

HIGB-02

Trouble Brewing

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

Version 1.0

Round One

by Todd Ammerman

Who would've thought that a simple gathering expedition for potion ingredients would result in learning of a fundamental wrong in the Vesve Forest? An introductory regional module set in Highfolk for first level PCs only.

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

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Introduction

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

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 three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

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

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

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

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator.

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

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

Living Greyhawk Levels of Play

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

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

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

with different CRs are added separately.

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
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 the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. 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 two 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 dogs to attack 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.

Time Units and Upkeep

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

Adventure Background

There's a blighter on the loose in the southeastern Vesve Forest. After having witnessed one atrocity after another befall his beloved forest - from the siege of Quaalsten to the sacking of Ironstead to the overthrow of Flameflower and all the forested areas surrounding them - the former druid had finally taken more than he could accept. As a result, he lost his mind, turned against nature, and began destroying the very forest he had formerly nurtured.

While gathering potion ingredients for a local sorcerer, a group of adventurers discover the first signs of the blighter's handiwork. Due to their lack of experience, they are unlikely to recognize the signs for what they are at this time.

Adventure Summary

Encounter One

The PCs are encouraged to rescue a woman being strangled by the branches of a nearby tree. If they aid her she will deem them worthy to find her a few potion ingredients from deep in the Vesve.

Encounter Two

Traveling in the Vesve, the PCs come across a nixie in her pond. She weeps for her friend the dryad, whose tree has been destroyed. If the PCs ask if they can collect a few of her tears (one of the ingredients) she will agree, on the condition that the PCs watch for further deforestation.

Encounter Three

The PCs next encounter a mounted knight. Assuming the PCs treat him with respect, he will tell them his tale (another potential ingredient).

Encounter Four

As the PCs set camp for the night, they are attacked by a small group of undead animals. If victorious, the PCs can collect some bone dust from the skeleton (yet another ingredient).

Encounter Five

A centaur approaches the PCs. He will grant them a hair from his tail (another potential ingredient) if one of the PCs agrees to an archery contest.

Encounter Six

All the required ingredients collected, a locust swarm attacks the PCs as they head back to Highfolk town.

Introduction

It's a brisk and blustery Coldeven morning as you finish purchasing your adventuring gear in the Merchant's District of Highfolk Town, either alone or with a few companions. The entire district is bustling with Growfest preparations, but nothing can drown out the urgency of a woman's scream coming from the garden of a nearby residence.

Encounter One: Leaf Me Alone!

Assuming they all hurry to investigate, the DM should randomly determine from which direction each PC or group approaches. PCs can make a Knowledge (Local-Iuz Meta-Region) check of DC 12 to recognize the residence as the headquarters of the Guildsmen of the High Art. Read or paraphrase the following:

As you scurry to investigate the source of the scream, you notice the residence seems rather large and includes a squat circular tower. The commotion seems to be coming from within the wrought-iron fence surrounding the garden courtyard, where you see a beautiful dark-haired half-elven female in the grip of the branches of several small trees.

Have the players roll for initiative and start each PC 60 feet from the garden gate.

APL 2 (EL 3)

Animated Objects, Small (tree) (4): hp 17, 15, 13, 12; Speed 30 ft.; Space/Reach 5 ft./5 ft.; Hardness 5; see *Monster Manual* page 13.

Orin Yaun: Female half-elf Sor 6/Rog 4, hp 46; see Appendix I.

Tactics: The animated trees attempt to constrict any PCs within their 5-foot reach; don't forget the trees' hardness. When the PCs arrive, the woman will already be grappled by one tree. She will likely deal with one tree herself, which reduces the EL by 1 (from EL 4 to EL 3).

If the PCs successfully assist the woman by combating the animated trees, she will thank them and invite them in for a beverage and a business proposition.

Assuming they're interested, the woman leads them into a comfortable and well-appointed sitting room. While she serves the tea, she explains that her name is Orin Yaun, she is a Guildsman of the High Art (a group of local wizards and sorcerers), and the large residence they have

entered is her organization's Guildhall. Now would be a good time for the PCs to introduce themselves. Once they have, Orin Yaun goes on to say that she was the subject of an assassination attempt several months ago in addition to today's attack. She's not sure if the two attacks are linked, but she is convinced that she needs protection. As it turns out, the attacks have nothing to do with each other – the trees were animated as a prank by a ghost named Azrael that haunts the Guildhall. Azrael seems to occasionally put the Guildsmen through some sort of tests and also plays poltergeist-like pranks on them and others at times.

Orin Yaun offers to hire the PCs to find her a few ingredients she's been told can be found in the Vesve forest so that she can brew a potion to provide the protection she believes she needs. If the PCs ask, the sorceress explains that she can't retrieve them herself, partly because she'll be busy with the brewing, she's afraid for her life, and she'd rather pay the PCs to do it.

Once the PCs are satisfied, Orin Yaun tells them the ingredients she needs are:

- three drops from a Seelie's stream
- dust of nature's perversion
- the tale of a horseman (or tail of a horse-man)

If asked about the ambiguity, Orin Yaun explains that the recipe was given to her verbally (they were actually whispered to her by Azrael the ghost), and isn't sure herself. If pressed, Orin admits that she doesn't know the final purpose of the potion, but that she'd like to know – perhaps she'll find out while the PCs are gathering the ingredients. The actual ingredients are:

- three teardrops of a fey
- bone dust from an undead animal
- ashes of a knight's story written on parchment, or centaur's tail hairs

As the adventure progresses, the players may figure out the clues to the obscure ingredient references on their own. If not, they may need some help, perhaps in the form of Intelligence checks or Knowledge (Arcana) or Knowledge (Nature) checks vs. DC 12.

Assuming the PCs agree to her offer, the sorceress tells them of a faerie pond she's heard of in the southeastern Vesve a bit south of Ironstead. She then gives them half of the 200 gp payment and sends them on their way with a warning - their journey may take them several weeks, due to the long distance they must travel and the dangers of the Vesve.

Treasure:

APL 2-coin-(100 gp).

Encounter Two: Dewdrop In (Her Pond)

Your group has been traveling for well over a week, the chilly weather gradually warming as you venture deeper into the Vesve Forest, out of the stiff breezes that have been whisking you along. At midday, you estimate that you're slightly over two day's journey south of Ironstead when you hear what sounds like sobbing coming from an area just off the path to the east.

Take note of the approach the PCs use to investigate the source of the crying – if they simply burst into the clearing, make a lot of noise, or flat-out attack, the nixie will retreat into her pool. Read or paraphrase the following:

You enter a small clearing just in time to hear a splash and catch a glimpse of tiny webbed feet as the creature they belong to dives below the surface of the little pond that dominates the clearing.

Once the PCs have boorishly intruded on the nixie's clearing, they must either succeed at a Diplomacy check vs. DC 15 to coax her back out of her pond, or leave and come back at a later time after the fey has calmed down and resurfaced.

On the other hand, if the PCs are even slightly subtle in approaching by using Hide/Move Silently, by distracting the nixie, or some other non-threatening approach, read or paraphrase the following instead:

You stealthily enter a small clearing and spy what appears to be a little female elf with green hair and scaly green skin sitting at the edge of a little pond. She is weeping into her tiny webbed hands; as she becomes aware of your presence, she looks up with a hint of fear in her wide silver eyes. It seems she is about to dive into the pool, unless you can do something to stop her.

If the PCs haven't startled her, a well-phrased, polite greeting followed by a successful Diplomacy check (DC 10) will prevent the nixie from fleeing into the safety of her pond. A female PC, or a male with a charisma of 14 or higher receives a +2 circumstance bonus to this check. If the check is failed, she dives into the pond and they must then either succeed at a new Diplomacy check vs. DC 15 to coax her back out of her pond, or leave and come back

at a later time after the fey has calmed down and resurfaced.

If the PCs manage to convince the nixie to stay and converse, she will share her story. If at any point one or more of the PCs act rudely or threateningly, she will attempt to use her *charm person* ability to bring them back in line.

“My name is Dewdrop. I weep for my friend, Willowthorn, because she is dying. Her tree is dying as well – the area surrounding it has been burned and mysteriously deforested. Neither of us saw what happened, but there is a path of destruction leading west from Willowthorn’s tree. I’d be in your debt if you would take the time to help us by following the path and trying to figure out what happened – maybe we can still save my friend’s tree.” The little faerie begins to weep again.

If the PCs ask if they can collect a few of her tears (the correct ingredient) or some water from her pond (the wrong ingredient – it was a ‘stream’, not a pond) – in return for aiding Dewdrop and her dryad friend, she will question why they need the liquid. If the PCs give a satisfactory explanation (the truth will do), she will agree, on the simple condition that the PCs agree to keep their eyes open for further evidence of the strange deforestation.

The players may need a bit of help to realize that the correct ingredient is her tears and not pond water – you may allow PCs an Intelligence or Knowledge (Arcana) checks vs. DC 12 to properly solve the “puzzle”.

Nixie: hp 3; see Monster Manual, page 235.

Treasure: If the PCs agree to help the nixie, Dewdrop gives each PC a 50 gp sapphire in addition to her tears (or pond water).

APL 2–coin-(50 gp).

Encounter Three: Tale of a Horseman...

If the PCs agree to help Dewdrop and follow the strange “path”, read or paraphrase the following. If not, skip to the next ‘read-aloud text’ section.

You follow Dewdrop’s directions a few hundred yards towards Willowthorn’s tree, where you come across a disturbing sight – a huge circular area completely devoid of living plants. Every bit of foliage in the area is brown and withered, including a large willow tree in the center that is

clearly dying. A swath of destruction to the west provides an exit to the morose clearing, lined by more withered and burned shrubs and trees.

If any PC checks for tracks, there are curiously none to be found (the blighter was using his druidic ability to *pass without trace*). A Survival check vs. DC 10 will confirm that there are no tracks to be found. Note that neither Willowthorn the dryad nor any sign of her existence are anywhere to be found – all evidence has been burned.

Whether the PCs follow this path or take a different one, they will eventually cross paths with a mounted knight wending his way through the trees. The only difference is that they will encounter the knight after only an hour or so if they follow the deforested path, but will travel for several hours before they meet up with him if they take any other path.

The path ahead begins to open up a bit; at the same time, you hear the sound of approaching hooves. Coming into view is a man in battered armor atop a weary yet noble destrier. The knightly man carries a scarred black shield that is decorated with a pair of golden antlers, and he wears a necklace that sports the face of a calmly smiling man. He pulls his mount to a halt when he becomes aware of you, fixing the group with an intense gaze for what seems an eternity.

The knight is using his *detect evil* ability on the PCs, and most likely detected none among them. If by some chance any of the PCs do detect as evil, he will alert the other PCs and then be on his way. Otherwise, continue on:

Apparently satisfied with whatever it was that he was looking for, the man greets your party. “May cold iron avail you, travelers. My name is Hengrist Krupp, and I am on my way to Ironstead for supplies, then returning to Mitrik in Veluna.”

A Knowledge (Local, Iuz Meta-Region) or Knowledge (Nobility) check vs. DC 12 identifies his heraldry as that of a Knight of Veluna (an order of the Knights of the Hart). A Knowledge Religion check vs. DC 10 reveals his necklace to be a holy symbol of Rao (followers of Rao will recognize it without a check).

Assuming none of the PCs radiate evil and they treat him with respect, Hengrist goes on to explain that he had been formerly besieged in Quaalsten and was subsequently captured by orcs. Having recently escaped, he is currently returning to Veluna to update his orders

and doesn't realize that most of his fellow Knights of Veluna have been recalled from Highfolk by Canon Hazen. The PCs may share this knowledge with the paladin, assuming they know it themselves, of course – have them make a Knowledge (Local, Iuz Meta-Region) check vs. DC 12, or a Bardic Knowledge check vs. DC 10. If the PCs record the knight's tale on parchment, it can serve as one of Orin Yaun's potion ingredients.

Sir Hengrist Krupp: Male human Paladin 3.

Encounter Four: Road Kill

After the knight takes his leave, you continue along the burned and scarred path for several more hours. Shortly before darkness falls, you spy an appropriate campsite that looks as though it will serve your needs for the evening.

The PCs may set camp for the night here, or find another spot. Regardless, they are attacked by a small group of undead animals during the first watch. The undead have been sent by the blighter, who has become aware of the PCs on his trail. After the battle, the PCs may wish to collect some bone dust from the skeleton as one of the potion ingredients.

APL 2 (EL4)

Wolf Skeleton: hp 32; see *Monster Manual*, page 226.

Small Viper Zombies (4): hp 10, 9, 8, 7; see Appendix I.

Tactics: Being mindless undead, these creatures have no tactics to speak of. Keep in mind that the vipers can only take a single move or attack action each round.

Encounter Five: or, Tail of a Horse–man

The next morning, you continue along the deforested path, constantly appalled at the destruction as you search for the final ingredient. You hear the sound of yet another set of hooves approaching, this time from behind.

PCs making a Listen check of DC 10 have time (one round) to act – whether it's hiding in the woods off the path, casting a defensive spell, or taking up a defensive stance – before the “rider” comes into view.

This is no mere mounted rider galloping through the trees this time, but instead a man with the hindquarters of a sturdy horse. He pauses momentarily to contemplate you with an arrow nocked to the composite longbow in his hand, then begins to cautiously approach.

He is initially gruff and will certainly be insulted if the PCs simply blurt out a request for hair from his tail. The centaur will speak only if addressed in Elven or Sylvan, and will reply in the same language; first by explaining that his name is Firebolt Swifthoof, and then by asking the PCs who they are and why they are in this dangerous area of the Vesve so near the Defiled Glade.

Note that Firebolt, like most centaurs, favors elves and half-elves and is civil to gnomes and halflings. On the other hand, he will completely ignore humans unless they speak Elven or Sylvan, will be downright unfriendly to dwarves, and will treat half-orcs with open hostility.

If any PC politely asks for one or more hairs from his tail, he will comply with their request on the condition that one of them agrees to an archery contest. His intent is no simple target shooting, however, but instead a duel of one shot each. The centaur will let the group's best archer take the first shot. He is a monk as well as a ranger and can easily deflect the arrow. When it comes time for Firebolt's shot, he will instead shoot at a dead tree limb (treat as AC 15) above his opponent, causing it to break off and fall on the PC's head for 1d4 points of damage (1d8 if the PC is a dwarf or half-orc, as he picks out a bigger branch). If the PC is a good sport, he will then provide him with three hairs from his tail and be on his way.

Firebolt: Male centaur Mnk 2/Rgr 2, hp 56; see Appendix I.

Encounter Six: Just ‘Plague–ing’ Around

All the ingredients hopefully collected, the PCs can head back to Highfolk town. Several days into their return journey, they are attacked mid-morning by a locust swarm the blighter has sent.

The first few days of your return trip are completely uneventful. You're just beginning to think that you may make it out the Vesve relatively unscathed when a high-pitched buzzing sound fills the air around you. Turning to face the strange sound, your heart drops at the sight of the whirling black cloud of insects that approaches your small group.

APL 2 (EL3)

Locust Swarm: hp 32; see *Monster Manual*, page 239.

Tactics: The locusts attack all PCs in any four contiguous 5 ft. squares until the PCs drop or the locusts are destroyed or driven off by fire.

Conclusion

Your group returns whatever potion ingredients you were able to collect over to Orin Yaun at the Guildhall of the High Art, your mission accomplished. The sorceress seems quite pleased at your success and pays you the balance of your 200 solar fee. Though you can relish in the satisfaction of a job well done, you're a bit disconcerted at the possibility that someone or something is slowly but methodically destroying the southeastern Vesve, and is animating undead animals to boot. Perhaps something for you to investigate once you've gained a little more experience.

Treasure:

APL 2—coin-(100 gp).

The End

Experience Point Summary

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

Encounter One

Defeat the animated trees.
APL2 90 xp.

Encounter Two

Collect tears from Dewdrop the nixie.
APL2 40 xp.

Encounter Three

Treat Sir Heinrich with respect and record his story.
APL2 40 xp.

Encounter Four

Defeat undead animals.
APL2 120 xp.

Encounter Five

Collect tail hairs from Firebolt the centaur.
APL2 40 xp.

Encounter Six

Defeat locust swarm.
APL2 90 xp.

Story Award

Decipher the proper potion ingredients and return them to Orin Yaun.
APL2 30 xp.

Total possible experience:

APL2 450 xp.

Treasure Summary

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

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

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

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

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

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

Encounter One:

APL 2: L: 0 gp; C: 100 gp; M: 0 gp

Encounter Two:

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

Conclusion:

APL 2: L: 0 gp; C: 100 gp; M: 0 gp

Total Possible Treasure

APL A: L: 0 gp; C: 250 gp; M: 0 gp - Total: 250 gp

Special

Recognition of Orin Yaun

Items for the Adventure Record

Recognition of Orin Yaun

Item Access

APL 2: None

Encounter One

Orin Yaun: Female half-elf Sor 6/Rog 4; CR 10; Medium Humanoid; HD 6d4+6 (Sorcerer) plus 4d6+6 (Rogue); hp 46; Init +4 Dex; Spd 30 ft.; AC 16 (touch 15, flat-footed 12) [+4 Dex, +1 amulet, +1 ring]; BA/G +6/+6; Atk +6 melee (rapier, 1d6) or +6 ranged (light crossbow, 1d8); Full Atk +6/+1 melee (rapier, 1d6) or +6/+1 ranged (light crossbow, 1d8); SA sneak attack +3d6; SQ elven traits, evasion, uncanny dodge (dex bonus to AC), trapfinding, trap sense +1, summon familiar; AL CN; SV Fort +3, Ref +8, Will +4; Str 10, Dex 18, Con 12, Int 10, Wis 8, Cha 20.

Skills and Feats: Concentration +10, Decipher Script +5, Disable Device +5, Escape Artist +10, Gather Information +15, Hide +10, Move Silently +10, Open Lock +10, Search +10, Sense Motive +5, Spellcraft +5, Tumble +5; Dodge, Greater Spell Focus (Evocation), Spell Focus (Evocation), Weapon Focus (ray).

SQ: *Elven Traits (Ex)*-Sleep immunity, +2 save vs. Enchantment, low-light vision, proficient: longsword or rapier, proficient: longbows and shortbows.

Possessions: Rapier, light crossbow, spell component pouch, +1 amulet of natural armor, +2 cloak of charisma, hat of disguise, potion of cure serious wounds, +1 ring of protection, vest of escape.

Physical Description: Height 5 ft. 4 in., Weight 105 lb., long raven-black hair, ice-blue eyes.

Traits: Orin Yaun is by nature aloof, arrogant, and condescending. She is also well organized and very ambitious. During this adventure, she plays the damsel in distress role quite convincingly in order to get the PCs to help her, including flirting with charismatic males.

Spells Known (6/8/6/4; base DC = 15 + spell level, 17 + spell level for Evocation): 0—*daze, detect magic, detect poison, mage hand, message, prestidigitation, ray of frost*; 1st—*disguise self, enlarge person, mage armor, magic missile*; 2nd—*invisibility, scorching ray*; 3rd—*nondetection*

Encounter Four

Zombie Vipers: CR 1/4; Small Undead; HD 1; hp 9; Init +2; Spd 20 ft.; AC 16 (touch 13, flat-footed 13) [+1 Size, +2 Dex, +3 natural]; BA/G 0/-6; Atk +0 melee (1d4-1, slam); Full Atk +0 melee (1d4-1, slam); SQ Single actions only, DR 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +0, Ref +0, Will +2; Str 8, Dex 15, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Toughness.

Encounter Five

Firebolt Swifthoof: Male centaur Mnk 2/Rgr 2; CR 8; Large Monstrous Humanoid; HD 8d8+16; hp 56; Init +4 Dex; Spd 50 ft.; AC 18 (touch 15, flat-footed 12) [-1 Size, +6 Dex, +3 natural]; BA/G +8/+17; Atk +12 melee (longsword, 2d6+8) and +6 melee (2 hooves, 1d6+2) or +14 ranged (composite long bow, 2d6+5); Full Atk +12/+7 melee (longsword, 2d6+8) or +14/+9 ranged (composite long bow, 2d6+5); SA Improved Grapple, flurry of blows, unarmed strike; SQ Darkvision 60 ft., Deflect Arrows, evasion, favored enemy (orc), Track, wild empathy, Combat Style (archery – Rapid Shot; AL NG; SV Fort +9, Ref +16, Will +9; Str 20, Dex 22, Con 14, Int 10, Wis 14, Cha 10.

Skills and Feats: Hide +7, Jump +12, Listen +3, Move Silently +7, Spot +10, Swim +10, Survival +13; Combat Reflexes, Precise Shot, Manyshot

Possessions: +1 Longsword, +1 composite longbow (+4 Str bonus), 50 arrows of distance, potion of cure serious wounds.