

HIGI-12

WINTER TEARS

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

Version 1

by Craig Campbell

It's a classic story. The brave hero sets upon a quest to rescue the damsel in distress. What happens when the hero is, himself captured, and the damsel needs your help to rescue him? An adventure for investigative PCs. For characters levels 1-6.

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. 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.

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 seven 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 rule books 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. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" among the group, or when the adventure is run in tournament format with winners and prizes.

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

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

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players will 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, a character sheet, and a LIVING GREYHAWK log sheet from your convention coordinator or the RPGA Web site, 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.

DETERMINING AVERAGE PARTY LEVEL (APL)

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 PC participating in the adventure.
 - 2) If PCs bring animals that have been trained for combat (most likely 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 following 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.
- | CR | 1 | 2 | 3 | 4 |
|-------------|---|---|---|---|
| 1/4 and 1/6 | 0 | 0 | 0 | 1 |
| 1/3 and 1/2 | 0 | 0 | 1 | 1 |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 4 | 5 | 6 |
| 4 | 4 | 5 | 6 | 7 |
- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure—round up.
 - 4) If you are running a table of six 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 an adventure. If your character is three character levels or more either higher or lower than the

APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

- 1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is 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.
- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Mialee, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

If you are using a 591 CY adventure (campaign year 1) that uses the old Tiers, assume that the APL multiplied by 2 is the APL suitable for that encounter.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

LIFESTYLE

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle Cost	Skill Modifier	
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

DM'S INTRODUCTION

THE DAMSEL IN DISTRESS

For many years, Lilen, a beautiful dryad and cleric of Ehlonna, had lived peacefully in the far northern reaches of the Vesve Forest. Over her many years, she watched the forest grow and thrive around her. Her forest friends lived lives of peace and prosperity. She was content with her life. She knew no sadness. She knew no sorrow. She knew no pain. Then her forest began to die.

To the north, Iuz the Evil began his onslaught. His corrupt forces marched into the northern reaches of the forest. They burned and destroyed, wallowing in their own depravity. Iuz's necromancers and priests wove their vile magics throughout the land. Slowly, over many years, the forest itself began to feel this taint. This taint began to creep into Lilen's corner of the forest.

Trees withered and twisted into horrid shapes. Soil grew unfertile. Rivers dried up, leaving behind cracked beds filled with dead fish. Ponds and lakes grew stagnant,

fouled with black ichor. The inhabitants of the forest, fearing for their own lives, left their home, moving far south into the unspoiled parts of the great forest. All the inhabitants except one, that is.

Lilen could not leave. The mystical bond to her great oak could not be broken. She watched as all of her friends left. She watched as her forest died around her. She watched as even her great oak, her life force, began to feel the effects of Iuz's vile corruption. And she cried.

For many months, she cried.

THE BRAVE HERO

About six months ago, Tamison, a Ranger of the Vesve, happened upon Lilen while scouting Iuz's progress in the northern Vesve. He found the dryad, desperate for help, tears streaming down her face. He approached the startled forest maiden, afraid that she would flee into her oak. However, she did not. Years of hopelessness had broken her will. She was awaiting her fate.

Lilen told the Ranger her story. So captivated was Tamison by the poor dryad's plight that he vowed to help her. He stayed with her and they pondered what to do.

For several days the pair searched their minds for a way to save the poor dryad's life. Finally, Tamison came up with a plan.

Tamison left Lilen the next day, his heart heavy, hoping against hope that his plan would work.

As he walked away, he realized he loved her.

THE QUEST

Tamison promptly reported to the Rangers that he was resigning from service. He then gathered up all his worldly belongings and traveled to the City of Greyhawk.

He searched for many weeks and finally came upon a powerful wizard. They bartered back and forth, Tamison offering up most of his own personal fortune. The wizard agreed to Tamison's payment and proposal and set to work.

Tamison waited many weeks, while the wizard crafted a very special magical orb, an item that could teleport both Lilen and her oak to a safer part of the Vesve.

Finally the wizard came for Tamison and presented him with the crystal orb. It glowed with enchantments, and he assured Tamison it would do what he said it would.

Immediately, Tamison set out for Lilen's oak.

LILEN'S POOL

For a short time after Tamison's departure, Lilen was happy. For the first time in many years, she felt she had a chance to survive the destruction of her forest. She rejoiced and cried tears of joy. The tears collected at her feet in a depression near her oak. The tears did not pass into the soil, for nothing could now permeate the fouled soil. For three months she sang and wept and danced and wept some more. She realized that she was in love with Tamison.

After three months of waiting, Lilen's pool had grown, nearly ten feet across, a pool of happiness in the darkest of dark places. Then she began to worry.

It had been a long time, she thought. Surely Tamison must be returning. Surely he must be on his way. Day after day passed and Tamison did not arrive. Tears of joy and happiness became tears of worry and sadness. The pool grew.

Now thirteen feet across, the waters of the pool are half sadness and half joy. Even in the depths of winter, the pool does not freeze. Lilen still waits for her hero.

And she weeps.

THE CREATURE IN THE COLD

Two months ago, a creature with no name awoke. It is a creature of pure desolation and icy cold. It lives in a cave not far from Lilen's oak, hibernating during the warmer months, only becoming active during the cold of winter.

The creature cares not for Lilen's plight nor for the plight of anyone but itself. It lives only to satisfy its own desires - to hunt, to kill, and to feed. It leaves its icy lair only to find food. It has no mate. It has no young. It has no ideals. It has no laws. It has only a hunger.

The creature has hunted this year for some time, and has found little to satisfy its incredible hunger. Very recently though, it has found itself two hearty, stout victims.

It searches for more.

THE HERO CAPTURED

Three weeks ago, as Tamison was nearing Lilen's home, the creature attacked. Tamison put up a valiant fight, but with only the simple weapons leftover after his bartering with the wizard, he was no match for the beast, despite his considerable skill.

The creature struck again and again, tearing into Tamison's flesh with its wicked claws and teeth, driving Tamison near death, unconscious. The creature then dragged the bruised and bleeding ranger back to its lair and threw him in an icy pit, along with an orc it had captured not long before.

Now the creature waits, keeping its prisoners alive for just a little longer. It continues to hunt.

ADVENTURE SUMMARY

Winter Tears begins with the PCs stranded in the far north of the Vesve, lost and alone. While wandering, searching for the rest of the scouting party they were with, they come upon Lilen the dryad, weeping at her pool. Upon approaching and befriending the sullen forest maiden, they learn of her plight, Tamison's plan, and the creature's ambush of her hero (she has discerned the very basics of what has happened through weeks of tedious and repeated use of her magical pool). She lays out several options for them. The PCs have the opportunity to pursue the options in the order they wish (for the most part). The bulk of *Winter Tears* is concerned with the PCs learning

all they can about the creature. The creature is more than a match for the party, but if they can discover enough about it and go in with a well thought-out plan, they can defeat it. The encounters are briefly described below.

The PCs may seek out Bartle, a strange little hermit that Lilen has heard of. He has been known to provide travelers with information about this part of the forest...for a cost. Bartle is a barterer, and a shrewd one at that. From Bartle, the PCs can learn more specific information about the creature's strengths and weaknesses, and get a better idea of where its lair is.

The PCs can scout for the lair (with or without Bartle's help; Lilen has a very vague idea of where it's at). Once they find the lair, they can scout inside a bit and learn its layout and use this information to plan an attack on the creature. They must beware the creature in its lair, though, for it is an even greater threat in its own home.

As time passes and the party learns more and more, the party can return to Lilen to confer with her. She may be able to divine additional information once she knows more about the situation and the creature.

If the PCs spend an evening too close to the creature's lair, it will ambush them in the night with the intention of stealing one or two of the PCs and throwing them into its pits, to be eaten later. If the PCs put up a solid front against the creature at this point, it will retreat. This encounter allows the PCs to gauge the creature's capabilities.

The PCs may come upon a quiet glade where corruption has not spread and a herd of stag live. Their leader is an intelligent stag named Truehorn. Truehorn is able to provide the PCs with some information about the creature, as well as the exact location of its lair. He'll also be able to provide the PCs with a special berry that could help them in their fight.

At some point, the PCs come upon Norgsh, an orc who managed to escape from the creature. If the PCs befriend the orc, they can learn the layout of a portion of the creature's lair.

Once the PCs have learned all they can (or all they care to learn), they may confront the beast. This will likely entail a fight in or near the beast's lair. Extremely crafty PCs with an extremely crafty plan may manage to trick or trap the creature long enough to get Tamison out. If they don't kill it, the creature comes for them even after Tamison is rescued.

Note: *Winter Tears* is a story of loneliness, desolation, and fear, both for Lilen and for the PCs. Keep this in mind while telling the story. Keep descriptions icy and foreboding. Keep the NPCs aloof, a bit afraid, or simply lacking in hope. Reinforce the fact that the PCs are alone in this quest. None of the NPCs (those few that there are) are able to aid them much, if at all. Lilen is trapped. Norgsh is weak. Truehorn is aloof, and Bartle simply doesn't want to help.

PLAYER'S INTRODUCTION

It has been days since you have seen anyone beside your traveling companions.

It began simply enough. You were enlisted by the Rangers of the Vesve to investigate the northern reaches of the great Vesve Forest. The Rangers were concerned over Iuz's recent movements and doings, and, having many of their forces committed elsewhere, they were looking for others to aid them in their efforts. With a bit of trepidation, you hired yourself on as a part of a scouting contingent.

You made your way north with several other adventurous sorts. As you neared Iuz's territory, the Rangers split you off into groups, each of you given a map of an area of the Vesve, which you were supposed to investigate.

A mere four days into your scouting, you found that your map wasn't wholly accurate. That, coupled with a run-in with a rather large tribe of orcs has left you the one thing you did not want to be.

You are lost.

You began heading south, hoping to find your way back to the more civilized parts of the Vesve, but part way through that day, a snowstorm blinded you and you found yourself losing the sun in the clouds. You did your best to keep your sights set south, but you're not completely sure you've been heading in the right direction. Last night was cold. Very cold.

Earlier today, with no sun to guide you, you found yourselves wandering into a most horrible part of the Vesve. Trees are twisted, devoid of leaves, their branches aching toward the sky like bony fingers. The land bears no living plants. The animals have left, leaving behind them an eerie quiet. Even the rocks and earth smell of foulness and decay.

The rancid wind whips your faces and flaps your capes as the cold bites into you like an axe. You trudge on.

Then you hear a sound. It is the sound of a woman crying.

PCs who investigate the sound come upon Lilen, crying at her pool.

Peering from behind several great, rotting trees, you see an elven lady. With wavy brown hair and lightly bronzed skin, dressed in simple earth-tone skirts and shirt, she truly stands out in this sullen place. She sits at the edge of a small pool, weeping.

PCs who watch a while may make a Spot check at a DC of 15 to notice that the pool is not frozen, and that it is clear and clean. Also, have each PC make another Spot check at a DC of 20. Anyone who succeeds notices that the lady is not entirely normal. She has somewhat elvish features (but not completely so), deep violet eyes, and an almost supernatural grace to her movements.

If the PCs approach, move on to Encounter 1. If they do not, prompt them by having Lilen notice them and flee behind a tree until they present themselves.

ENCOUNTER 1: THE LADY AT THE POOL

As you approach, the lady speaks. "Who are you? What do you want with me?" Her voice is unsteady, but also sad. She is obviously afraid.

If the PCs present themselves openly and honestly, she settles down and sits by the pool. After a moment's hesitation, she offers that they join her, and tells the PCs her name.

☞ **Lilen, female dryad Clr3:** CR 4; Medium-size fey; HD 2d6 + 3d8 + 3; 23 hp; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30; AC 12 (touch 12, flat-footed 10); Atks +3 melee (1d6, quarterstaff); SA Spell-like abilities, spells; SQ Symbiosis, turn undead, spells; AL CG; SV Fort +3, Ref +6, Will +8; Str 10, Dex 15, Con 11, Int 14, Wis 15, Cha 18.

Skills and Feats: Animal Empathy +9, Concentration +6, Diplomacy +7, Knowledge (nature) +6, Escape Artist +7, Hide +9, Listen +9, Move Silently +9, Sense Motive +7, Spellcraft +7, Spot +9, Wilderness Lore +7; Alertness, Dodge, Improved Initiative, Toughness.

Spell-like Abilities: Speak with plants at will. Step inside any tree at will and *dimension door* (as 7th level Sor) to her own oak. *Charm person* three times per day (as 4th level Sor); will save (DC 15) or charmed for four hours.

Symbiosis (Su): Mystically bound to her oak tree. Can't stray more than 300 yards.

Possessions: Lilen's pool – may use to cast one *divination* per day usable only for learning of Tamison's condition; may use to cast one *divination* per week for other purposes. *Divinations* are cast at 8th level of ability.

Spells Prepared (4/3+1/2+1; base DC = 12 + spell level): 0—light, purify food and drink, detect poison, mending; 1st—invisibility to undead, protection from evil, remove fear*, sanctuary; 2nd—augury, barkskin*, speak with animals.

* Domain spell; Deity: Ehlonna; Domains: Plant and Good.

Lilen is normally very wary of those she doesn't know, but considering her current predicament, she is relatively personable. She engages in idle chitchat with anyone who speaks to her, though only in short, simple sentences. If none speak, she becomes interested in whichever PC looks the most "woody" (i.e., a ranger, druid, or elf).

Eventually, conversation should come around to who she is and what she's doing here. Once the PCs ask, read the following in near-sobbing tones.

"I have lived here for many of your years. This forest is my home. Some time ago, the Dark One's presence seeped into my beautiful wood. It destroyed the trees, dried up the rivers, and fouled the earth. And it drove away all my friends." She pauses a moment, holding back sobs, before continuing. "I am alone, trapped. My life cannot pass much beyond that hill, you see."

She points off toward a hill, roughly a quarter mile away.

“A while back, a man happened by, a kind man named Tamison. He offered to help me escape this place. We talked a while and he came up with a way that he might rescue me. I don't completely understand, but he said he needed to visit something called The Grey Hawk. This Grey Hawk would be able to help him find someone to help me by making a magic that would transport me from here to a safer place. That was over six moons ago. He has not returned. I believe he has been captured by some great creature. Now he too is held captive, just as I am a captive here. My hero is a prisoner and I am unable to save him.”

Rangers of the Vesve PCs may make an Intelligence check (DC 15) to recognize the name Tamison. If successful, they also recall that he quit the Rangers a few months back.

Lilen pleads with the PCs to help her rescue her love. If the PCs accept, her tears cease and she provides them with all the information she can.

Keep in mind that Lilen is not at all familiar with the world from which the PCs come. She provides information, but not in terms to which the PCs are accustomed. She reveals only that which she knows, and does not presume anything else. She knows the following and expresses it as described below:

Tamison:

- He is a kind man and she is in love with him.
- He is what's called “a ranger.” He is as strong as two oaks and as fearless as the day-sky.
- He comes from a place closer to the mid-day sun. (*south*)
- He has gone to speak with The Grey Hawk, far to the morning sun. (*the City of Greyhawk, to the east*)
- The Grey Hawk will help him find a man who will weave a spell to transport her (*she doesn't distinguish between herself and her oak*) to a safer place nearer the mid-day sun. (*to the south*) (If pressed further on this, the PCs will learn she is a dryad, if they haven't already realized it. She will at no time refer to herself and her oak as separate entities, however.)
- He is held captive in a cave in the hills nearby. (Lilen can give rudimentary directions to the basic area, but doesn't know specifically where the cave is.)

The Creature:

- It is two men tall. (*roughly twelve feet tall*)
- It is as strong as three oaks (VERY strong), as angry as the night-sky (*it cares only about itself*), and has a hunger greater than three bears.
- It is snow-skinned. (*white*)
- It has paws with hand-thorns (*six-inch- long claws*) and a smile like icicles. (*large teeth*)

If the PCs ask her how she knows about the creature (considering her limited mobility), she offers up the following.

“I am a worshipper of the Forest-Mother and she has chosen me to serve her. I am able to commune with her by my magics. It is through these simple magics that I have discovered these things, but it has taken much time and many prayers.”

Lilen is a cleric of Ehlonna and others who worship Ehlonna recognize her as such. If the PCs require proof, she casts *light* nearby, but abstains from any other displays, claiming that she requires her spells to keep her alive. Indeed she does - she uses her spells (refer to her spell list, above) to monitor the taint in the forest, heal herself (she is dying, waking up each day down on hit points), and divine more of her love's fate.

At some point, Lilen offers up the following.

“I cannot tell you where the creature's lair is exactly, only that it is in the hills. But there is someone who may be able to help you. There is a quiet-man who lives near a great grove of ash trees near a lake. His name is Bartle. I have heard tales of him. He knows this wood as the river knows its bed. He may be able to help you.”

If the PCs ask Lilen what she knows about the area, she provides them with a simple map of the area that she has pieced together based on what others have told her over the years. Give the players Player Handout #1, but only if they ask.

At this point, the PCs have to decide on a course of action. They may scout for the creature's lair or search out Bartle the hermit.

The trek to the hills (either to scout or to find Bartle) takes an hour or two. Regardless, it is mid-afternoon by the time the PCs get to the hills.

ENCOUNTER 2: BARTERING WITH BARTLE

You wander the forest south of the hills. The icy wind tears at your skin and the cold creeps into your veins like poison. As you search for the ash grove, you feel an uneasy calm settle over the forest. You think to yourselves, if this is the warmest part of the day, what will the night be like?

Finding the grove requires one of the following.

- A Tracking check at DC 15 to find one of Bartle's well-used paths. The PCs can check once per hour.
- Searching out from the lake (if they find it). A simple spiral search pattern out from the lake reveals the grove about a mile east of the lake.
- Use of appropriate divination magic (such as using *speak with plants* to talk to one of the few very large trees still alive).

- Luck. Each two hours spent searching, the PCs have a 1 in 10 cumulative chance of happening upon the grove, provided they make sure not to overlap their search (i.e. they map their progress or use a sweeping search; if they wander aimlessly, the chance is 1 in 10 all the time)

Once the PCs find the grove, read the following.

This is surely the ash grove of which Lilen spoke. Dozens of smaller ash trees huddle around one large one, hulking, and immense, its branches twisted and dead. Their bark is the color of ash in the most literal sense. They appear as if they might fall to dust at the slightest touch. At the base of the largest tree, a great, black pit, roughly three feet wide, opens before you. Just a few inches down the pit, your vision is cut off by perfect blackness.

The PCs can find Bartle in one of two ways. If they call to him three times, Bartle comes. If they touch any of the trees (except the large one in the center), it immediately crumbles to dust and Bartle appears.

From nowhere, you hear the sounds of footsteps in the snow. Out of the forest, from the opposite direction from which you hear the footsteps, appears a man who bears the rigors of old age. He is small, hunched over, with a shuffling gait and a large hump on his back. His clothing is simple, whites and grays, with just a touch of blue. He ambles forward, his gray eyes piercing your soul. His ratty gray hair flows from his head in long waves. His voice crackles.

“Ah, who are these, these who come to see little Bartle? I have nothing of value to you, if you be bandits. I am just a simple man, living my days in quiet.” He pauses, waiting for you to speak.

☞ **Bartle, male half-human/half-fiend Sorro:** CR 12; Medium-size outsider; HD 10d4+20; 45 hp; Init +4; Spd 30, fly 30; AC 21 (touch 14, flat-footed 17); Atks +6 melee (1d4+1 [x2], claws), +6 melee (1d6, bite); SA Spell-like abilities, spells; SQ Half-fiend qualities; AL CE; SV Fort +8, Ref +10, Will +11; Str 12, Dex 18, Con 14, Int 14, Wis 12, Cha 20.

Skills and Feats: Concentration +15, Hide +14, Listen +7 Move Silently +14, Spellcraft +9, Spot +7; Arcane Preparation, Empower Spell, Quicken Spell, Silent Spell, Still Spell.

Spell-Like Abilities: At 10th level of ability: *darkness* three times per day, *desecrate* once per day, *unholy blight* once per day, *poison* three times per day, *contagion* once per day.

Half-Fiend Qualities: Darkvision 60 feet. Immune to poison. Acid, cold, electricity, and fire resistance 20.

Possessions: Bracers of armor +6, cloak of resistance +3, spell component pouch, large backpack filled with sundry rare and exotic items (backpack hidden).

Spells Known/Prepared (6/8/7/7/6/4; base DC = 15 + spell level): 0—*daze, detect magic, detect poison, ghost sound, light, mage hand, mending, prestidigitation, read magic*; 1st—

charm person, magic missile, ray of enfeeblement, shield, sleep 2nd— *alter self, invisibility, shatter, web*; 3rd— *dispel magic, empowered magic missile*, fireball, hold person*; 4th— *improved invisibility, quickened ghost sound*, silenced and stilled invisibility*, solid fog*; 5th— *quickened magic missile*, quickened ray of enfeeblement*, quickened shield*, teleport*.

* These spells are prepared with the Arcane Preparation feat. Bartle only can cast one of each of these spells. They have been prepared so as to circumvent the sorcerer's one-round casting time on meta-magiced spells.

Bartle is a half-fiend, half human. His father is a captain in Iuz's army, his mother one of his father's concubines. He was born almost 200 years ago. His mother kept him hidden away for fifty years, until he was old enough to serve his father, but as it would turn out, that would not be Bartle's fate, for Bartle's father cared not at all for bastard half-breeds, and he drove poor Bartle out.

Bartle fled south and has spent the past many decades hoping to win a place at his father's side. To this end, he has been collecting tribute to pay his demonic father, in the hopes that what he brings to his father will persuade him to allow Bartle to serve in Iuz's army. He is close to completing his collection and will gladly barter with the PCs for more goods.

Bartle's true form is that of a half-fiend, complete with gray skin, reddish eyes, and leathery wings. Before he appears to anyone, he assumes the form described above through use of *alter self*. His wings are not masked, but are hidden under his cloaks, appearing to be a hunched back.

If the PCs press Bartle for personal information, he gives away nothing of his true nature. He tells them he is just an old man, living out his days in the land that was once his home.

If the PCs utilize a method to *detect evil*, he detects as a strong evil. PCs may react accordingly. He wishes them no particular harm, but does wish to milk them for whatever he can get from them.

If the PCs ask Bartle about the creature, he responds.

“Ah, yes, I know of the creature you seek. It lives near here, yes. Very near. I suppose you seek information, yes? Knowledge about the creature. Heh! I have some. But it comes at a price. What will you give me in trade?”

Bartle provides information commensurate with what the PCs trade to him.

Bartle trades information as follows. For each “1-point” item that the PCs trade to him, he provides a “1-point” bit of information. For each “2-point” item that they trade, he provides a “2-point” bit of information (or a “1-point” bit of information, if he has already given them all his “2-point” bits), etc. Follow the charts below. Any item that does not fit into any of these categories he scoffs at.

During the bartering, Bartle stays in among the trees and insists that the PCs toss each trade into the pit near the large ash tree before he shares information. He does this one trade at a time. If the PCs refuse to follow his

rules, he threatens to leave. If they do not comply at this point, he leaves.

1-Point Items

- Any normal weapon worth 15 gp or more (several weapons of lesser value which total 15 gp is also acceptable).
- Any item from the standard equipment list (*Player's Handbook*, Table 7-7, page 108) worth 50-199 gp (several less-expensive items totaling 50-199gp is also acceptable).

2-Point Items

- Any masterwork weapon.
- Any metal suit of armor.
- Any item from the standard equipment list (*Player's Handbook*, Table 7-7, page 108) worth 200 gp or more.

3-Point Items

- Any item from the "special and superior items" list (excluding masterwork weapons) (Table 7-9, page 114) worth 99 gp or less.
- Any one-use magic item (scroll, potion, etc.).

4-Point Items

- Any other magic item.

1-Point Information

- "The creature is a beast made of pure ice and cold."
- "The creature is hurt greatly by fire and is afraid of it."
- "The creature can climb like a spider."

2-Point Information

- Bartle draws the PCs a basic map to its lair.
- "The creature is as smart as a man and is not tricked easily."

3-Point Information

- "The creature breathes pure frost."

4-Point Information

- Bartle gives them all of the 1-Point and 2-Point bits of information that they don't already have.

If the PCs are having a hard time finding things that Bartle wants, he says the following.

"Ah, I see you are materialistic. I am as well. Heh! That is why I trade for things. There are other things I will take in trade. Things not of this world. Perhaps...your soul."

Bartle only wants the soul of the strongest among the PCs. If any PCs offers their soul, he looks the group over and asks for the soul of the highest-level character (highest total character level). If there is a tie, he opts for the soul of the character with the highest Charisma score. If two or more equal-level characters share the same (highest) Charisma score, determine who Bartle wants randomly. He takes no less than what he wants.

If the chosen PC agrees freely, read the following.

Bartle approaches you and grips your shoulders with hands far too strong for his appearance. He stares into your eyes and lets out the roar of something not of this world. A misty, grey vapor releases itself from your mouth as Bartle draws in a prolonged breath. The vapor, screaming in pain, flows out of your mouth and into his. He shudders for a moment and releases you.

Note: If a PC gives Bartle his soul, give that character's player (and *only* that character's player) Player Handout #2. Have him or her fill it out and return it to you before continuing.

Once Bartle has the soul, he offers up all 2-point and 3-point information (or anything the PCs have not yet learned from him, if he's already shared that information).

If the PCs attempt to kill, subdue, or capture Bartle (or otherwise utilize the "beat it out of him" mentality), he does everything within his power to escape them. He is very cunning and uses his spells to their best effect.

Favored escape tactics (as appropriate to the situation) include:

- Silent/still *invisibility*
- Teleporting away
- Diverting attention from himself (if he's near the PCs) with a quickened *ghost sound* followed by either of the above.
- Displaying his wings and flying off (only if necessary)

Bartle does everything he can to remove himself from the PCs, and then display his power so that the bartering may continue once the PCs have come to realize that he is not to be trifled with. To display his power, Bartle does one or more of the following.

- *Fireball* near the party
- Quickened *magic missile* and *magic missile* with his ten missiles spread out over the party (so as to not actually kill).
- Quickened *ray of enfeeblement* and *ray of enfeeblement* targeting the strongest character

If the PCs stand down, he continues with the bartering, although he avoids direct conversation with any character who was overly hostile. If the characters do not stand down, he *teleports* away.

If Bartle has left, the PCs can get him back by destroying two or more of his ash trees. If this happens, Bartle returns, but is much more difficult to deal with. He becomes combative more easily and requires items of one point higher for his information.

The PCs cannot retrieve any items from the pit. It houses a magical teleportation field (functioning as a *vanish* spell) that transports non-living items to Bartle's secret hiding place, far beneath the hills. The pit is the only entrance to Bartle's hideaway and he is the only living being who can travel through it (as *teleport*). Any attempt to circumnavigate the pit fails.

If the PCs somehow manage to kill or subdue Bartle and take his gear, they find that it is of no use to anyone

else. Anyone donning either the cloak or the bracers immediately loses a temporary point of Constitution. Every minute thereafter, they lose another point. If they keep the item on long enough, their Constitution is reduced to 0, and they die. Removing the item is simple and causes the attribute loss to end. Lost points are regained naturally at a rate of one per day.

Once the PCs have finished bartering, read the following.

Bartle turns his back toward you. His form shifts as the middle-aged man you dealt with fades away, only to be replaced by something unbelievable. Blackened skin pulls itself taught over a muscled form. Leathery wings unfold. Heat radiates from its form. It takes flight, leaving you in the grove.

ENCOUNTER 3: FINDING THE LAIR

You search the hills, looking for the beast's lair. The wind is cold on your skin, whipping your hair and siphoning all heat from your bodies.

The creature's lair is in a cave located in a hillside, as indicated on DM Map #1. Finding the lair requires one of the following.

- Tracking checks at a DC of 17 to find the creature's footprints and track it to its cave (recent light snow and high winds have made tracking very difficult). Note that this method may easily result in the PCs wandering for an extended period of time while following the tracks. There's no guarantee that the tracks they find lead directly to the cave. They may have to wander the creature's hunting paths, following its tracks. Every two hours, there is a one in ten chance that they find the lair by following the tracks. This chance increases by one (two in ten, three in ten, etc.) every two hours. Every four hours, the PCs must make another Tracking check (as above) or lose the trail. A lost trail requires one hour's searching and another successful Tracking check versus a DC of 12 to pick up. Once they have picked up the trail, their chance of happening upon the lair resets to its previous chances.
- Use of appropriate divination magic.
- Attention to details. If the PCs use Lilen's directions and are wandering about looking, and they get closer to the lair, note to them that it gets colder. The closer the PCs get, the colder it becomes. This temperature change is a result of the extreme cold of the lair, not of the weather in general. It is not a natural temperature change.
- Time. The PCs may simply stumble upon the lair while wandering about. Use your best judgement. Allow them to map their progress.

Several landmarks are identified on DM Map #1 for the purposes of the PCs mapping their search.

- Information from one of the NPCs who knows the location of the creature's lair.

If the PCs spend a night camping within three miles of the lair while they're searching, they are attacked in the middle of the night by the creature. Go to Encounter 5.

If the PCs wander close to the Quiet Glade, as identified on DM Map #1, they spot a stag and may follow it to the glade. If they do not realize it beforehand, note to them that this is the first living animal they've seen in a long while. If they follow the stag, go to Encounter 6.

If the PCs spend more than one day searching, utilize Encounter 7, where they stumble upon Norgsh, recently escaped from the creature.

Regardless of the above, keep in mind that this encounter has the most options built into it. Introduce other encounters (particularly Encounters 6 and 7) as fitting to how things are going.

The PCs always have the option of returning to Lilen's pool for rest at night. However, they should be encouraged to camp wherever they are when night falls, since it is very easy to lose track of where you have gone and where you haven't gone with the weather such as it is.

This encounter is meant to set tone and mood. Return to descriptions of the cold and desolation often. Focus on the loneliness they are suffering and the desperation of the situation. Keep this up in all encounters, but particularly so in this one.

ENCOUNTER 4: CONFERRING WITH LILEN

At any time during the story, the PCs have the option of returning to Lilen's pool and conferring with the Dryad on what they've discovered thus far. If they do so, Lilen provides them with the following.

- Healing, if necessary. Lilen has *cure moderate wounds* that she is willing to use on the PCs. Her *cure light wounds* spell she saves for herself.
- General knowledge of nature. If the PCs have questions about the various trees, types of rocks, etc., Lilen answers to the best of her ability.
- Knowledge of Truehorn and the stags. She knows Truehorn very well and has befriended the stags in the past. She can confirm that they are trustworthy. She can also suggest the option of using the berries from the glade as *goodberries*. (See Encounter 6, below.)
- Answers via *augury*. If the PCs present Lilen with more information than she already had, she casts *augury*, attempting to discern anything more she can to narrow down options, or to find out more specific information. Note the limitations of the spell, however.

If the PCs return to Lilen's pool every night, and you need to fill more time (that is, they are moving through the encounters rather quickly), you can have Encounter 5 take place at Lilen's tree. If this happens, the creature attacks the PCs, not Lilen. When the creature attacks, Lilen flees immediately into her oak and ventures out only to aid a wounded PC who badly needs healing, and only if she has healing spells left. Otherwise, she stays in her oak until the fight is over.

ENCOUNTER 5: AMBUSH!

In this encounter, the creature ambushes the party. This encounter should take place at night. Most likely, this encounter takes place near the creature's lair or at Lilen's pool, as defined in the above encounters.

The creature is hungry and wants to continue to stock up its food stores for the warm times ahead. It attempts to sneak up on the PCs while they are sleeping. It is intelligent enough to keep the following in mind.

- It will not attack when the majority of the PCs are awake. It will wait until at least half of them have gone to sleep.
- It only wants one PC to take back to its lair. (It will take two if the opportunity presents itself, though.)
- It attempts to take any PC who looks weak or slow. It avoids people who look like they could put up a good fight (burly fighters, for example). It also avoids anyone in armor, preferring not to have to husk its meals.
- It knows it's perfectly camouflaged and sneaks in accordingly. It doesn't charge in bellowing.
- If it is heard, it waits quietly until suspicion has passed, and then continues. If the PCs manage to pinpoint its location just by hearing, it sneaks away.
- If it is seen, it attacks or flees, as appropriate to the circumstances.
- If it is driven off before it gets a chance to attack (by being spotted or heard), it returns later from a different direction.

Spotting the creature requires a Spot or Listen check opposed by the creature's Hide or Move Silently, respectively.

Once the creature attacks, it rends its chosen victim nearly to death and then starts clubbing it with its arms (treat as a normal claw attack, but damage is considered subdual damage, and it only uses one attack per round). Once it has pummeled one PC into unconsciousness, it flees, carrying its victim with it. It is strong enough to carry one person without hindering its speed and can still climb with only one hand free. If it is carrying two people, it cannot climb.

APL 2 (EL 4)

The Creature: CR 4; Large Magical Beast (cold); HD 6d10+12; 45 hp; Init +3; Spd 40, climb 20; AC 16 (touch 12, flat-footed 13); Atks +9 melee (1d6+4 [x2], claws), +4 melee (1d8+2, bite) or +8 ranged (1d6+4 [x2], rocks); Face/Reach 5 ft. x 5 ft./10 ft.; SA Breath weapon, rock throwing; SQ Cold subtype, camouflage, fear of fire; AL N; SV Fort +7, Ref +8, Will +3; Str 18, Dex 16, Con 15, Int 8, Wis 12, Cha 5.

Skills and Feats: Climb +6, Hide +5, Jump +6, Listen +8, Move Silently +5, Spot +8; Dodge, Mobility.

Breath Weapon (Su): 30-foot line of frost. 2d6 damage. Reflex save (DC 13) for half damage. Usable once every 2d4 rounds.

Rock Throwing (Ex): The creature can fling rocks as missile weapons. In its lair, it can use ice chunks to the same effect.

Cold Subtype: Immune to cold damage and double damage from fire on a failed save.

Camouflage (Ex): The creature's fur is stark white, granting it a +4 circumstance bonus when hiding in its lair or in snowy surroundings.

Fear of Fire (Ex): Suffers -2 to all rolls when within five feet of a significant, continuous flame source (two torches, a Flaming Sphere, etc.). Suffers -2 to all rolls for 1d3 rounds after suffering more than five points of fire damage in a single round. These modifiers are cumulative.

APL 4 (EL 6)

The Creature: CR 6; large magical beast (12 ft. tall); HD 8d10+24; 68 hp; Init +4; Spd 40, climb 20; AC 18 (touch 13, flat-footed 14); Atks +12 melee (1d8+5 [x2], claws), +7 melee (1d10+3, bite) or +11 ranged (1d8+5 [x2], rocks); Face/Reach 5 ft. x 5 ft./10 ft.; SA Breath weapon, rock throwing; SQ Cold subtype, camouflage, fear of fire; AL N; SV Fort +9, Ref +10, Will +4; Str 20, Dex 18, Con 17, Int 8, Wis 12, Cha 5.

Skills and Feats: Climb +7, Hide +6, Jump +7, Listen +9, Move Silently +6, Spot +9; Dodge, Mobility.

Breath Weapon (Su): 30-foot line of frost. 2d6 damage. Reflex save (DC 13) for half damage. Usable once every 2d4 rounds.

Rock Throwing (Ex): The creature can fling rocks as missile weapons. In its lair, it can use ice chunks to the same effect.

Cold Subtype: Immune to cold damage and double damage from fire on a failed save.

Camouflage (Ex): The creature's fur is stark white, granting it a +4 circumstance bonus when hiding in its lair or in snowy surroundings.

Fear of Fire (Ex): Suffers -2 to all rolls when within five feet of a significant, continuous flame source (two torches, a Flaming Sphere, etc.). Suffers -2 to all rolls for 1d3 rounds after suffering more than five points of fire damage in a single round. These modifiers are cumulative.

APL 6 (EL 8)

The Creature: CR 8; Large Magical Beast (12 ft. tall); HD 10d10+12; 95 hp; Init +5; Spd 40, climb 20; AC 20 (touch 14, flat-footed 15); Atks +15 melee (1d10+6 [x2], claws), +10 melee (1d12+4, bite) or +14 ranged (1d10+6 [x2], rocks); Face/Reach 5 ft. x 5 ft./10 ft.; SA Breath weapon, rock throwing; SQ Cold subtype, camouflage, fear of fire; AL N; SV Fort +11, Ref +12, Will +4; Str 22, Dex 20, Con 19, Int 8, Wis 12, Cha 5.

Skills: Climb +8, Hide +7, Jump +8, Listen +10, Move Silently +7, Spot +10. **Feats:** Dodge, Mobility, Spring Attack.

Breath Weapon (Su): 30-foot line of frost. 2d6 damage. Reflex save (DC 13) for half damage. Usable once every 2d4 rounds.

Rock Throwing (Ex): The creature can fling rocks as missile weapons. In its lair, it can use ice chunks to the same effect.

Cold Subtype: Immune to cold damage and double damage from fire on a failed save.

Camouflage (Ex): The creature's fur is stark white, granting it a +4 circumstance bonus when hiding in its lair or in snowy surroundings.

Fear of Fire (Ex): Suffers -2 to all rolls when within five feet of a significant, continuous flame source (two torches, a Flaming Sphere, etc.). Suffers -2 to all rolls for 1d3 rounds after suffering more than five points of fire damage in a single round. These modifiers are cumulative.

ALTERNATE ENCOUNTER: DAYTIME AMBUSH

The creature ambushes the party during the day only if the creature comes upon them during the day (for example, during Encounter 7) and one of the following criteria are met.

- The party splits up. (In this case, it attacks the group that looks the weakest.)
- Two or more members of the party are in some way incapacitated or unable to act against the creature (otherwise occupied, attending to Norgsh the orc, etc.).
- The creature has an opportunity to disable two or more characters quickly.

Note: The creature returns to its lair if unsuccessful in its ambush. In its lair, it regains one hit point every six minutes (ten hit points per hour).

ENCOUNTER 6: THE QUIET GLADE

At any time during the PCs quest, you may insert an encounter with a stag, particularly if the PCs wander near

the glade (within two miles or so). It should be noted to the PCs, upon seeing the stag, that it is the first living animal they've seen in some time. The stag does not attack, nor does it approach the PCs. If the PCs opt to follow the stag, it leads them to a quiet glade in the forest, where many stags congregate.

Any character with the ability to speak with animals can communicate with the stag. It tells them that there are other stags nearby and one who may be able to help them more than it can.

If the PCs go to the glade, read the following.

Before you stands a beautiful glade. Fir trees and ice-coated willows tower over the snow-covered brush. The mostly dead plant life seems almost to glow with white light. Walking about the glade are a little more than a dozen beautiful, strongly muscled stags. They walk about, nibbling on strange red berries that somehow manage to grow in this fouled soil. One stag stands taller than the rest. A faint golden glow surrounds him.

The larger stag is actually a fey stag named Truehorn. He is the leader of the stags and guides them in staying alive in this harsh land. If the PCs approach the stags, Truehorn turns to them. He speaks the following first in Sylvan, than in Elven; if no one looks to understand, he then speaks (albeit reluctantly) in Common.

"Hold, two-legs. Do not approach. This place is not for you."

If there are elves in the group, he looks closer and notices them. In this case, he tentatively allows the group closer. If there are no elves present, he comes to them.

Truehorn is very noble in his bearings. He speaks strongly and eloquently, and demands manners of those around him to match his own. He cares little for idle chit-chat and immediately asks the PCs what they want. He himself wants nothing to do with them. He considers all non-elf two-legs a blight on the forest. If there are elves in the group, he is a bit more tolerant in his dealings, but, regardless, he attempts to get the PCs to leave his glade and his stags.

The only way to actually get any useful information from Truehorn is for the PCs to convince him that they are on a quest to destroy the creature. He believes the group as long as they don't appear too rag-tag and handle themselves honestly and politely.

The easiest way to get through Truehorn's gruff exterior is to show genuine concern for the forest. If the PCs ask about the well being of Truehorn, his stags, the forest, or anything of like nature, he softens up and becomes more open to discussion.

If the PCs convince Truehorn that they are friends, Truehorn offers the following.

- General description of the creature (height, reach, etc.).
- Truehorn believes fire hurts the creature greatly.
- Truehorn knows exactly where the creature's lair is and leads them there if they so wish.

- The creature is apparently allergic to the fireberries which grow in his glade. This is why the creature doesn't attack the stags; they feed regularly on the berries.

If the PCs have handled themselves well and not insulted Truehorn, he offers six berries to each character to aid them in their quest. He offers three apiece if the PCs have handled themselves poorly or been boorish or insulting. All he knows of the berries is that the stags eat them and the creature appears to be allergic to them.

The berries are each roughly the size of a plum and confer the following to the PCs.

- If at least one berry is eaten each day for at least two consecutive days, the character's flesh becomes distasteful to the creature for one day. If the creature bites the PC, it senses the taint immediately and no longer bites that character.
- If the PCs rub the berries on their bodies, they can benefit from the above protection for twelve hours (or until the berry juice is removed). It takes six berries to get enough juice on one character for this to be effective.
- If the PCs use the fireberries in a *goodberry* spell, each of the berries confers the above effect for one day. The two-day build-up is not needed.
- Slashing or piercing weapons coated in berry juice cause the juice to act as an injected poison to the creature. If the creature is hit by a coated weapon, it must make a Fortitude save versus a DC of 16 or suffer 1d4 points of temporary Strength damage. This damage is regained at the rate of one per hour. Coating one weapon requires one berry and is a full-round action. Once on the blade, the sticky juice stays on the blade until the weapon hits or it is washed off.
- Rubbing the berry juice into the creature's skin, eyes, or mouth, or hitting the creature with a berry causes the creature to suffer a -1 on its next action. Simply throwing the berry at the creature is insufficient. It must be flung with a sling or similar weapon, or squished up and rubbed into the creature.

The PCs have to come up with these ideas on their own and go on faith or the use of divination magic with the berries.

Truehorn has nothing else of value to tell the PCs. He and his stags have avoided the creature whenever possible, and have had little trouble even when they did run into it, due to its allergy to the berries.

Truehorn doesn't actually know any of the above (other than the first point) but is willing to agree that any of the other uses are certainly plausible.

ENCOUNTER 7: THE FUGITIVE ORC

At some point during the PCs quest, they may come upon Norgsh, an orc who has recently escaped from the creature's lair.

The only sound you have heard for some time is that of the wind whipping through the trees. Now there is something different. You hear the sounds of hurried footsteps in the snow and brush nearby. It is getting closer. In a moment, a form appears from behind some trees. It is bipedal, more-or-less human-sized. It has greenish-grey skin, mangled teeth, and the stench of a creature that probably hasn't bathed in its entire life. It is, from all appearances, an orc. It pulls up short of you, dressed in ragged hides, brandishing a makeshift club. Its eyes are wide with fear. It looks at you and steps back a few feet, looking nervously behind itself.

Norgsh is a simple orc. Until just an hour or so ago, he was a captive of the creature. He escaped when the creature attempted to move him from one pit to another in its lair. He is afraid for his life and does not want to fight the party.

If any PC states that they are looking him over or otherwise appraising the situation, have them make a Spot check at a DC of 12. Success indicates that the character notices that the orc is not dressed like he should be for this time of year, or even for an orc in general. His clothing seems to have thick hides underneath. His club is obviously just a tree branch that he picked up somewhere. He carries no other gear.

☞ Norgsh, male orc: CR 1/2; medium-size humanoid (orc); HD 1d8; 4 hp (currently at 1 hp); Init +0; Spd 30; AC 12 (touch 10, flat-footed 12); Atks +3 melee (1d6+2, club); SQ Darkvision 60', Light Sensitivity; AL CN; SV Fort +2, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

If the PCs attack, Norgsh defends himself, but attempts to escape if at all possible. If the PCs corner him, he drops his club, and pleads for his life in Orcish.

If the PCs befriend him, Norgsh communicates with them. He can tell them the following in orcish or attempt to describe what he's been through in charades-like sign language. (Note: This is not an actual sign language. If no PC speaks Orcish or has access to magic that allows them to communicate, the players will have to engage in a game of charades with the judge to attempt to understand Norgsh.)

- His name is Norgsh. He is a warrior in the Bloodeye tribe. He was captured many days ago by the creature and is cold, thirsty, hungry, and very weak.
- He escaped when the creature tried to move him from one victim pit to another.
- He can describe, via a very crude map, part of the creature's lair. (Give the characters Player

Handout #3. Note that it is not labeled. If the PCs can communicate with him, he can tell them what different things are. Refer to DM Map #3 to fill in the objects in the part of the lair Norgsh has seen. Note, that he knows there are side tunnels, but he doesn't know where they go. He only knows about the things in the part of the lair he was in.)

- The lair is *very* cold, so cold that it hurts just to be in it. It is also *very* icy.
- The creature has some animals and at least one person in its pits. The person he was in the pits with at one point is human, male, and *very* weak, usually unconscious or sleeping.

Norgsh was in a pit with Tamison. If the PCs can describe Tamison, Norgsh confirms that's the man he was with. (Note, the PCs can only truly describe Tamison if they took the time to get a description from Lilen.)

Norgsh has no idea where the creature's lair is, having run in blinding fear after escaping its clutches. The party can attempt to track Norgsh's path back to the lair. This requires a successful Tracking check at a DC of 18 and two hours.

Norgsh is in no condition to aid the PCs, even if they heal him. He simply wishes to get away from the creature. If the PCs let him go, he takes off running and doesn't look back. If this happens, Norgsh is later found dead and half-eaten in the creature's lair.

The creature is hot on the trail of the escaped orc. If the PCs stay where they are to confer with Norgsh, the creature finds them. It is smart enough to know not to tangle with all the PCs right now, though. If the PCs don't take measures to hide their departure, the creature follows them and ambushes them that night, attempting to take Norgsh back to its lair (along with one of the PCs, if possible). Refer to Encounter 5.

If the PCs take Norgsh to Lilen's pool, he remains safe throughout the remainder of the story, unless the creature ambushes the party there, in which case the creature attempts to take back Norgsh as described above.

ENCOUNTER 8: THE CREATURE

At this point, the PCs have several options. Presented below are several schemes they may come up with and notes on dealing with them. If the players go in an unexpected direction, go with it, but keep the following in mind.

- The creature is intelligent. It won't walk blindly into a trap and it won't stumble into combat unprepared.
- It is strong, skilled, and ferocious. Use this to its advantage.
- It knows its lair perfectly and the region around its lair (for about five miles or so) near-perfectly.

- Refer to the notes in this encounter as well as those in Encounter 5 as a guideline for how the creature reacts to different ploys and situations.

APL 2 (EL 4)

The Creature: CR 4; Large Magical Beast (cold); HD 6d10+12; 45 hp; Init +3; Spd 40, climb 20; AC 16 (touch 12, flat-footed 13); Atks +9 melee (1d6+4 [x2], claws), +4 melee (1d8+2, bite) or +8 ranged (1d6+4 [x2], rocks); Face/Reach 5 ft. x 5 ft./10 ft.; SA Breath weapon, rock throwing; SQ Cold subtype, camouflage, fear of fire; AL N; SV Fort +7, Ref +8, Will +3; Str 18, Dex 16, Con 15, Int 8, Wis 12, Cha 5.

Skills and Feats: Climb +6, Hide +5, Jump +6, Listen +8, Move Silently +5, Spot +8; Dodge, Mobility.

Breath Weapon (Su): 30-foot line of frost. 2d6 damage. Reflex save (DC 13) for half damage. Usable once every 2d4 rounds.

Rock Throwing (Ex): The creature can fling rocks as missile weapons. In its lair, it can use ice chunks to the same effect.

Cold Subtype: Immune to cold damage and double damage from fire on a failed save.

Camouflage (Ex): The creature's fur is stark white, granting it a +4 circumstance bonus when hiding in its lair or in snowy surroundings.

Fear of Fire (Ex): Suffers -2 to all rolls when within five feet of a significant, continuous flame source (two torches, a Flaming Sphere, etc.). Suffers -2 to all rolls for 1d3 rounds after suffering more than five points of fire damage in a single round. These modifiers are cumulative.

APL 4 (EL 6)

The Creature: CR 6; large magical beast (12 ft. tall); HD 8d10+24; 68 hp; Init +4; Spd 40, climb 20; AC 18 (touch 13, flat-footed 14); Atks +12 melee (1d8+5 [x2], claws), +7 melee (1d10+3, bite) or +11 ranged (1d8+5 [x2], rocks); Face/Reach 5 ft. x 5 ft./10 ft.; SA Breath weapon, rock throwing; SQ Cold subtype, camouflage, fear of fire; AL N; SV Fort +9, Ref +10, Will +4; Str 20, Dex 18, Con 17, Int 8, Wis 12, Cha 5.

Skills and Feats: Climb +7, Hide +6, Jump +7, Listen +9, Move Silently +6, Spot +9; Dodge, Mobility.

Breath Weapon (Su): 30-foot line of frost. 2d6 damage. Reflex save (DC 13) for half damage. Usable once every 2d4 rounds.

Rock Throwing (Ex): The creature can fling rocks as missile weapons. In its lair, it can use ice chunks to the same effect.

Cold Subtype: Immune to cold damage and double damage from fire on a failed save.

Camouflage (Ex): The creature's fur is stark white, granting it a +4 circumstance bonus when hiding in its lair or in snowy surroundings.

Fear of Fire (Ex): Suffers -2 to all rolls when within five feet of a significant, continuous flame source (two torches, a Flaming Sphere, etc.). Suffers -2 to all rolls

for 1d3 rounds after suffering more than five points of fire damage in a single round. These modifiers are cumulative.

APL 6 (EL 8)

➔**The Creature:** CR 8; Large Magical Beast (12 ft. tall); HD 10d10+12; 95 hp; Init +5; Spd 40, climb 20; AC 20 (touch 14, flat-footed 15); Atks +15 melee (1d10+6 [x2], claws), +10 melee (1d12+4, bite) or +14 ranged (1d10+6 [x2], rocks); Face/Reach 5 ft. x 5 ft./10 ft.; SA Breath weapon, rock throwing; SQ Cold subtype, camouflage, fear of fire; AL N; SV Fort +11, Ref +12, Will +4; Str 22, Dex 20, Con 19, Int 8, Wis 12, Cha 5.

Skills: Climb +8, Hide +7, Jump +8, Listen +10, Move Silently +7, Spot +10. *Feats:* Dodge, Mobility, Spring Attack.

Breath Weapon (Su): 30-foot line of frost. 2d6 damage. Reflex save (DC 13) for half damage. Usable once every 2d4 rounds.

Rock Throwing (Ex): The creature can fling rocks as missile weapons. In its lair, it can use ice chunks to the same effect.

Cold Subtype: Immune to cold damage and double damage from fire on a failed save.

Camouflage (Ex): The creature's fur is stark white, granting it a +4 circumstance bonus when hiding in its lair or in snowy surroundings.

Fear of Fire (Ex): Suffers -2 to all rolls when within five feet of a significant, continuous flame source (two torches, a Flaming Sphere, etc.). Suffers -2 to all rolls for 1d3 rounds after suffering more than five points of fire damage in a single round. These modifiers are cumulative.

FRONTAL ASSAULT

The PCs may simply waltz into the lair, loaded with knowledge and firepower, and attempt to slay the beast. Following are the properties of the lair.

The Lair in General

- The lair is very icy. Walking at half-speed poses no problem. Walking at full speed requires a Balance check at a DC of 15 each round to avoid falling prone. Running requires a Balance check at DC 20. If a character engages the creature in melee combat, he must make a Balance check at DC 15 each round to avoid falling down. This check can be avoided by taking only partial actions each round or by fighting on their knees. If a PC fights on his knees, he loses his Dexterity bonus to both AC and to his Reflex saving throws. The ice is roughly 3 inches thick. One inch melts away for each 6 points of fire damage to which it is subjected.
- The lair is also very cold. Every five rounds the PCs are in the lair, have each make a Fortitude save at a DC of 14 or take 1 point of subdual

damage. This can be avoided if suitable means of protection are taken (i.e., spells).

- The creature heals extraordinarily fast in its lair. While in its lair, it regains one hit points every six minutes (10 hit points per hour).
- When the PCs enter the lair, determine where the creature is within its lair. Roll 1d6 and consult the table below

1	Chamber #1
2-4	Chamber #2
5-6	Chamber #3

Entrance Tunnel

- The creature knows its lair perfectly. If the PCs make any noise while infiltrating, the creature may hear it. Make Listen checks for the creature as appropriate. Once the creature knows something is in its lair, it goes to the movable block and slides it closed to block the only exit. It is very heavy, but it is ice. Therefore, moving the block requires a Strength check at a DC of 22. Up to four PCs on each side of the block can work together and push the block back far enough to get past it. (Keep this note in mind if one or two PCs try to scout out the layout of the lair before the entire party enters.)
- The floor of the entrance tunnel begins to slope down about halfway in. Walking PCs are required to make a Balance check at a DC of 17 (DC 22 if the PC is running) to avoid sliding down the tunnel and into the pit at its end. Using daggers, climbing tools, or similar methods to brace themselves gives the PCs a +2 to +4 circumstance bonus to this check (bonus dependant upon effectiveness of method). Any PC who falls into this pit suffers 1d6+1 falling damage.

Chambers #1 and #2

- Most of the lair is composed of these two large chambers, which are connected by a short passage on the ground level. Each of these two larger chambers has stalactites hanging from the ceiling. There are pits in both of these chambers that are covered by large ice formations that look natural but can actually be pushed back to reveal the pit beneath. There is also one larger, uncovered pit in Chamber #1, at the end of the entrance tunnel. PCs can notice that the blocks don't actually attach to the floor properly with a Search check at a DC of 15 (if they actively investigate the ice formations) or a Spot check at DC 18. Moving these blocks requires a Strength check at DC 22 (all six characters can work together to move one).
- If the PCs befriended Norgsh the orc earlier and let him go once they were finished talking, his half-eaten corpse is in the center of Chamber #2.

Chamber #3

- Chamber #3 is a newly created chamber; the creature has not yet carved it out to full size yet. It has no stalactites in it, but does have one large ice formation, which can be pushed to block an entrance to that chamber. The creature can push this ice formation (or one in Chamber #1 or #2) 20 feet as a full-round action.

Connecting Passages and Overlooks

- All passages (other than the short one between Chambers #1 and #2) connect the chambers from overlook “balconies” set above the floor at differing heights (refer to DM Map #2 for heights of the overlooks).
- The short passage from Chamber #3 that leads to Chamber #1 slopes up 15' as shown to the overlook into Chamber #1. Sliding down the passage is handled the same way as in the entrance tunnel.
- The creature has six large blocks of ice stored at each of the three overlooks, which it can throw as a missile weapon (see the Creature's stat block) or fling at the stalactites, which hang from the ceiling in Chambers #1 and #2. If the creature throws the blocks at the stalactites, it automatically hits and several stalactites crash to the floor. Any PC under the stalactites must succeed at a Reflex saving throw (DC 15) or take 2d6 damage. The creature can only hit one PC at a time in this manner. It requires a standard action to throw one block.

Creature Combat Notes

- The creature uses its lair, ice blocks, ice formations, and pits to its best advantage. First, it traps the PCs in its lair by moving the movable block at the entrance tunnel, if possible. Then it engages in missile combat (including stalactite dropping) if it can. If the PCs are having trouble getting into melee with the creature, offer them Wisdom checks at a DC of 15 to remind them of hiding behind ice formations and around corners, and to use the Full Defense action. If the creature fails to hit any PC for three rounds, it becomes frustrated and engages in melee (although perhaps not directly; it may move to another point of attack via the passages).
- The creature can climb the walls of its lair at its climbing speed without making a Climb check.
- Refer to **Encounter 5** for additional notes on the creature's hit-and-run tactics. However, the creature does not attempt to subdue anyone who infiltrates its lair. In its lair, it fights to kill.

TRICKING OR TRAPPING THE CREATURE

The PCs may opt to attempt to trick the creature or trap it somewhere outside of its lair (or potentially in its lair). If this is the case, keep the following in mind.

- The creature is intelligent. It is not tricked easily. Make ability checks and skill checks as appropriate.
- If the PCs spend too much time trying to maneuver the creature into a trap or leading it on a wild goose chase, make a Wisdom check for the creature at an appropriate DC (judge's discretion) for it to realize it's being tricked. If the creature makes this Wisdom check, it immediately heads back to Chamber #2 in its lair (at full speed) to check on its prey.

FINDING TAMISON

Tamison is located in a covered pit in Chamber #2 (refer to DM Map #2). If the PCs manage to get to him before killing or subduing the creature, they find him in no condition to help. He is at one hit point and very cold and weak.

When the PCs pull Tamison out of his pit, he points to the pit next to him and tells them there's someone in there. If the PCs open the pit, they find a human male, dead. This is a wizard who was ambushed by the creature several weeks ago, and has since died of exposure. However, he has salvageable goods on his person.

Tamison can only move at half-speed on his own and requires aid to move at anything up to double-speed. He can't move faster than double-speed.

☞ Tamison, male human Rgr5: CR 5; Medium-size Humanoid (human); HD 5d10+10; 37 hp (currently 1 hp); Init +7; Spd 30; AC 13/17 (+3 Dex (+3 studded leather when worn)); Atks +4 melee (1d8, longsword), +4 melee (1d4, dagger) or +8 ranged (1d6 short bow); SQ Rgr favored enemies (undead 1st, aberrations 2nd), Rgr spells; AL CG; SV Fort +6, Ref +4, Will +2; Str 12, Dex 16, Con 14, Int 8, Wis 12, Cha 11.

Skills and Feats: Animal Empathy +1, Climb +3, Intuit Direction +2, Jump +3, Knowledge (nature) +1, Hide +6, Listen +4, Move Silently +8, Search +2, Spot +5, Swim +4, Wilderness Lore +3; Ambidexterity, Dodge, Improved Initiative, Run, Track, Two-Weapon Fighting.

Equipment: Studded leather armor, longsword, 2 daggers, empty quiver, empty pouch. (Thrown in the empty pit in Chamber #2; everything else has been eaten or destroyed by the creature; all of Tamison's other worldly wealth, what little there is, is hidden with Lilen.)

Spells Prepared (1): 1st—*entangle*.

If Tamison is cured of at least half his hit points and warmed up, he can aid in fighting the creature (if it's still alive), but suffers a -4 penalty to all rolls due to fatigue and exposure. This persists until he has rested for a full three days in a warm environment. The PCs should be

encouraged NOT to endanger Tamison. If the PCs ask how his magic orb works, he will not tell them.

ENCOUNTER 9: AHH...WARMTH

Once the PCs have rescued Tamison and returned him and the orb safely to Lilen, read the following.

Tamison gathers Lilen and all of you around Lilen's tree. He holds the orb in his hands and speaks a few arcane words. Everything around you swirls in and out of existence. Colors dance and objects flicker. All at once, the tumult ends and you feel warmth creeping into your bones for the first time in a long while.

You look around and see that all of you - Tamison, Lilen, Lilen's tree, and (strangely enough) Lilen's pool have been transported to a beautiful and verdant grove, filled with ice-sheathed oaks and the sounds of a living forest. Sunlight beams on you, throwing up a warm glare on the snow around you.

Tamison looks to all of you. "Thank you for your pains. I have little with which to reward you, but please, take these small tokens of our appreciation."

PCs from the Vesve realize that they are in the southern portion of the woods, far away from the bulk of the evil that dwells to the north and east. It only a couple of days' travel to the western edge of the forest, and then a short trip back to Highfolk. Several PCs may wish to make the journey to Quaalsten, to report back to the Rangers.

Tamison gives the PCs those things for which he no longer has a use, now that he's settling down. A complete list of his items he gives is found in the Treasure Summary.

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Successfully bartering with Bartle	50 xp
Acting accordingly in front of Truehorn	50 xp
Befriending Norgsh	50 xp
Avoiding/defeating the creature's traps	50 xp

Rescuing Tamison and the orb	250 xp
Discretionary roleplaying award	0-50 xp
Total possible experience	500 xp

TREASURE SUMMARY

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

- The item must be non-magical and specifically listed in the text of the adventure (e.g. armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
- Animals, followers, monsters, henchman, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
- Theft is against the law, but may be practiced by some player characters. Items that are worth more than 250 gp, that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. Alternatively, or if the character cannot afford the fine, the character may be incarcerated for a period of time dependant on the region and value of the theft. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Encounter 8

The following item is found among the dead wizard's body in a pit in Chamber #2.

- Tattered Spellbook (value 220 gp, weight 5): This spellbook has been mostly torn up. It has a light brown leather cover with a mangled (now indiscernible) runic design on the front, and pages of rumpled parchment. Most of the pages have been torn out. The few remaining pages contain the following spells.

Enlarge 1st level

Feather Fall	1 st level
Mage Armor	1 st level
Shocking Grasp	1 st level
Knock	2 nd level
Mirror Image	2 nd level
Haste	3 rd level

The spells can be studied as is from this spellbook, or may be transferred to the wizard's spellbook at a cost of 200 gp per spell level transferred.

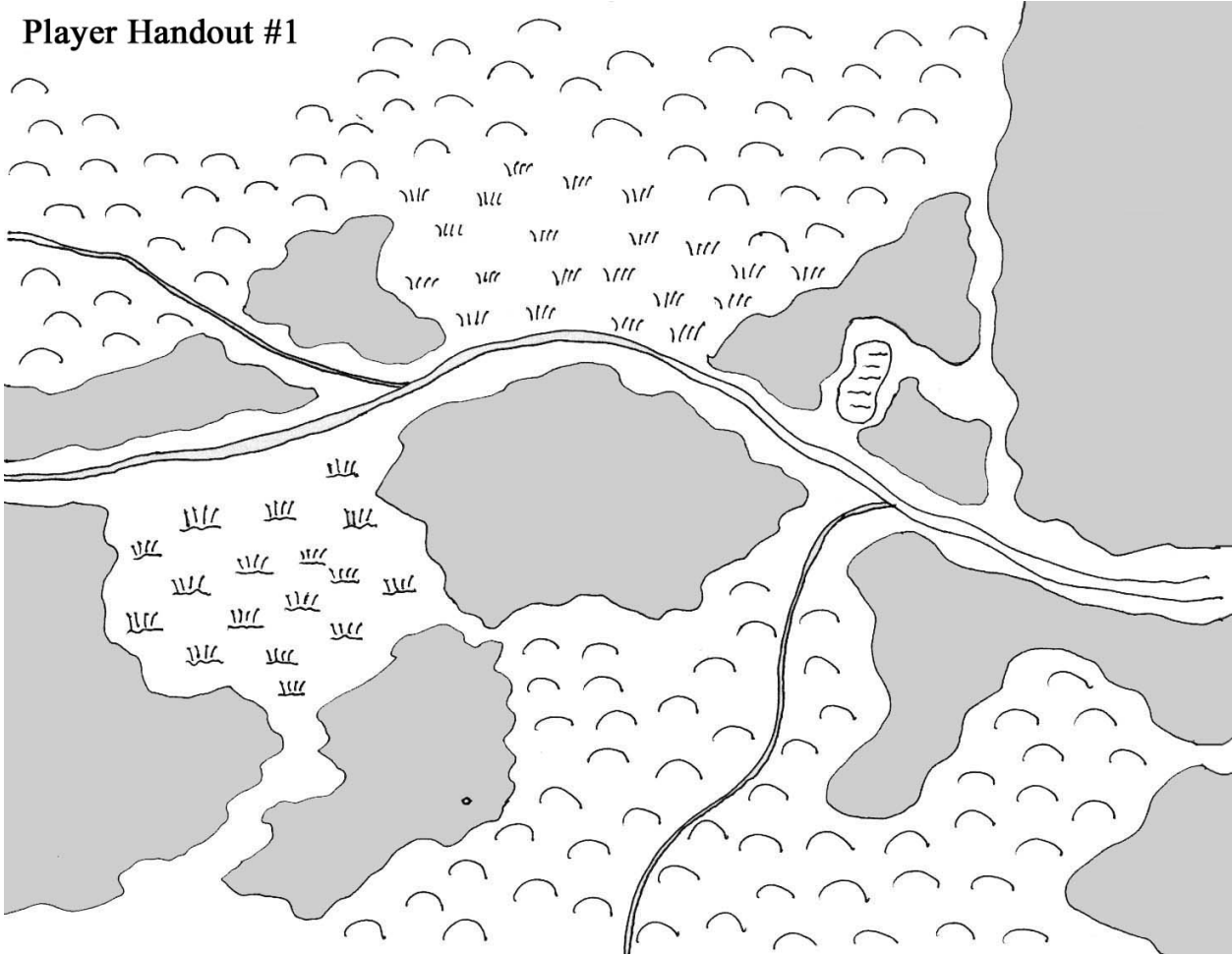
Encounter 9

The following items are offered up by Tamison as thanks for rescuing him. These items are only available as treasure if the PCs rescue Tamison and return him safely to Lilen.

- *Everburning torch* (value 90 gp, weight 1 lb): This item is a simple piece of oaken wood carved to look like a thin spout of flame. At its tip, a *continual flame* spell burns, emitting light as a torch. It creates no heat and uses no oxygen. It can be covered and hidden, but not smothered or quenched.
- *Wand of cure moderate wounds* (value 180 gp, weight 1 lb): The wand is crafted from a single piece of oak heartwood and is dark brown in color. At its tip, a single oak leaf sprouts. The leaf appears to be alive, but in actuality is not. Each charge expended heals the target of 2d8+5 hit points of damage. The wand has two charges left. Once all the charges are spent, the wand becomes non-magical and is simply a nicely crafted piece of wood.
- *Mighty composite longbow (+1 Str bonus)* (value 200 gp, weight 3 lb): This beautiful bow is crafted from several piece of strong yew wood. Shallow silvered rivulets adorn the length of the bow in a spiraling pattern. It functions in all respects as a composite longbow, but the especially heavy pull allows the archer to take advantage of an above-average Strength. The bow allows you to add your Strength bonus to damage up to a maximum bonus of +1.
- *3 potions of feather fall* (value 50 gp each, weight -): 1st-level caster.
- *2 potions of spider climb* (value 50 gp each, weight 1 lb): 1st-level caster.

PLAYER HANDOUT #1

Player Handout #1



PLAYER HANDOUT #2

I, the below-signed, do signify that the following is true:

1. I have sold my soul to Bartle the hermit.
2. I have done so willingly.
3. I have done so without any outside provocation, human, deific, or otherwise.
4. I do hereby relinquish all rights, privileges, and benefits regarding my soul to Bartle the hermit, for whatever purposes he deems necessary, at whatever time he deems appropriate.

Signature (character)

Player name (print): _____

Player RPGA Membership Number: _____

Character name (print): _____

Date of soul transference: _____

Location of soul transference (convention): _____

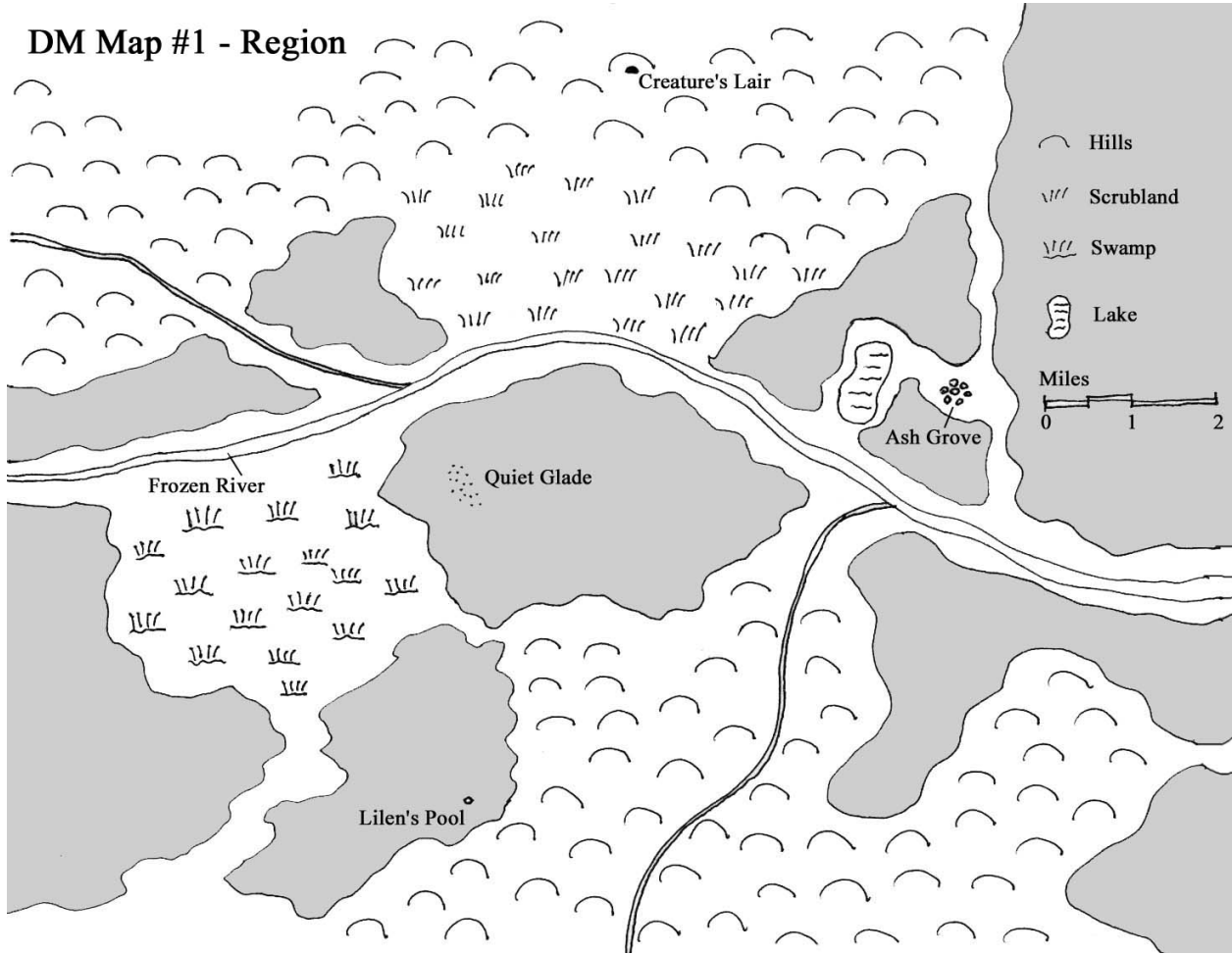
PLAYER HANDOUT #3

Player Handout #3 - Orc Map

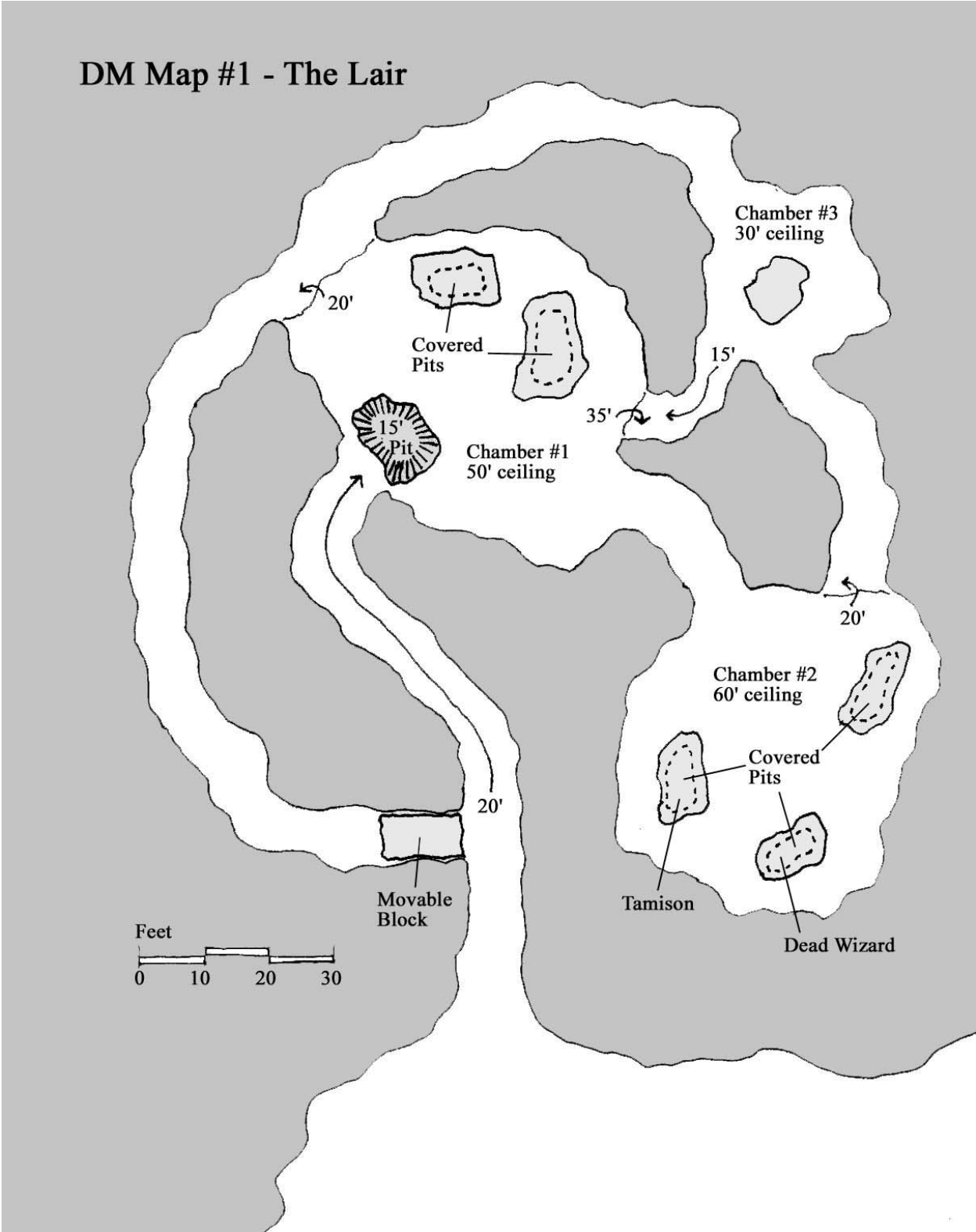


DM MAP #1

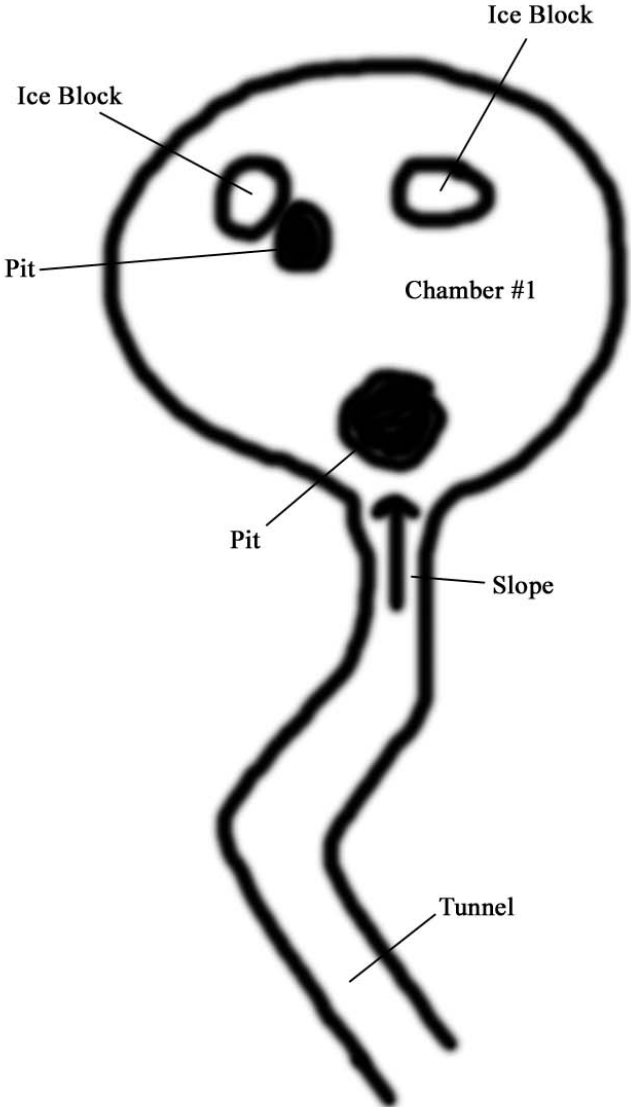
DM Map #1 - Region



DM Map #1 - The Lair



DM Map #3 - Norgh's Map with Key



ENLISTING THE ICONIC

☞ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☞ **Mialee, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or -6 melee (1d6, quarterstaff) and -10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☞ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☞ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init -1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or -1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref -1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bles, protection from evil**, *shield of faith*.

* Domain spell; *Deity:* Pelor; *Domains:* Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.