The first WorldWorks Encounter Pack was released last fall, providing a pair of mini-release settings for use in adventures and scenarios. Just to add to the interest and amusement, I put forth a call for everyone to send in an encounter, under any gaming system that allows publishing encounters or scenarios under their rules, to put together a package.

These four encounters are the results of those efforts. I hope that they prove useful and interesting to you. Even if you don't use the system described, the scenarios can provide inspiration for you to use in your own games, whatever they may be.

Encounter Challenge I: Hilltop Encounter

Attack in the Night by Andorax (D20 Fantasy)…….. 2-3

Encounter Challenge II: Sacrificial Portal

The Portal of Souls by bayushi_shogo (no system)…… 4-6

Bushido Betrayal by Pencil_in_Pain (GW LotR skirmish system)……. 7-10

Abduction! By Andorax (D20 Fantasy)…….. 11-13

Attack in the Night

D20 Fantasy, suggested for 4th level characters.
By Bob Cooper (Andorax)

The Layout:

Construct a standard "Hilltop Encounter" set. Allow the PCs to place their tent(s) however they prefer. The wind is blowing from the side of the tile where the wall is set. Additional tiles surrounding the site are recommended, but not required.

Also, review the rules for "fatigue" and "exhaustion" before beginning this encounter. Please note that this encounter can be particularly dangerous to an already fatigued, or exhausted party (such as one that recently went on a forced march), and should only be applied to such a group if they are of higher than recommended level.

Depending on your preference, and the current campaign's season and climate, also consider that "unseasonably cold" might carry its own consequences. If that is the case, do allow the wall to negate the effects of wind (improving the temperature one "level").

The Setup:

> An unseasonably cold wind blows, bringing with it the promise of a cold and unpleasant night's camp. No inns grace this area, nor trees worthy of the name, and the wind sweeps over the low, rolling hills granting no shelter. An unpleasant night's camp indeed."
>
> "In the fading light, you catch sight of what appears to be an old ruin on the hilltop ahead. It's not much...a couple of crumbled walls is all. But it might provide some measure of shelter from the chill wind.

More than anything else, simple discomfort is what's likely to lead the party to rest here, but further encouragement can be provided if you feel it necessary. Use whatever you feel might motivate your PCs, be it greed (possible treasure in a ruin), curiosity, etc. The goal is to get them to rest within the ruin. If checked for, there is a dim aura of evil on this ruin (the continued passage of the Tir Wight).

Attack in the Night (EL 4):

> As full darkness comes, the cold deepens, and the wind gives no sign of letting up. The crumbled wall cuts the wind though, helping to some degree, though none of you particularly care to leave the shelter it provides.

Allow them to set watches as normal for their group, and establish who, when, and where they are watching. At roughly two hours after dark, the Tir Wight approaches their camp. If they have any sort of light or campfire, it will be aware of possible victims in its favored "hunting ground", but in any case, it will approach with stealth.

If the Tir Wight sees the party's camp before they spot it, it will attempt to sneak into the campsight and touch each sleeping PC first before engaging anyone on watch, charging to the attack only when discovered, or when it has assured all possible PCs are helpless.

> A dark, withered figure of a man creeps towards you. Clad in tattered black armor, its darkened skin looks almost as if something long-dead. The eyes are not visible at all, but instead are blackened, hollow pits.

The Tir Wight was once a guardsman at this old outpost, protecting a small domain (either ancient or current, as befits your campaign). He fell asleep on duty, and his deriliction led to the overrun of the outpost, and the death of all who dwelled there. In his case, though, the dead did not get a chance to rest. The Tir Wight will attack with caution and cunning, but will not flee from the ruin while the living still remain there.

Tir Wights are very similar to Wights, with a few exceptions (highlighted below):

Tir Wight: CR 3; Medium Undead; HD 4d12; hp 28; Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 16; Base Atk +2; Grp +3; Atk Slam +3 melee (1d4+1+Exhausting Touch); Full Atk Slam +3 melee (1d4+1+Exhausting Touch); AL LE; SA Exhausting touch; SQ Darkvision 60', undead traits; SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con -, Int 11, Wis 13, Cha 15.
Skills and Feats: Hide +8, Listen +7, Move Silently +15, Spot +7; Alertness, Blind-Fight.
Possessions: Tattered, blackened Leather Armor.

Exhausting Touch (**Su**): Living creatures hit by a Tir Wight's slam attack become fatigued. Fatigued individuals hit by the slam become exhausted. Exhausted individuals must make a DC 14 Fortitude save, or fall unconscious, unable to wake by any means until daylight shines upon them. The save DC is Charisma-based. For each "level" of fatigue bestowed, the Tir Wight gains 5 temporary hit points, though it can gain nothing from an already unconscious individual. Already-unconscious individuals do not get a save against the Exhausting Touch, such as any sleeping PCs the Tir Wight can touch while slipping through their camp.

Notes:
- Tir Wights cannot create spawn. Anyone slain by a Tir Wight is simply dead.

- Although still a CR 3 creature, due to the nature of the attack (striking with stealth, attacking a sleeping party, etc.) a 50% increase in awarded XP is appropriate.

The Portal of Souls

By

Antonio Miguel Martorell Ferriol (bayushi_shogo)

Now

Soildrain is a dull village at the foot of several rolling hills. The people there work and live as best as they can...but once every 25 years...it's party time. The moon is full and over the strange portal and Soildrain is, for a day, the center of all the villages in the mountains. Heroes from all over the world comes to take part in the ancient ritual, because all the greatest heroes of the known world have done so in their early careers, though not all of the ones who have gone have returned. The ones that survived made a great name for themselves, and tonight is the night. All the villagers are hoping to have fun with them...the heroes of tomorrow

What really happens?

The heroes are left unarmed at the top of the hill, after a day of alcohol, woman and partying ... and they must stay up there all night, whatever happens, on the Hill near the old Portal. And what happens once every 25 years is that the old and young of the village set up an old trick...they get the heroes drunk and make fun of them, scaring the hell out of them making noises and strange lights and at the end a young villager is chosen to have the privilege to start the portal. In years past, the lights and visions that the Portal make are enough to make the heroes return to the village running and screaming...in a way, it is a rite of initiation. Unfortunately, this hasn't always been the case, nor is it what the Portal was intended for.

What Happened in the past

A thousand years ago... near what today is Soildrain, lays a portal to the realm of the dead. The ancients used it to drain souls into the portal to give strength to the dark gods, but it was sealed by the heroes of yesteryear and forgotten. Only a whisper of the history remain...and in this side of the Portal it's now an old dusty rock and an excuse for a day of party. On the other side though, every 25 years when the moon is right, all the souls of the dead wait for the portal to open and break loose again in the land of the livings...only one thing is needed that has been left out in the villager's mocking recreation of old rituals: Blood from a virgin girl.

How to run it…

This encounter is not based in any ruleset. Only a few names and a concept is provided, and it is up to you to fill in the blanks and adapt it to whatever system you prefer. Maybe it can be your first adventure to unite the group – would-be heroes who have heard of the Test of Heroes on the Hill. Or, perhaps, an established group traveling just in time in that region and searching for fame and a bit of a party.

The idea is simple…a long forgotten threat is awakened and the party should stop it. If you prefer, you could just run it as the false setup, or introduce the threat at end.

As said the history of the old Portal is forgotten and the only reminants of the history is that the Portal casts forth, every 25 years, lights, dreams and visions to whomever is near, and that the people of the village choose one young man to "start" the portal…while the rest of the villagers frighten the heroes. Not all have returned…because they always have one or two (it depends on the money you know) "Jugglers" posing as heroes who know everything and "play along", sometimes to "disappear" and sometimes not. The "surviving" heroes do not give away the secret, because having survived "The Test" gives one a name, and if the truth were known, they would be a mockery as well…so everyone has played along all these years…after all, even heroes have to make a fun of themselves from time to time (that and the fact that returning heroes get free drinks during this night of nights helps).

But tonight…tonight will be different…because one of the young ladies of the village aided by a few friends, have decided she will be the first woman to start the portal (so not only the men of the village get to have fun). Her ill-fated choice, and her blood, will bring the dead back.

The Setup

The setup is simple…made the heroes arrive the day of the party…people from around the villages nearby have come to the celebration as well, and all kind of competitions are underway, from archery to wrestling to baking…whatever you think your players will have fun with. Make sure that the heroes (your party plus one or two NPC's) get the attention of the Elders of the Village and the women (once they sign up) and make sure they get free drink and are kept busy during the day.

One of the heroes is Jarek the valiant (the Juggler this year), he is in his paper of hero to be…will kiss all the woman, speak of great things he has or will do and try not to accept any challenge (since he can't let it show that he is not a real adventurer)…If you want you could make one of your party (or all if they are near) check to see if they notice a conversation between Jarek and one of the Elders of the Village…The ones who pass the roll will know that all is a setup so they will be relaxing more and party more than normal for a hero who awaits for a Test…You want to tell that thing to the ones who pass the roll so the others don't know (if the players don't want) and they get a bonus to any fear-related tests, or don't have to roll at all (since they're now "in on it").

At the end of the day make them left all her weapons and armour in the room that they have (for free of course) in the inn…and give them a bedroll and a tent…and they go to the Hill with all the cheers from the people there…they are left there with only something to eat/drink and the means of making a fire.

After they setup there they will begin to see the moon rising … a blood moon that makes the heroes chill…the wind will begin to make strange sounds (helped by the villagers of course) and the light that cast is a very strange one for a full moon…Then it will began all…The villagers have had 25 years to prepare after all, and (depending of your setting) it can either be all a trick, or some of the villagers can have access to illusion magic.

What will happen…fell free to add whatever you think will work (and made them roll for it…if they all know the trick not made roll if not all of them know made sure the ones who knows pass all the rolls), strange sounds, fires, visions…

Jarek will be the one that start all the fools "Have you heard that?"…"Damn that shouting seems to came from hell "…"have seen that fire over there…it moves"…made the others NPC begin to be worried (so that add to the chaos or make fun of them if the heroes know). If the PC's make their rolls they will stay in place…won't go to look at the strange things (if they knows they won't want to all know it so they could say that they were frightened at all). Play it as you thing best suit to your party…if they try to search, they will find nothing when they arrive (after all, the locals have had 25 year to prepare it and hundreds of years of practice)…

At midnight, the portal should be started up…but the young man who was chosen to do it was taken off to a nearby barn by the young lady and tied up by her friends…so that she would be the one who will be go there to open it (to better effect made the players knows she…maybe she tried to take part in some competition and was being mock for trying it being a girl…or arguing whit someone about the girls having the same right that the men to do things…you know). She went running to the portal (hiding from all the men of the village setting the "traps") and with the pride to be the first to take an important step for all the girls in her village put her hand in the stone in the floor to start it.

Then…pain…blood from her hand flowed into the stone…a bright light and the portal is opened…and the dead began to enter. A group of skeletons (or whatever you want to use, enough to be a threat to the unarmed party but not to kill them all) to come through the portal…and head for the party.

The characters should hear the shout of pain from the girl and see the light from the Portal. They may think that all is fake (particularly if one or more overheard the secret), but may well change their minds when they see Jarek terrified. Initially, he thinks that is all part of the setup so he will play it up to earn the money paid to him. His terror will become entirely real, however, when he first sees the skeletons.

The ending

Well that's also up to you…if you want the portal to be the start of the invasion of chaos (so now they are invading the world with the help of your PCs)…do it. If you'd prefer the heroes to be able to stop the portal…Or go inside the dead world to rescue the girl…Who knows…is your game and is your chance to use it as whatever you want.

Bushido Betrayal 1.0

ALBERTO J. SILVA



A skirmish wargaming scenario for two players. BUSHIDO BETRAYAL introduces a new japanese medieval setting, where a brave Ronin warrior and a bunch of young martial art masters fight a big horde of vicious alien invaders. Statistics for Games Workshop's 'The Lord of the Rings Strategy Battle Game' have been included as an example, but the scenario should be easily adapted for any kind of system. Enjoy!

CHIKAMATSU'S LETTER

" (...) It was two days since the portal appeared, near the border of the land. A hideous gate rose in the middle of the night and opened way for a brand new nightmare.

Docens of them.

Scouting beasts infiltrated the palace, leaving a trail of dismembered bodies behind. Chief Nomiya's daughter, Princess Najin, disappeared that night. The invaders kidnapped her, driving our leader into madness.

It's war. A war like we have never known before. Nomiya's shogun army has been trying to contain the alien party, but more than one hundred men have already lost their lives near the gate. Some ronin mercenaries arrived and joined the battle, as a reinforcement, but the monsters are unstoppable. Hundreds of villagers are dead and more than forty people have been drawn into the portal.

Now, venerable elder Chikamatsu has decided to disobey Chief Nomiya's orders. Following our father's request, the Seven Sons of Chikamatsu have left the land in the night, riding silent horses no one heard. We have a simple mission.

You have an old debt with our father, and now he has summoned you, Juro."

The Seven Sons of Chikamatsu looked for the disinherited warrior all around the neighbour lands, carrying one copy of the letter each. They crossed the horizon. They climbed the snowy mountains on the north and rode along the rice crops, in the south. But they failed. Six of the seven sons came back home, ashamed and exhausted.

Only the younger daughter of Chikamatsu was still on the run, looking for Juro. She became the last hope for the land, until her corpse was brought home by the river.

Nobody knows what happened with her copy of the letter.

THE SCENARIO

PARTICIPANTS

On the samurai side is Juro, and the Seven Sons of Chikamatsu (who are, in fact, six).

On the evil side is a 300 point value force of scouting aliens including, at most, a Gamerian Horror.

OBJECTIVES

At the beginning of the game, the night is falling. The Seven Sons are attacking the portal in a desperate attempt to stop the alien invasion, but Juro will enter the board at the end of the third turn. The objective of the Samurai group then, is to let Juro get into the portal. Casualties aren't important, as long as the hero crosses the gate and closes the portal from the inside at the end of the game. None of the Seven Sons can cross the portal.

The objective of the Alien scouting party is to kill Juro.

GAME ELEMENTS AND BATTLEFIELD LAYOUT

In order to play BUSHIDO BETRAYAL, you will need the following:

- The SACRIFICIAL PORTAL model, by Worldworks Games.
- A gaming surface and several terrain elements
- Some miniatures or tokens to represent Juro Sawamura and the Seven Sons.
- Some miniatures or tokens to represent the Alien scouting party.
- A set of rules.

The game is set on a 7'x4' (180 cm. x 112 cm.) table, as seen in the map below.

SPECIAL RULES

The SACRIFICIAL PORTAL is a disquieting and frightful place.

It evokes terror in earthlings, so any human character who steps into the base of the portal needs to pass a Courage test.

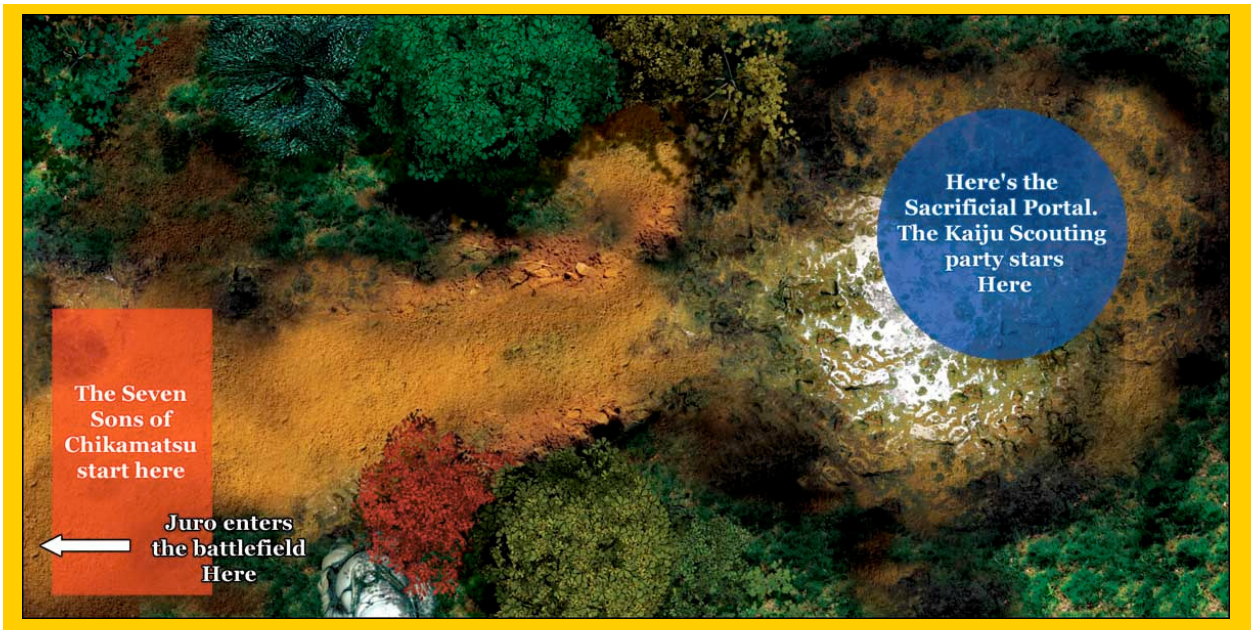
WARNING!!

BUSHIDO BETRAYAL ins't an equal scenario. Winning this battle with Juro and the Seven Sons of Chikamatsu is quite a challenge. But it isn't impossible.

Use your samurais to protect Juro, and move your forces as fast as you can, breaking your enemy lines. Keep the aliens away from the hero using the special powers of the Thunder Katana and don't worry about casualties as long as Juro is still alive.

If you want to play an equal game we suggest to use a smaller 200 pt. alien force.

You can also play the game twice, swapping your armies.



STATISTICS

JURO

Juro Sawamura					
F	S	D	A	W	C
7/3+	4	6	3	3	6
Might: 3 - Will: 2 - Fate 2:					
Basic Points Value: 110					

Wargear

Juro is carrying a regular katana (works like an elvish sword), a samurai armor and a short bow. He can use several, additional items at the following cost:

Ikazuchi Katana (Thunder Katana):
+50 pt.

The Thunder Katana is a weapon of evil, empowered by the breath of war. Juro fell under the curse of It's demonic forces the moment he tried to suicide using the sword. Hara-Kiri with the Thunder Katana made Juro become a tool of darkness, a half alive man.

The thunder katana works like an elvish sword, but every time Juro wins a hand to hand combat, enemies move back 4" (10cm). instead of 1" (2cm). The Thunder Katana gives Juro an additional Attack too. (A3, in total).

THE SEVEN SONS OF CHIKAMATSU

After the death of Chikamatsu's younger daughter, the Seven Sons are, in fact, six:

The Seven Sons					
F	S	D	A	W	C
5/3+	3	4	1	1	4
Might: - Will: - Fate:					
Basic Points Value: 10					

This is the basic profile for each of the Seven Sons, including a hand weapon and samurai armour. Additional items can be assigned to each of the brothers:

a) The **'older'** brother uses a Long Bow (works like an Elvish Bow) at the additional cost of +5 pt.

b) The **'blind'** brother carries a Tessen Fan (works like a throwing axe) at the additional cost of +1 pt.

c) The **'silent'** sister uses a Kendo Shinai (works like a two handed weapon) at the additional cost of +1 pt. Also a Kendo Mask (works like a shield) at the cost of +2 pt.

d) The **'shadow'** sister wears a black Shinobi Shozoko (ninja uniform) at he additional cost of +5 pt. (Works like an elvish cloack), but she loses the benefits of wearing a samurai armour (D-1). She can also use a Fukiya blowgun (works like a bow) at the additional cost of +1 pt.

e) The **'wave'** brother carries a Bamboo Spear (works like a pike) at the additional cost of +1 pt.

f) The **'panda'** sister isn't carriyng any additional weapon, but she can become a Kuji-in (ninja magic) expert at the additional cost of +20 pt. (+2 Might; +1 Will; +1 Fate). A Kuji-In expert can't be wearing a samurai armour (D-1).

KAIJU ALIENS

Kaiju Scouts are a repulsive breed of aphibious alien warriors. Spitter Scouts have been grafted a needle spitting forearm, while Ripper Scouts use their stainless steel teeth to kill their victims.

Kaiju Scout					
F	S	D	A	W	C
4/4+	4	3	1	1	3
Might: - Will: - Fate:					
Basic Points Value: 11					

This is the basic profile for a Kaiju Scout. Additional Items can be assigned at the following cost:

Needle Spitting Forearm: A miniature standing still can shoot once up to the weapons maximum range or twice up to 12".
+5pt

Stainless Steel Teeth (Works like a two handed sword): +5pt.

GAMERIAN HORROR

A Gamerian Horror is a pampered creature, back in their homeland planet, although for the non–expert eye, It looks like a giant, tusked, flying mollusc.

Gamerian Horror					
F	S	D	A	W	C
6/-	6	6	3	4	3
Might: - Will: - Fate:					
Basic Points Value: 70					

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No challenge to their status is intended.

Abduction!

D20 Fantasy, suggested for 4th level characters.
By Bob Cooper (Andorax)

The Layout:

Construct a "sacrificial portal" set. Additional tiles surrounding the site are recommended, but not required. Other "set dressing" bits, such as the Obelisks from Skull Cove, the Altar from Gothic Realms, or the Tent from VillageWorks can be added for effect, but are not necessary to the scenario.

As well, if you wish to depict the Inn (particularly if things go badly for the PCs) a variety of options are available, from the ManorHouse of CastleWorks Classic, to the various VillageWorks or CastleWorks Ultimate buildings, though of course Interiorworks: Pubs and Inns provides the most options.

The Setup:

"The round-faced and round-bodied innkeeper's pudgy form running out of his inn and towards you would be humorous, if it weren't for the look of misery and terror on his face. 'Oh please, sirs...please. You must help me. He took her...took her and just plain rode off this very morning. My daughter. I don't know what the beastly man had in mind, but I should have sent him on his way when he arrived last night. Should never have let him in my doors. You will help me, won't you?'"

The piteous fellow's name is Bartholemew Brandt, owner of Bartholemew's Boarding House, a small roadside inn. His daughter, Sarah, was indeed kidnapped last night by a sorceror named Ergis (through use of a scroll of Charm Person). He had heard of a nearby ruin that might (indeed, does) contain a portal to the lower planes, and intends to use Sarah as a sacrifice to advance his own sorcerous power.

Locate the site of the portal consistant with the PCs arriving at nighttime. If they are getting to the inn in the evening, it can be only an hour or two away. If it is morning or midday, it's a day's travel distant, and a rapid pursuit after Ergis.

The Open Portal (EL 5)

"A light is visible ahead, a pale, green light that casts an eerie glow. Cresting a nearby hill, you catch site, in the valley, of a strange ruin, a ring-shaped structure from which the glow eminates. Nearby, a young woman whom you would presume is Sarah lies bound upon an altar-stone, and the mysterious kidnapper, garbed in black robes and with a strange, misshapen mask, stands over her. Two shadowy, winged forms circle lazily overhead. With a broad wingspan, they are the size of large birds...but something is wrong about how they are shaped. The kidnapper is shouting at the flying creatures in a harsh-sounding, unfamiliar tongue."

Closer inspection will reveal Ergis, speaking to the two Vargouilles circling overhead in Infernal, apparently agreeing to bring them more victims to transform (see the description) in exchange for knowledge of fiendish secrets of sorcery. Sarah, bound and unconscious, has already begun the transformation and is completely bald.

Ergis has a large iron mask that covers his mouth with a strong steel grate, and flares back over his ears in something mimicking the Vargouille's wings. Far from being for effect alone, the mask's construction effectively makes him immune to the Vargouille's Kiss ability, and the flanged wings grant him a +4 bonus to his save against their Shriek ability (and impose a -10 penalty to listen checks). When he becomes aware of the PCs, he will of course attack immediately, as will the Vargouilles.

There is nothing that needs be done with the portal...it has been inactive for many years, and the secret of activating it will likely die with Ergis. Dismantling it would be difficult (Magically-altered stone: Hardness 12, 700 hps), but a sufficiently persistent party could do so if they desired.

With regard to Sarah's transformation, once again timing is a tricky issue. Try to schedule the more obvious parts of her transformation for after she has returned to the inn (and locked herself in her room because she has "become ugly"). PCs can recognize what is going on with her by means of a Knowledge: Planes check (DC 16) or a Heal check (DC 25). Another such check reveals the prevention, treatment, and cure appropriate. Assuming the PCs cannot, or do not, do anything about it, another Vargouille will arise at the inn the following night, and poor Sarah will be no more.

Vargouilles (2): CR 2; Small Outsider (Evil, Extraplanar); HD 1d8+1; hp 4, 7; Init +1; Spd Fly 30 ft. (good); AC 12, touch 11, flat-footed 11; Base Atk +1; Grp -3; Atk Bite +3 melee (1d4+poison); Full Atk Bite +3 melee (1d4+poison); AL NE; SA Shriek, kiss, poison; SQ Darkvision 60'; SV Fort +3, Ref +3, Will +3; Str 10, Dex 13, Con 12, Int 5, Wis 12, Cha 8.
Skills and Feats: Hide +9, Intimidate +3, Listen +5, Move Silently +5, Spot +5; Weapon Finesse.
A vargouille's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

Shriek (**Su**): Instead of biting, a vargouille can open its distended mouth and let out a terrible shriek. Those within 60 feet (except other vargouilles) who hear the shriek and can clearly see the creature must succeed on a DC 12 Fortitude save or be paralyzed with fear for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A paralyzed creature is susceptible to the vargouille's kiss (see below). A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours. The shriek is a mind-affecting fear effect. The save DC is Constitution-based and includes a +1 racial bonus.
Kiss (**Su**): A vargouille can kiss a paralyzed target with a successful melee touch attack. An affected opponent must succeed on a DC 15 Fortitude save or begin a terrible

transformation that turns the creature into a vargouille within 24 hours (and often much sooner; roll 1d6 separately for each phase of the transformation).
First, over a period of 1d6 hours, all the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles sprout on the chin and scalp, and the teeth become long, pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours later, when the head breaks free of the body (which promptly dies) and becomes a vargouille. This transformation is interrupted by sunlight, and even a daylight spell can delay death, but to reverse the transformation requires remove disease. The save DC is Constitution-based and includes a +4 racial bonus.
Poison (**Ex**): Injury, Fortitude DC 12 or be unable to heal the vargouille's bite damage naturally or magically. A neutralize poison or heal spell removes the effect, while delay poison allows magical healing. The save DC is Constitution-based and includes a +1 racial bonus.

Ergis: CR 3; Medium Humanoid (human) Sorceror 3; HD 3d4+3; hp 13; Init +6; Spd 30 ft.; AC 13, touch 12, flat-footed 11; Base Atk +1; Grp +0; Atk Club +0 (d6-1) OR Light Crossbow +4 (d8); Full Atk Club +0 (d6-1) OR Light Crossbow +4 (d8); AL NE; SA Spells; SV Fort +2, Ref +3, Will +4; Str 8, Dex 14, Con 13, Int 10, Wis 12, Cha 15.
Skills and Feats: Bluff +4, Concentration +5, Knowledge: Planes +2, Listen -9, Ride +3; Spell Focus: Conjuration, Improved Initiative, Combat Casting.
Possessions: Club, Masterwork Light Crossbow, 17 bolts, *Bracers of Armor +1*, Scrolls of *False Life*, *Invisibility* and *Acid Arrow* (all L3), Potion of *Cure Light Wounds*, light warhorse with tack and saddle, 84 GP, 73 SP.

Spells: (6/6, DC 12+Spell Level, 13+Spell Level for Conjurations)
0: Acid Splash, Detect Magic, Light, Mage Hand, Prestidigitation
1: Charm Person, Grease, Summon Monster I

d20 OGL Document

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