of the first cell's window are rusty and loose and may either be broken with a successful Strength check (DC 20), or dug free in 2d6×10 minutes. Only a Small or smaller creature can easily squeeze out.

12. Burned Church.

Stone Sarcophagus: The stone sarcophagus has an intricate locking system and is trapped with *glyphs of warding* as cast by a 6th level cleric (Save DC 15, where applicable). The glyphs are: *curse of blindness*, *blast (electricity)* 3d8, and *poison gas* (initial and secondary damage 1d6 temporary Constitution).

Stray Dog: Use the abilities for a dog in the *MM™* or the SRD for the cur that attacks the PCs in the churchyard.

14. Salty Dog Tavern.

Diluted Drinks: Any character drinking the wood alcohol diluted drinks must make a Fortitude save (DC 12); initial damage 1d2 points temporary Strength; secondary damage blindness and 1d6 points of temporary Strength. These effects last 2d6 hours beginning within 1d8 hours after leaving.

Chapter 2: The Moors

31. The North Moors.

Boggy Moors: For every 10 minutes spent moving through the moors, secretly make a Wilderness Lore check (DC 12) for the lead character. If the check fails, the character has entered a bog. Characters will begin to sink into the bog at the rate of 1' per round. Pulling a character free requires a Strength check (DC 10 +1 for every foot sunk).

Harpy's Song: Within 50 yards of the knotted trees on the hillock, a Will save (DC 15) must be made or the victim is charmed by the harpy.

Converted Treasure: plate armor (armor bonus +5), a clerical scroll: *restoration* (×2), and an *amulet of undead turning*.

32. Cliffs.

Hargel Gruumsh, male orc War4: CR 4; Medium-size Humanoid (orc); HD 4d8+4; hp 30; Init +1 (Dex); Spd 20 ft.; AC 16 (+1 Dex, +5 chain mail); Atk Greatsword +6 melee (2d6+3); AL CE; SV Fort +5, Ref +2, Will +0; Str 15, Dex 12, Con 12, Int 9, Wis 8, Cha 13.

Skills and Feats— Climb +2, Intimidate +3, Ride +2, Power Attack.

Eisman Khargug, male orc Adp5: CR 5; Medium-size Humanoid (orc); HD 5d6+5; hp 25; Init +1 (Dex); Spd 30 ft.; AC 13 (+1 Dex, +2 leather armor); Atk Dagger +4 melee (1d4+2); AL CE; SV Fort +2, Ref +2, Will +7; Str 14, Dex 13, Con 13, Int 11, Wis 12, Cha 9.

Skills and Feats— Alchemy +4, Concentration +5, Heal +4, Spellcraft +4, Iron Will.

Spells 0— 3; 1st— 2; 2nd— 1.

Spells Prepared— 0— *cure minor wounds, ghost sound, guidance*; 1st— *cause fear, obscuring mist*; 2nd— *invisibility*.

Orc guard, male orc War2 (3): CR 2; Medium-size Humanoid (orc); HD 2d8; hp 12; Init +0 (Dex); Spd 20 ft.; AC 14 (+4 scale mail); Atk Greataxe +4 melee (1d12+3); AL CE; SV Fort +3, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 9.

Skills and Feats— Climb +0, Intimidate +2; Power Attack

Ogre: The Ogre can be found in the *MM*TM or the SRD.

Trap, Weakened Cliff Faces: Wilderness Lore or Knowledge (nature) (DC 16) to avoid, Reflex save (DC 20) or fall, taking 5d6 points of damage. Three Swim checks (DC 20) are required to make reach the shore.

Trap, Dead ends with rock fall traps: CR 5; +15 melee (2d8); Search (DC 20); Disable Device (DC 20); can strike all characters in two adjacent specified squares.

Trap, Net snares: CR 1; +5 melee (see note); Search (DC 20); Disable Device (DC 25); note Characters in 10-ft. square are grappled by net (Str 18) if they fail a Reflex save (DC 14).

Converted Treasure: four potions: *spider climb, cure serious wounds, haste, and heroism*, and a clerical scroll: *holy symbol, invisibility* (to undead), *magic circle against evil*, and *restoration*.

34. Dark Woods.

Trap, Spiked Slapsticks: CR 1; +4 melee (1d6/×2 crit); Search (DC 21); Disable Device (DC 20).

Trap, Rope Snares: CR 1; +4 melee (see note); Search (DC 20); Disable Device (DC 25); note Character grappled by rope (Str 16) if they fail a Reflex save (DC 13). Two trees may be toppled on invaders-CR 1; +3 melee (3d8/×2 crit).

Converted Treasure: *clairaudience/clairvoyance, reduce, elixir of madness* (imbiber must make a Fortitude save, DC 15, or suffer from *insanity*), and a mirror that reflects only characters of lawful alignment.

Coriemon: The bodak can be found in the *MM™* and the SRD.

Gorbagh Snarltooth, male ogre Ftr3: CR 5; Large Giant; HD 3d10+4d8+12; hp 67; Init +6; Spd 30 ft.; AC 16 (-1 size, +2 Dex, +5 natural); Atk Greatsword +15/+10 melee (2d6+13); AL CE; SV Fort +13, Ref +4, Will +5; Str 28, Dex 14, Con 19, Int 9, Wis 13, Cha 6.

Skills and Feats—Climb +16, Listen +2, Spot +2 Combat Reflexes, Great Fortitude, Improved Initiative, Iron Will, Power Attack, Weapon Focus (Greatsword)

Ogre Wights: The Wight can be found in the *MM™* and the SRD.

40. The Bog.

Boggy Moors: For every 10 minutes spent moving through the moors, secretly make a Wilderness Lore check (DC 12) for the lead character. If the check fails, the character has entered a bog. Characters will begin to sink into the bog at the rate of 1' per round. Pulling a character free requires a Strength check (DC 10 +1 for every foot sunk).

42n. Iron Doors.

Trap: A massive portcullis behind the doors bears a *glyph of warding: blast (electrical)*, 3d8 damage.

43e. Master's Quarters.

1st Lock: Acid spray; CR 2; +5 ranged (2d4/×2 crit); Search (DC 20); Disable Device (DC 25).

2nd Lock: Electrified; CR 3; 5-ft.-wide, 10 ft.-long blast (3d6); Reflex save (DC 13) avoids; Search (DC 26); Disable Device (DC 25).

3rd Lock: Invisible poison gas; CR 5; no attack roll necessary (see note below); Search (DC 21); Disable Device (DC 25); all save or lose 1 point each round until cured.

44. Slick Slate.

Slick Slate: Characters crossing this section must make a Balance or Dex check (DC 12) to avoid slipping. If slipping on the other side they must make a Reflex save (DC 20) to catch the edge of the roof, or fall 50 feet and suffer 5d6 damage.

44c. Fissured Dome.

Climbing the Dome: Climbing a rope down through the hole requires a Climb check (DC 10) due to the rainwater.

45. The Tower Chapel.

Teleport Trap: CR 5; anyone touching the chest will be teleported either into the graveyard or into one of the cells; Will save (DC 17) avoids; Search (DC 30); Disable Device (DC 30).

Weak floor: Any character stepping onto the weak floor must make a Reflex save (DC 15) or fall 45' down the stairwell as the floor collapses (4d6 damage).

46e. Secure Door.

Doors: Both doors are locked with complex locks (Open Locks DC 30). The second door is trapped releasing a shower of acid on those caught by it.

Acid Spray Trap: CR 4; 3d8 acid damage; Reflex save (DC 14) avoids; Search (DC 20); Disable Device (DC 25).

46g. Abandoned Lab.

Lightning Strike: The lightning strike on the dome causes 2d8 damage to anyone touching the fittings; Reflex save (DC 15) for half damage. This power will arc from one surface to another for three rounds, charging the room with static electricity. The quasi-elemental lightning here is Large. The stat block for a lightning quasi-elemental can be found at The Creature Catalog (http://www.enworld.org/cc/converted/elemental/lightning_quasi-elemental.htm).

46h. Shaft.

Lightning Strike: A lightning strike on the ladder causes 2d8 damage to anyone on it, no save; Strength check (DC 12) or fall.

Chapter 3: To The Manor Well Born

The First Visit: As they enter, have each player make a Will save (DC 15). Those that fail will seem to see an odd distortion in Strahd's appearance as he is introduced.

On The Roof: Characters climbing on the roof must make a Balance check (DC 13) every 10 minutes that they spend here, or fall.

M10. Stables.

Concealed Ladder: Finding the ladder in the stables requires a Spot check (DC 20) or Search Check (DC 15). Finding the trapdoor requires a Search check (DC 15).

M12. Tack And Gear Rooms.

Rotten Gear: Any piece of tack used upon a horse has a 50% chance per 10 minutes' use of breaking.

M17. Dining Room.

Paintings: Any character viewing the paintings in good light, and making a successful Wisdom check (DC 10) will detect the look of fear on one of the paintings.

M33. Weapons Room.

Door: The door requires a Strength check (DC 20) to smash open, and the lock is sophisticated (Open Locks DC 25).

M41. Treasure Room.

Needle Trap: CR 2; +8 ranged, (1, plus greenblood oil poison); Search (DC 22); Disable Device (DC 20).

Spear Trap: CR 2; +12 ranged (1d8/×3 crit); Search (DC 20); Disable Device (DC 20).

The Mausoleum

T5. Hall Of The Glorious Dead.

Curse: If any the material is removed from the crypt, the party will suffer -1 luck modifier on all saves until the items are returned to their proper place.

Epilogue: The Awakening

The Battle: The Creature's minions receive a +2 morale modifier on all chances to hit and damage.

The Transformation: When the bolt strikes, the flying debris will cause 2-20 points of damage to all within the chamber; a Reflex save (DC 16) reduces the damage to half. The bats, ravens, and rats will instantly flee and the remaining creatures will lose half their remaining hit points unless they also make the Reflex save.

Creatures Of The Night

Count Strahd Von Zarovich, Vampire: The 3rd edition stat block for Strahd can be found at <http://www.kargatane.com/sotk/download/3estrahd.html>.

The Creature's Minions

Black Cat: Each character whose path is crossed must make a Will save (DC 14). If the save is failed, that character suffers a -1 luck modifier to hit, saves and damage for the duration of the next encounter and will also suffer one unfortunate accident of the DM's choice.

Skeletons, Strahd: CR 3; Medium-size Undead; HD 2d12; hp 13; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+1 Dex, +2 natural); Atk 2 claws +1 melee; Dmg Claw 1d8; Face/Reach: 5 ft. by 5 ft./5 ft.; SQ See Invisible, Turn Resistance +3, DR 20/+2, Immunities, Undead, SR 15; AL CE; SV Fort +0, Ref +1, Will +3; Str 10, Dex 12, Con —, Int —, Wis 10, Cha 11.

Skills and Feats— Improved Initiative.

SQ— *See Invisible (Sp)*: A Strahd skeleton can continuously see invisible as per the spell cast by a 4th level sorcerer. The range is only 30 ft., however. This ability can be dispelled, but it automatically activates again the next round. *Immunities (Ex)*: Strahd skeletons have cold immunity. Because they lack flesh or internal organs, they take only half damage from piercing or slashing weapons. *Undead*: Immune to mind-influencing effects, poisons, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Climate/Terrain— Any land and underground.

Treasure— None.

Advancement 3-6HD (Medium-size).

Skeleton Steed, Strahd: CR 3; Large Undead; HD 4d12; hp 26; Init +5 (+1 Dex, +4 Improved Initiative); Spd 40 ft.; AC 12 (+1 Dex, +1 natural); Atk 2 hooves +5, bite +0; Dmg Hoof 1d4+3, bite 1d8+1; Face/Reach: 5 ft. by 10 ft./5 ft.; AL CE; SA Breath weapon; SQ Immunities, Turn Resistance +4, Ghost Sound, Undead; SV Fort +1, Ref +2, Will +4; Str 16, Dex 12, Con —, Int —, Wis 10, Cha 11.

Skills and Feats— Improved Initiative.

SA— *Breath Weapon (Su)*: Once every other round, they may breathe a noxious gas in an area five feet wide and deep in front of them. This gas requires a Fortitude save (DC 12) or be frozen to the spot for 2d4 rounds.

SQ— *Ghost Sound (Sp)*: Skeletal steeds have the power to cast a *ghost sound* once per round at will. *Immunities (Ex)*: Strahd skeleton steeds have cold immunity. Because they lack flesh or internal organs, they take only half damage from piercing or slashing weapons. *Undead*: Immune to mind-influencing effects, poisons, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Climate/Terrain— Any land and underground.

Treasure— None.

Zombie, Strahd: CR 2; Medium-size Undead; HD 4d12; hp 29; Init -1 (Dex); Spd 30 ft.; AC 12 (-1 Dex, +3 natural); Atk Slam +3 melee; Dmg Slam 1d6+3; Face/Reach: 5 ft. by 5 ft./5 ft.; SA Severed Attacks; SQ Turn Resistance +3, Undead; AL CE; SV Fort +1, Ref +0, Will +3; Str 14, Dex 8, Con —, Int 3, Wis 10, Cha 1.

Skills and Feats— Toughness.

SA— *Severed Attacks (Su)*: Any single hit that causes 5 or more points of damage will sever a part of the zombie's body. A Strahd zombie's life force is strong and vigorous, however, and these severed parts will animate and join in the attack, gaining each zombie an extra attack each round. Since the life force is mystically linked, when the total damage caused to any one part exceeds the zombie's hit points all parts will be destroyed.

SQ— *Undead*: Immune to mind-influencing effects, poisons, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Climate/Terrain— Any land and underground.

Treasure— None.

Advancement— 5-12HD (Medium-size).

The Townspeople And The Transpossessed: The typical townspeople is a Commoner of 1st-3rd level.

Azalin, Male Lich Wiz18: CR 20; SZ M Undead; HD 18d12+3; hp 120; Init +1 (Dex); Spd 30 ft.; AC 16 (+1 Dex, +5 natural); Atk +12/+7 melee (1d6+3, thundering quarterstaff +2) or +10 touch (1d8+5, negative energy touch); SA Negative energy touch (1d8+5, Will DC 21 for half), fear aura (60-ft radius, 5 HD or less, Will DC 21), Paralyzing touch (perm, Fort DC 21); SQ Undead, Turn resistance (+4), Damage reduction (15/+1), Immunities (cold, electricity, polymorph, mind-affecting attacks); AL CE; SV Fort +6, Ref +7, Will +16; Str 12, Dex 13, Con —, Int 22, Wis 20, Cha 14.

Skills and Feats— Alchemy +14, Climb +10, Concentration +21, Craft (bookbinding) +23, Escape Artist +5, Hide +9, Innuendo +9, Intimidate +4, Knowledge (Arcana) +25, Knowledge (Religion) +25, Listen +13, Move Silently +9, Search +14, Scry +26, Sense Motive +13, Spellcraft +27, Spot +13, Brew Potion, Combat Reflexes, Craft Wondrous Item, Enlarge Spell, Heighten Spell, Maximize Spell, Quicken Spell, Scribe Scroll, Spell Mastery (charm person, mirror image, improved invisibility, chain lightning, symbol, dominate monster), Still Spell, Toughness.

Spells— 0— 4; 1st— 6; 2nd— 6; 3rd— 5; 4th— 5; 5th— 5; 6th— 5; 7th— 3; 8th— 3; 9th— 2.

Spells Known— 0— *arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance*; 1st— *burning hands, change self, charm person, chill touch, identify, mage armor, magic missile, shield, shocking grasp, spider climb, Tenser's floating disk*; 2nd— *alter self, cat's grace, glitterdust, invisibility, knock, levitate, Melf's acid arrow, mirror image, obscure object, scare, see invisibility, summon monster II, web*; 3rd— *clairaudience/clairvoyance, dispel magic, haste, hold person, lightning bolt, slow*; 4th— *arcane eye, fire shield, fire trap, improved invisibility, minor globe of invulnerability, polymorph other, summon monster IV*; 5th— *cone of cold, dream, hold monster, permanency, seeming, teleport, wall of iron*; 6th— *analyze dweomer, chain lightning, contingency, disintegrate, eyebite, flesh to stone, mass haste, mass suggestion, true seeing*; 7th— *finger of death, mass invisibility, power word, stun, prismatic spray, simulacrum, summon monster VII, teleport without error*; 8th— *mass charm, polymorph any object, power word, blind, symbol*; 9th— *dominate monster, meteor swarm, Mord's disjunction, prismatic sphere, refuge, shapechange, summon monster IX*.

Possessions— *Dagger of venom, potion of blur, potion of cure serious (negative) wounds, potion of haste, thundering quarterstaff +2*.

Masters of Mordentshire

Count Strahd Von Zarovich, male human Adp7: CR 7; Medium Humanoid (Human); HD 7d6+14; hp 41; Init +1; Spd 30 ft.; AC 17 (+1 Dex, +3 studded leather, +3 *cloak of protection*); Atk +2 *short sword* +7 melee (1d6+4); AL NG; SV Fort +4, Ref +3, Will +7; Str 14, Dex 13, Con 15, Int 18, Wis 15, Cha 13, Com 16.

Skills and Feats— Alchemy +14, Concentration +12, Craft (Mechanics) +14, Craft (Electrical Engineering) +14, Knowledge (arcana) +14, Knowledge (Philosophy) +14, Spellcraft +14; Dodge, Martial Weapon Proficiency (Short sword), Craft Wand, Craft Wondrous Item.

Spells— 0—3; 1st— 4; 2nd— 3.

Possessions— *Silver short sword +2, cloak of protection +3, ring of regeneration, light crossbow, whip, gem of light, 3 flash grenades, ring of spell storing, scrolls of command, detect magic, invisibility to undead, protection from evil, feign death, flame blade, slow poison, dispel magic, speak with dead, neutralize poison*.

Alchemical Successes

Potion of Immunity to Energy Drain: Working with a mixture of his own blood, Strahd discovered an elixir which has made himself invulnerable to the effects of energy draining.

Tablet of Invulnerability to Enchantment: He has also invented a tablet that, once consumed, makes him invulnerable to mental attacks (including charm and suggestion) for (1d6×10)+60 minutes.

Flash Grenades: Strahd's flash grenades require all within a 20-foot range to make a Reflex save (DC 15) or be blinded for 1d3 rounds. He can throw one of these as a grenade like weapon.

Mistress Ysilda Gemanine Ardent, female human Ftr3: CR 3; Medium-size Humanoid (Human); HD 3d10+6; hp 27; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 16 (+2 Dex, +4 leather armor +2); Atk +1 *silver dagger* +7 melee (1d4) or +5 ranged (1d6, short bow); AL CG; SV Fort +5, Ref +3, Will +4; Str 9, Dex 15, Con 15, Int 13, Wis 12, Cha 15, Com 18.

Skills and Feats— Climb +4, Handle Animal +5, Jump +4, Ride +8, Swim +4, Dodge, Improved Initiative, Iron Will, Weapon Finesse (dagger), Weapon Focus (dagger).

Possessions— Short bow, *scroll of protection from undead*, *silver dagger +1*, sap, *ring of protection from arrows*.

Lord Byron Merrill Weathermay, male human Ftr7: CR 7; Medium-size Humanoid (Human); HD 7d10; hp 43; Init +3 (Dex, Improved Initiative); Spd 20 ft. (5 ft. out of wheelchair, must crawl); AC 15/13 (-1 Dex, +6 banded armor); Atk halberd +9/+4 melee (1d10+3) or hand crossbow +6 ranged (1d4); AL LG; SV Fort +5, Ref +1, Will +5; Str 15, Dex 9, Con 10, Int 13, Wis 13, Cha 10, Com 10.

Skills and Feats— Climb +12, Jump +12, Ride +9, Swim +12, Alertness, Exotic Weapon Proficiency (hand crossbow), Exotic Weapon Proficiency (khopesh), Improved Initiative, Iron Will, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions— Halberd, *ring of aiming* +2, two hand crossbows, *potion of healing*, silver khopesh sword, *cloak of displacement (minor)*.

Special— Due to Byron's incapacitation, while he is confined to his wheelchair he suffers a penalty of -2 to his AC.

Lady Virginia Anne Weathermay, female human Ari2: CR 2; Medium-size Humanoid (human); HD 2d8-2; hp 10; Init +5 (Dex, Improved Initiative); Spd 30 ft.; AC 19 (+1 Dex, *bracers of armor* +6, *ring of protection* +2); Atk Dagger +0 melee (1d4-1) or +4 ranged (1d4+2, sling +2); AL LG; SV Fort -1, Ref +3, Will +5; Str 9, Dex 12, Con 9, Int 14, Wis 14, Cha 17, Com 21.

Skills and Feats— Appraise +7, Diplomacy +8, Knowledge (philosophy) +7, Perform (5 ranks: poetry, sing, lute, dance, lyre) +8, Ride +6, Spot +7, Wilderness Lore +7, Improved Initiative, Lightning Reflexes.

Possessions— 2 silver daggers, *ring of protection* +2, *sling* +2, 2 bullets, *scroll of sending*, *potion of cure serious wounds*.

The Apparatus & Other Items

The Apparatus (Artifact): The alignment of a transpossessed victim is strangely altered so that the creature may make a Will save (DC 15) whenever someone tries to detect evil. If the save succeeds, the alignment is detected as that of the original soul. If the save fails, the reading is confused and often interpreted as neutral. Creating another Apparatus is beyond the abilities of anyone but the Alchemist.

Caster Level: 20th; *Weight:* tons.

The Rod of Rastinion (Artifact): Breaking the rod of Rastinion requires a Strength check (DC 19). It has a Hardness of 5 and 10 hit points. It is a natural crystal, and cannot be duplicated through the use of Item Creation Feats.

Caster Level: 20th; *Weight:* 1 lb.

The Soul-Searcher Medallion (Artifact): Holding aloft the soul-searcher medallion once it starts to grow requires a Strength check (DC 13). The crystal is easily broken, and will shatter any time the character carrying it rolls a 1 on any Reflex save. There is a 20% chance that it will break in a fall, and a flat 20% chance it will break when the character receives a critical hit.

Caster Level: 20th; *Weight:* n/a.

Pre-Generated Characters

Rogold Gildenman, male human Clr8 (of Heironeous, Good and Law): CR 8; Medium-size Humanoid (Human); HD 8d8+24; hp 63; Init -3 (Dex); Spd 20 ft. (chainmail); AC 14 (-3 Dex, +7 *chainmail* +2); Atk +2 heavy mace +8 melee (1d8+2) or staff-sling +3 ranged (1d6); SA Turn Undead 5× day; AL LG; SV Fort +9, Ref -1, Will +9; Str 11, Dex 5, Con 16, Int 16, Wis 17, Cha 14, Com 11.

Skills and Feats— Concentration +11, Diplomacy +11, Heal +11, Knowledge (arcana) +6, Knowledge (religion) +14, Scry +11, Spellcraft +14; Combat Casting, Iron Will, Leadership, Extra Turning.

Spells— 0— 6; 1st— 5; 2nd— 4; 3rd— 4; 4th— 2.

Domain Spells— 1st— *protection from evil*; 2nd— *calm emotions*; 3rd— *magic circle against evil*; 4th— *holy smite*.

Languages— Common, Elvish, Gnomish, Hill Giant, Ogre.

Possessions— *Footman's mace* +2, hammer, staff sling, horseman's flail, *rod of flailing*, *scroll of protection from evil*, holy symbols (3), bay mare (medium horse) named Barnabas.

Phillipe Delamana, male human Pal9 (of Heironeous): CR 9; Medium-size Humanoid (human); HD 9d10+27; hp 81; Init +3 (Dex); Spd 20 ft.; AC 23 (+1 Dex, +9 full plate +1, +3 large steel shield +1); Atk +2 *bastard sword* +14/+9 melee (1d10+5 [1d10+6 two-handed]); SA Smite Evil +12 damage 1× day, Turn Undead as 7th level cleric 6× day; SQ Lay On Hands 27hp, Immune to Fear, Remove Disease 3× week; AL LG; SV Fort +14, Ref +9, Will +10; Str 16, Dex 16, Con 16, Int 10, Wis 14, Cha 17, Com 15.

Skills and Feats— Concentration +14, Handle Animal +15, Knowledge (religion) +5, Ride +13; Combat Reflexes, Exotic Weapon Proficiency (Bastard sword), Great Fortitude, Improved Critical (Bastard sword), Iron Will.

Spells— 1st— 2; 2nd— 1.

Languages— Common, Elvish, Dwarvish.

Possessions— *Bastard sword* +2 *dragon bane*, *dagger* +2, *bronze horn of Valhalla*, white paladin's mount named Rembrania.

Rembrania, female heavy war horse: CR 6; Large Magical Beast; HD 4d10+4d8+24; hp 64; Init +1 (Dex); Spd 50 ft.; AC 20 (-1 size, +1 Dex, +10 natural); Atk 2 hoofs +13 melee (1d6+5); Face 5 ft. by 10 ft.; SQ Improved Evasion, Share Spells, Empathic Link, Share Saves; SR 5; AL LG; SV Fort +9, Ref +7, Will +3; Str 20, Dex 13, Con 17, Int 7, Wis 13, Cha 6.

Skills— Listen +7, Spot +7.

Brenda Of The Crimson Blade, female human Ftr10: CR 10; Medium-size Humanoid (human); HD 10d10+30; hp 89; Init +0 (Dex); Spd 20 ft.; AC 19 (+9 chainmail +4); Atk +1 *bastard sword* +17/+12 [+19/+14 vs. trolls] melee (1d10+8 [1d10+10 two-handed] +2d6 vs. trolls,) or longbow

+10/+5 ranged (1d8); AL CN; SV Fort +12, Ref +3, Will +6; Str 20, Dex 10, Con 17, Int 8, Wis 16, Cha 12, Com 16.

Skills and Feats— Climb +11, Craft (Sword making) +4, Handle Animal +2, Jump +6, Ride +4, Swim +6; Blind-Fight, Combat Reflexes, Exotic Weapon Proficiency (Bastard sword), Great Fortitude, Improved Critical (Bastard sword), Improved Initiative, Power Attack, Cleave, Sunder, Weapon Focus (Bastard sword), Weapon Specialization (Bastard sword).

Languages— Common, Troll.

Possessions— Troll-Cleaver *bastard sword* +1 [troll bane, +3 and +2d6 damage vs. trolls], longsword, *dagger* +2, 2 *potions of healing*, grey charger named Sugartooth.

T.G. Redanto, male human Rog8: CR 8; Medium-size Humanoid (human); HD 8d6; hp 31; Init +4 (Dex); Spd 30 ft.; AC 20 (+4 Dex, bracers of armor +6); Atk Short sword +11/+6 melee (1d6+2); SA Sneak Attack +4d6; SQ Evasion, Uncanny Dodge (Dex bonus to AC, can't be flanked); AL N; SV Fort +2, Ref +10, Will -1; Str 15, Dex 18, Con 10, Int 15, Wis 5, Cha 18, Com 16.

Skills and Feats— Appraise +7, Balance +10, Bluff +9, Climb +8, Decipher Script +7, Diplomacy +11, Disable Device +7, Escape Artist +9, Gather Information +9, Hide +15, Jump +8, Listen +4, Move Silently +15, Open Lock +13, Pick Pocket +12, Search +13, Spot +6, Swim +4, Tumble +7, Use Magic Device +8, Use Rope +5; Alertness, Dodge, Mobility, Weapon Finesse (Short sword).

Languages— Common, Elvish, Halfling, Orcish, Drow.

Possessions— *Short sword of wounding* +1, *dagger* +3, thieves' tools, *rope of climbing*, brown gelding (light horse) named Apricot.

Thadeus Mont Breezar, male human Wiz10: CR 10; Medium-size Humanoid (human); HD 10d4+20; hp 47; Init -2 (Dex); Spd 30 ft.; AC 10 (-2 Dex, *ring of protection* +2); Atk Quarterstaff +4 melee (1d6-1); AL LN; SV Fort +5, Ref +0, Will +5; Str 6, Dex 6, Con 15, Int 18, Wis 7, Cha 13, Com 12.

Skills and Feats— Alchemy +15, Concentration +15, Craft (Sculpting) +8, Craft (Woodcarving) +8, Craft (Jewelsmith) +8, Craft (Armorsmith) +12, Craft (Weaponsmith) +12, Knowledge (arcana) +17, Scry +17, Spellcraft +17; Combat Casting, Brew Potion, Craft Magic Arms and Armor, Craft Rod, Craft Wand, Craft Wondrous Item, Spell Mastery(1)

Spells— 0— 4; 1st— 5; 2nd— 5; 3rd— 4; 4th— 4; 5th— 2.

Spellbook— 1st— *alarm, burning hands, charm person, comprehend languages, detect secret doors, erase, feather fall, hold portal, hypnotism, identify, magic missile, magic weapon, message, obscuring mist, protection from evil, sleep, unseen servant, write*; 2nd— *arcane lock, blur, bull's strength, daylight, detect thoughts, invisibility, knock, levitate, locate object, magic mouth, mirror mage, protection from arrows, pyrotechnics, resist elements, see invisibility, shatter, whispering wind*; 3rd— *clairvoyance, dispel magic, greater magic weapon, feign death, fireball, fly, haste, hold person, invisibility sphere, lightning bolt, protection from elements, secret page, tongues*; 4th— *arcane eye, dimension door, fear, fire shield, ice storm, Leomund's secure shelter, minor globe of invulnerability, polymorph other, Rary's mnemonic enhancer, wall of fire*; 5th— *cone of cold, fabricate, hold monster, passwall, stone shape, summon monster V, telekinesis, transmute rock to mud, wall of stone*.

Languages— Common, Mountain Giant, Orcish, Red Dragon, Treantish, Illithid, Drow, Kuo-Toan.

Possessions— *Dagger* +3, *shocking quarterstaff* +1, *alchemy jug*, *stone of controlling earth elementals*, *three scrolls of protection from evil*, *ring of water walking*, black carriage drawn by a grey mare.

Amar Bori Sandflinger, male gnome Rog2/Ill6: CR 6; Small Humanoid (Gnome); HD 2d6+4d4+18; hp 38; Init +3 (Dex); Spd 20 ft.; (+1 size, +3 Dex, +2 leather armor); Atk Short sword +3 melee (1d6-1, [two-weapon primary]) and +2 *dagger* +1 melee (1d4+1, [two-weapon secondary]); AL N; SV Fort +4, Ref +7, Will +5; Str 8, Dex 17, Con 17, Int 15, Wis 13, Cha 12, Com 9.

Skills and Feats— Alchemy +5, Appraise +4, Balance +5, Bluff +2, Climb +3, Concentration +7, Decipher Script +5, Disable Device +7, Escape Artist +5, Hide +10, Jump +1, Knowledge (arcana) +6, Listen +5, Move Silently +6, Open Lock +6, Pick Pocket +8, Scry +5, Search +6, Sense Motive +2, Spellcraft +6, Spot +5, Swim +0, Use Magic Device +3, Use Rope +4; Ambidexterity, Two-Weapon Fighting, Weapon Finesse (Short sword).

Spells— 0— 4; 1st— 5; 2nd— 5; 3rd— 4.

Spellbook— 0— all; 1st— *cause fear*, *change self*, *color spray*, *comprehend languages*, *detect secret doors*, *hypnotism*, *mage armor*, *ray of enfeeblement*, *sleep*; 2nd— *blindness/deafness*, *blur*, *locate object*, *hypnotic pattern*, *invisibility*, *minor image*, *misdirection*; 3rd— *dispel magic*, *displacement*, *hold person*, *illusionary script*, *invisibility sphere*, *major image*, *nondetection*, *suggestion*.

Languages— Common, Dwarvish, Gnome, Halfling, Goblin, Burrowing Mammals, Elf, Desert Nomad.

Possessions— Short sword, *dagger* +2, thief's tools, spell book.

Brother Summer, male half-orc Clr5/Ftr1 (of Hieroneous, Law and War): CR 6; Medium-size Humanoid (half-orc); HD 5d8+1d10+18; hp 51; Init +3 (Dex); Spd 20 ft.; AC 22 (+1 Dex [max], +8 full plate, +3 large steel shield +1); Atk Heavy mace +8 melee (1d8+3.); SQ Turn Undead 1× day; AL LN; SV Fort +9, Ref +4, Will +4; Str 17, Dex 16, Con 16, Int 10, Wis 11, Cha 6, Com 7.

Skills and Feats— Climb +0, Concentration +6, Heal +2, Jump -3, Knowledge (religion) +3, Ride +5, Spellcraft +2, Swim +4; Combat Casting, Iron Will, Power Attack, Weapon Focus (Heavy mace).

Spells 0— 5; 1st— 3; 2nd— 2; 3rd— 1.

Domain Spells 1st— *protection from chaos*; 2nd— *spiritual weapon*; 3rd— *magic vestiment*.

Languages— Common, Orcish, Desert Nomad.

Possessions— *Incense of meditation* (2 cubes), *phylactery of faithfulness*, roan clydesdale (heavy horse) named Muffin.

Mysti Tokana, female half-elf Rgr5/Wiz2: CR 7; Medium-size Humanoid (human); HD 5d10+2d4+14; hp 51; Init +0 (Dex); Spd 20 ft.; AC 15 (+5 *elfin chain shirt* +1); Atk Longsword +6/+1 melee (1d8+2, [two-weapon primary]) and short sword +5 melee (1d6, [two-weapon secondary]), or +2 *longbow* +8/+3 ranged (1d8+2); SA Favored Enemy (goblinoids) +2, Favored Enemy (undead) +1; SQ Track; AL CG; SV Fort +6, Ref +1, Will +6; Str 13, Dex 11, Con 14, Int 13, Wis 15, Cha 13, Com 11.

Skills and Feats— Animal Empathy +3, Climb +3, Concentration +6, Handle Animal +2, Heal +4, Hide +7, Intuit Direction +3, Jump +1, Knowledge (arcana) +3, Knowledge (nature) +7, Listen

+7, Move Silently +4, Ride +1, Spellcraft +3, Spot +8, Wilderness Lore +5; Alertness, Combat Reflexes, Expertise.

Spells— Ranger 1st— 1.

Spells— Wizard 0— 4; 1st— 3.

Spellbook— 0— all; 1st— *charm person, detect secret doors, endure elements, erase, expeditious retreat, jump, magic missile, sleep, spider climb*; 2nd— *arcane lock, blur, detect thoughts, fog cloud, invisibility, knock, mirror image*; 3rd— *dispel magic, fireball, fly, hold person, lightning bolt, secret page, water breathing*.

Languages— Common, Elvish, Gnome, Halfling, Goblin, Hobgoblin, Orcish, and Gnoll.

Possessions— *Long bow +2, longsword +1, scarab of protection, spell book*.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title, and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing is Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify, and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
15. COPYRIGHT NOTICE: Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc. "House on Gryphon Hill, ©1986 Wizards of the Coast, Inc." "d20™ System Conversion of House on Gryphon Hill, ©2002 Erica Balsley.