

HIG4-04

Sour Grapes

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

Version 1.0

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The Richfest celebration is in full swing at Verbeeg Hill. A special race is the main attraction, but only fate will decide who will win. This is an adventure for heroic characters, APLs 2-12.

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 with different CRs are added separately.

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	

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

Time Units and Upkeep

This is a standard 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

For nearly ten years the Crown Vineyard has produced quality wines from locally grown grapes. Halthor Ausprey, a noble from the Duchy of Urnst, purchased the vineyard two years ago. Currently, the Crown Vineyard has a fine reputation and is the money making front for something more sinister. Halthor is secretly running a small mine/ excavation nearby. Using the lure of “free land,” Halthor promises workers and their families to work off the debt to eventually own the land they farm. In actuality, he taxes and charges them extra to ensure they will never earn enough to pay off the debt.

Denvert Bober and his family are gnomish immigrants who left Dyvers in late Readying (winter) because he had gotten himself into a bind. Denvert was caught stealing and accidentally revealed information about his “associates” during an interrogation for his crimes. The “association” Denvert betrayed had already organized his release before they were aware of his blunder. Fearing reprisals from the “association”, Denvert fled with his family to the Highvale.

Denvert planned to move his family to a mining community north of Verbeeg Hill when he heard the Crown Vineyard offered land for immigrant workers and their families. The seclusion of the Vineyard originally appealed to him and only too late did he learn of his employer’s deception.

Three weeks ago Denvert escaped with his pony Minnie. Hoping to purchase his family’s freedom, he resorted to pick pocketing to raise money. Initially, he barely made enough to feed and stable Minnie. Then, as a stroke of luck, he was able to “acquire” a gem and decided to bet on the Richfest Frog Race. During the gem caper, he overheard a conversation suggesting the Frog Race was fixed. To cover such a sizable bet, he secretly lured an interested Cleric of Norebo. It is his intension to bet on the predicted winner, SpiderEyes.

Nearly two weeks ago the organization in Dyvers was given a tip on Denvert’s locale. A group of three clerics, four archers, and a mage heard of the 1000 gp bounty, and left hunting for Denvert. The four archers are mercenaries. The halfling mage, Yortrel, represents the association and is familiar with Denvert. The three clerics worship Ralishaz, Zilchus, and Istus and were recruited by Yortrel. Vanit, the Zilchus cleric, was their official leader. After traveling to the region of Highfolk, all three clerics had visions of what should be done. There was a conflict, and the three clerics parted ways.

Yartrel received information about Denvert traveling to the Crown Vineyard to Verbeeg Hill to get money to retrieve his family. He believes this is from the organization. Yartrel, Vanit, and the four mercenary archers set up an ambush for Denvert outside of Verbeeg

Hill. Unfortunately Yartrel is being duped. Halthor is manipulating Yartrel by posing as a member of the organization.

Gingersnap Minnow (the Istarian), parted with Yartrel and his company in Verbeeg Hill. After divining information concerning Denvert’s plight, she decides to balance the scales and assist him. She writes the oracle of her church in Dyvers for guidance on how she should help. Halthor interferes. Gingersnap receives a cleverly written forgery planted by Halthor. This missive instructs her to divine the winner of the Frog Race and pass along the information to Denvert. Halthor uses this rouse to set up Denvert and shift the blame for his death.

Gingersnap exceeds the instructions in the note. She arranges for a seemingly coincidental meeting between Denvert and the group of PCs. Halthor is unaware of her meddling.

Gothunda, the greedy Ralishaz cleric, wanted the lion’s share of the reward. Through a false vision, Halthor deceives Gothunda. He suggests an opportunity to cause an attack upon Denvert and the followers of Norebo. The plan is to lure hungry monsters in the swamp to the Swampside Racetrack during the Frog Race.

Adventure Summary

Denvert Bober and his family recently relocated from Dyvers and became victims of Halthor’s foul scheme. Denvert escaped and obtained resources in hopes to purchase his family’s freedom. He tries to frame PCs. If that fails, he attempts to enlist their aid by exploiting his family’s plight to persuade them. If he gains their trust, Denvert asks them to help protect him in his journey.

Gingersnap Minnow, a halfling cleric of Istus, has peripherally been observing the scene with a great deal of interest. Sensing the imbalance of power in this region, she wants Denvert to succeed in freeing his relatives. Should the PCs get off track, she intervenes.

Denvert already made his wager with a bookie the day before. Players may place bets with another bookie named Mercermillion, a cleric of Norebo. Soon after, the race begins and a Skybleeder ambushes the attendants of event.

After the Race, Denvert and the PCs must travel into the Vesve three days to the Crown Vineyard. In their travels, some of Denvert’s previous associates from Dyvers confront the party for Denvert and his winnings in the Race.

Once they reach the Vineyard, PCs realize that Halthor is very well defended and prepared for their arrival. Crewgar, meets with them, accepts their payment for Denvert’s debt, and the family is released into the protection of the PCs.

On the way back to Verbeeg Hill, gnolls ambush the party. The PCs destroy the ambushers.

Special DM Notes

The theme of this module is to protect the innocent. PCs are tested in their ability to heroically defend those unable to protect themselves. Encounters are designed to target innocent bystanders and the defenseless. Numerous casualties of NPCs are expected. If you are not killing NPCs, it is likely you are not running the module as writers have intended and as the overall plot demands.

The critical decision faced by the party is directly after the Frog Race (encounter 5). The PCs will either receive recognition from the citizens of Verbeeg Hill or protect Denvert in his quest to free his family. This choice influences the rest of the module. A flowchart is included to assist the DM.

If PCs choose fame/ recognition instead of helping Denvert, run Encounters 6 and 7. Those heroic PCs who immediately leave with Denvert instead skip directly to Encounter 8.

Denvert and the party are subjects of a *scry* spell throughout the module because Halthor is a magical being with *scry* at will. This may highly irritate some PCs; however, they need to know powers beyond their control are at work in this module. This spell effect is up nearly all the time, especially at critical points in the module. If there is attempt to dispel the effect, treat it as though cast by a 13th level caster. The *Scry* spell will be renewed the next round.

The PCs may have access to the spell *scry*. *Scry* requires knowledge of a person or their possessions. Halthor and his minions have no evidence left for them to base *scrying* on.

DMs can provide character's physical descriptions (such as voice, hair color, clothing, stature, etc...) Those running the module will have more fun introducing the characters using their own imaginations. Backgrounds are provided with optional traits after character description in Appendix 1-NPCs. This will streamline descriptions and make it a more personalized experience.

There are many great role-playing opportunities. As a DM, be wary of time. At higher APLs battles may be particularly long. In order to finish the plotline, try to encourage characters to keep moving.

Introduction

It is a late, cloudy afternoon in the market of Verbeeg hill. The smell of eel jelly is tempered by the odor of the fresh produce on display in celebration of the Richfest. Crowds are genuinely excited in anticipation of the events of the festival tomorrow.

The colors are bright and jubilant. A barker is calling out events for tomorrow's venue. Early tomorrow, at the height of the festival, is the annual Frog Race. Children and gamblers both look forward to the event for different reasons.

Unexpectedly a gnome collides into (pick one of the most respectable PCs.) He states, "Excuse me, terribly sorry, but have you noticed that the cats and dogs are loose?" He brushes himself off and looks up expectantly. Over the crowd, you hear cries from the town guard.

Encounter 1: To Aid or Not to Aid

Denvert has planted a facsimile of the gem he stole on one of the PCs. Appraisal (DC 12) estimates the value at only 10gp. His motivation is to divert the authorities' attention, if caught, by accusing someone else. It is especially hard to notice that Denvert planted the gem in such a loud and busy place (Spot DC 24.) Also, any PC who asks for a sense motive roll (DC 15) can get the interpretation of his words to mean, "The family is in trouble can you help?" If the bluff is successful, roll initiative, and each PC gets one action before Denvert darts back into the crowd.

One round later, three Highfolk Home Guard make their way through the crowd to stand before you.

☛ **Denvert Bober:** Male Gnome: hp 18; See Appendix One.

☛ **Town Guard (3):** Male Humans: hp 12

PCs Help Denvert Avoid the Guard

The PCs may utilize many skills to help Denvert. They may use Diplomacy (DC 15) to vouch for his character. They may try to hide him. Offer bonuses as they apply (the guards have spot +5 – one roll total for all 3 guards). They may try to distract or bribe the guards (Bluff DC 15 + APL.) Intimidating a town guard is also possible (Intimidate DC 17). If successful in averting the guards then proceed to Encounter 3.

If the PCs attack the guard in any way, then the PCs are arrested; Each PC is fined (100 times APL) as a Reconcilable Offence (Player's Guide to Highfolk). The guards will take their names, arrest them, and then proceed with Encounter 2.

If unsuccessful in any of the above rolls then the guards state, "You must come with us for questioning; this will not take long." Proceed to encounter 2.

PCs Do Nothing

Denvert escapes initially, but is later caught and fingers the PCs as accomplices. Approximately fifteen minutes later the guards approach the PCs and state, "You must come with us for questioning; this will not take long." Proceed to Encounter 2.

PCs Help Arrest Denvert

Denvert is quickly detained and does not resist arrest. PCs may even produce the gem, incriminating Denvert. He is led away by the guard, and the guards state "You must come with us to make a statement; this will not take long." Proceed to encounter 2.

Development: If Denvert dies in this encounter, see DM appendix 2 for assistance. If Denvert dies by the hands of the PCs and there are witnesses, have the guards intervene. Arrest them and proceed to Encounter 2. If somehow Denvert dies without witnesses, PCs are expected to search his body. They find the betting claim for SpiderEyes for the Frog Race. Use the Betting Claim for SpiderEyes to hook them into Encounter 4.

Treasure: A 10 gp gem is planted on the PCs

All APLs: L: 0 gp, C: 10 gp gem; M: 0 gp.

Encounter 2: Fate Intervenes

[Pretext: Several paths may lead to this encounter. Characters may avoid it if they manage to successfully aid Denvert in avoiding the town guard. This encounter should only be run if text in encounter 1 directs the DM to run this encounter.]

The encounter takes place in a stone building near the center of Verbeeg Hill. Swinging from the roof is a simple wooden sign that reads "jail."

A Lieutenant of the Town Guard, Stonell Howthur III is a quiet serious man, who listens carefully and takes copious notes during each of your statements. "It appears you have a benefactor who has persuasively advocated and paid for your release; otherwise you would be spending time in my jail," he sneers when he is done. He leaves and after a few minutes. He is unnervingly replaced by a female halfling. The priestess, openly displaying her holy symbol, a golden spindle, greets you sternly.

"You have altered Fate – you have permitted what was not meant to be. It is my job to see that Destiny is fulfilled."

Knowledge (religion) DC 10 will reveal the holy symbol to be that of Istus. Characters may now wish to ask questions, which Gingersnap will ignore and continue:

"My purpose here is to spare innocent lives. Hear Denvert's words and determine your place in the web of events. In exchange for your time and inconvenience, I have seen that no charges will be brought upon those who have come here quietly. I must leave, or I endanger your success. May the strands of Fate be strong on your behalf." She consumes a potion and vanishes in a waft of smoke. The Guards then reappear and release you back to the festivities. Denvert is freed moments later, and walks toward you.

Gingersnap Minnow is the cleric of Istus that intervenes. In order to let Fate have her way, she has purposely avoided any questions by using a *potion of gaseous form* to leave. She arranges the release of the party. While she has been talking to the PCs, Denvert has also been released. Proceed to encounter 3.

☞ **Stonell Howthur III:** Male Elf; Level F3; hp 26.

☞ **Gingersnap Minnow:** Female Halfling; Clr 5; hp 33.

Encounter 3: Denvert Comes

Clean

[Pretext: This encounter serves as the main hook for the adventure. It provides players with necessary background information. PCs reach this encounter in one of two ways: either Denvert has escaped the town guard with the assistance of the PCs, or he has been released from the town guard due to lack of evidence. Hopefully, the party will be curious to Denvert's motives.]

Questioning Denvert:

Denvert wants to speak to the PCs. He leads them to a secluded alley or the like where he provides answers. Information is available below through possible lines of questioning.

- ☛ *Who are you? "I am Denvert. My family and I recently moved from Dyvers to seek a better life."*
- ☛ *What happened? "We came to Verbeeg Hill in search of mining work, but heard the Crown Vineyard would give us farm land in exchange for our labors. What a great opportunity! So we went there in hopes of a good future. Things went sour. The whole vineyard is a cleverly disguised slavery ring. The fines and fees and taxes quickly became overwhelming, more than we could ever afford to pay. So I escaped in hopes of finding enough money to buy my family's freedom."*

- *Why not go to the authorities? "I tried. But everything they are doing appears legal. And there is no proof of impropriety, just my word. And it falls under the some "Rangers" jurisdiction. And those "Rangers" that are still alive are busy dealing with the Old One (spits). Besides, who is going to believe a "gnomish farmer" from Dyvers?"*
- *Who is your "family"? "My wife, Annimar, my two daughters Howellitta and Jillijan, and last, my little buddy Skippy. Oh, and I must not forget my pony... Minnie."*
- *What is your plan? "I have placed a bet on a long shot in tomorrow's Frog Race. (Whispering) I have a tip from a high roller in the Shining Halls of Norebo. (Normal voice) I need 3200 golden lunars by the end of the week to free my family, or else it will cost more. I would really appreciate if you came along."*
- *Which frog did you bet on? (Avoiding the question) "Gamblers are usually allowed to bet up to 25 golden lunars during public races, but I found someone particularly interested in a gem that will cover my bet." (If PCs insist) I wouldn't want to curse my luck by sharing that kind of information. After all it's for my family, not me!*
- *What's in it for us? "The knowledge that you've done the right thing for a poor family relocated from Dyvers. I thought people of the Vesve cared about freedom."*

Attending Richfest Activities:

Richfest in Verbeeg Hill has a fair atmosphere. Area miners, farmers, and laborers compete in contests and share bounties of the harvest. Scheduled activities are completed by mid-day. This leaves the evening for much desired socializing by the locals, who may only make it to town a few times a year. These festivities often include alcohol. Local favorites include illmyrth wines, which always have the best finish, and mellow red wines from the Crown Vineyard. The evening activities usually consist of story telling and recalling the events of the day. This evening, most activities are indoors due to an evening rain.

The PCs should uncover enough information about the plot to discover the amount needed to free Denver's family (3200 gp). They should then decide to either go to the Race in order to raise the money (as Denver was planned). If the PCs foot the bill themselves (which means encounter 4 could be skipped; proceed with encounter 5.)

Some PCs may try to rig the race. The PCs can find the names of the contestants advertised on flyers in local establishments (player handout 1). The frogs and their owners are difficult to locate. Treat this effect as a *non-detection* spell (DC 20), cast by the clerics of Norebo attempting to protect the integrity of the games.

Information Gathering:

If the PCs try to gather information, the following results are available:

DC 10: There has been an outbreak of petty thefts, usually uncommon to this festival. The Crown Vineyard has always supplied Highfolk with medium-quality red wines.

DC 15: The Crown Vineyard has always conducted respectable business. Newcomers to the area have been lured to the Vineyard in search of work, since its recent expansion.

DC 20: Under new ownership, two years ago, the Crown Vineyard began to expand its operations. Unrelated, there appears to be a gnollish incursion into the area.

DC 25: The new owners hail from the Duchy of Urnst and are very reclusive. There are gnolls in the vicinity of the Crown Vineyard.

The night revelry is subdued to quiet drinking and socializing of locals. There are no other encounters during the night.

Development: The DM should provide opportunity for an unconcerned party to get hooked by finding information that leads them to the Frog Race. Simply create the only open seats next to Denver.

Generous PCs may foot the bill for Denver's family. Skip Encounter 4 and proceed with Encounter 5 demonstrating Denver's earnest responsibility. The PCs contributing toward the 3200 gp debt will receive the Heroic Recognition of the Bober Family. See Special Item Section.

Encounter 4: The Frog Race

[Pretext: The Swampside Track is northeast of Verbeeg Hill and is fed by a small spring. There is an overgrown swamp to the north. The morning fog is very dense, and provides a ceiling twenty feet up.]

When PCs are ready for the next day of play, read the text below:

Evening showers create a dull and overcast dawn, and the morning fog has not yet dissipated. The clouds hang low off the hills, as they typically do after a summer rain. They seem so low that you could almost touch them.

Bright banners hang lazily in the calm air. Anticipation of the race fills the atmosphere with excitement. Earlier in the day, people gathered at the Swampside Track to gain the best seats for the Race. At this point, only the swamp side seats remain. The track is a short walk just Northeast of town.

Everyone has their own favorite, and many express reasons why their particular frog will win. The contestants are: Raztar (able to swing on vines), SpiderEyes (able to catch flies flying even behind its head), Ungah-bunga (able to hop amazing distances, hails from the tropics), Manhunter (a frog who naturally has tracking), and Coconuts (happily named by its owner's daughter.) Denvert refuses to tell you which frog he bet on, claiming it would curse his luck.

The frogs are brought out atop colorfully decorated silken pillows and placed at the starting line. A large gong is in view at the end of the track. Denvert leads you to the newest bleachers where he has already reserved seats. They offer the best view on the swampside of the track. Hawkers sell refreshments in the stands, including the local favorite, rolls filled with eel jelly.

The announcer parades on the track inspecting the contestants before taking his place in the booth facing the track. The race will be underway shortly.

Clerics of Norebo are accepting bets up to 25 gp.

You may place your bets at this time with Mercermillion, a bookie that travels around the stands. He hands you a program (player handout 1), and waits expectantly.

Raztar: Pays 4 to 1; SpiderEyes: Pays 8 to 1

Ungah-bunga: Pays 3 to 1; Manhunter: Pays 2 to 1

Coconuts: Pays 10 to 1

For example if a player buys a 10-gp ticket for Raztar, she will receive 40gp if Raztar wins. Any profits gained will help offset losses of treasure up to the maximum allowed by the APL.

Characters at this time may wish to jockey for different positions around the track, but unless castings are available to them, their view should be stated as poor. The maximum bet allowed PCs is 25 gp. Once the last bet is placed, read the following:

With the last bet placed, a hammer is brought to the mighty gong, and the race is begun. The crowd erupts in a cacophony of exuberance.

"Annnnnnd they're off!" Oddly, the words are somewhat muffled.

Descending from the low cloud cover are vile tentacled creatures. They float down with quiet

accuracy on unaware victims. The roar of the crowd cheering on the race silences the screams as the melee begins. Out of the corner of your eye you see Denvert slipping between boards of the bleachers.

Denvert is hiding. The crowd is focused on the race and shouting for their favorites. The announcer and most of the crowd are so engrossed in the race that they fail to notice the melee. Roll initiative for the monsters and for the announcer. Read the following text from the corresponding round of combat at the announcer's initiative:

ROUND 1:

"Annnnnd Ungah-Bunga has jumped into the lead, Coconuts falls in behind, and Raztar releases a mighty croak, but neither he nor the others have left the starting line."

ROUND 2:

It is difficult to discern the cheering from the screaming as a few of the spectators notice the melee around them and flee for their lives. The announcer continues obliviously, "Annnnnd Manhunter takes the lead, charging ahead on all fours. Ungah-Bunga and Coconuts have collided in confusion, while Raztar still croaks at the starting line. Wait! SpiderEyes has spotted a fly halfway down the track and is advancing with newly found energy!"

ROUND 3:

Intent on the race, the announcer continues to call, shielded from the carnage by the booth around him. "Annnnd Coconuts and Manhunter are leg and leg in the lead. Ungah-Bunga is still shaking off the effects of the collision and remains in third place. In 4th place, SpiderEyes seems to have found her meal and is enjoying it. And in last place is Raztar, looking toward the sky..."

ROUND 4:

Annnnnd Coconuts has taken the lead by a tongue, with Manhunter licking at her flippers. Ungah-Bunga still has a leg up on the competition. Annnnd coming up fast is SpiderEyes, ready to eat and leap! Raztar has now turned around and is looking at the crowd.

ROUND 5:

Coconuts is still in the lead with Manhunter a close second. Annnnnnd OUT OF NOWHERE SpiderEyes is closing the gap and passing a still dazed Ungah-Bunga, who has started jumping the wrong direction.

Raztar seems stuck in the mud, a bit out of his usual environment.

ROUND 6:

The race is over at this point. Nearly all the crowd is in complete panic and heading back to the city.

In an UNBELIEVEABLE stroke of Fate, SpiderEyes has jumped to victory and a win, Coconuts rolls on in to place at second, Manhunter leaps to show at third, Raztar and Ungah-Bunga are declared as no shows. Thanks all for coming to the race.... and oh my! By the Blessed Dice, what is THAT?"

All APLs:

☞ **Mercermillion:** male human; Clr 2; hp. 12; See appendix 1

APL 2 (EL 3)

☞ **Grells (1):** hp 32; see New Monsters.

APL 4 (EL 6)

☞ **Grells (3):** hp 32, 32, 32; see New Monsters.

APL 6 (EL 8)

☞ **Grells (6):** hp 33, 33, 32, 32, 32, 31; see New Monsters.

APL 8 (EL 10)

☞ **Grells (12):** hp 35, 33, 33, 33, 33, 33, 32, 32, 32, 32, 31, 30; see New Monsters.

APL 10 (EL 12)

☞ **Skybleeder (1):** hp 102, with *Brooch of Shielding (101)*; see New Monsters.

APL 12 (EL 14)

☞ **Skybleeder (2):** hp 105, 101; one skybleeder has *Brooch of Shielding (101)*; see New Monsters

Tactics: The monsters are hungry and cunningly vicious. The Ralishaz cleric led them to the Swampside Track, as directed by Halthor. When the monsters overhear the crowd that has gathered, they investigate. Although Grells often prefer solitary victims, the amount of unarmed food available puts them into a feeding frenzy.

The monsters will use the fog and low cloud cover (cloud ceiling is 40 feet) to hide their entrance on the swamp side of the track. They attack the crowd, unless provoked by the PCs.

APL2 – APL8: Grells will float down from above on the distracted crowd nearest the swamp. Grells then use

fly-by attack, preferring to grapple paralyzed opponents and carry them into the low clouds for consumption.

APL10 and APL12: The skybleeders use windwalls to prevent the escape of victims while they strafe the distracted crowd with acid and fly-by attack. The windwalls are placed between the stands and the racetrack, muffling the voice of the announcer. The skybleeders will continue to use their fly-by attack to either attack or use special abilities; such as windwalls or cloud kill to corral victims. During its move, it showers the crowd with acid.

Guthunda, the greedy Ralishaz cleric, led the monsters to the track. A vision had convinced her that Denvert would be present. She would simply recover Denvert's slain body in order to claim the reward. As an added bonus, a function sponsored by the temple of Norebo would be defiled in the process. Unfortunately, the creatures gained a tactical advantage and killed Guthunda.

Guthunda's body can be found twenty feet into the swamp (Spot DC 20 Search DC 10). She has a holy symbol of Ralishaz, a broken breastplate, 30 sp. in Dyvers currency, a golden ring, and a piece of paper with Denvert Bober written on it. (Denvert does not know this person.) Some parties may have access to spells to gain additional information from this scene. This is what Guthunda (dead) knows:

Guthunda was hired in Dyvers by a halfling named Yartrel on a mission in Highfolk.

The mission was to capture a gnome named Denvert Bober. He has a 1000-gp ransom in Dyvers. She carries a piece of paper with the name "Denvert Bober" scribed on it.

Two other clerics were hired. One was named Gingersnap Minnow (Cleric of Istus.) The other named Vanit (Cleric of Zilchus.)

The clerics had a falling out of how the mission was to proceed, thus they broke up and went their separate ways to gain the ransom.

Her body is half eaten by the monsters before the monsters were attracted by the noise of the crowd.

Treasure: Defeat the Skybleeders. Find and search Guthunda's body. Grells have no treasure.

APL 2: L: 30 gp, C: 0 gp; M: *Ring of Feather Fall* (440 gp per character)

APL 4: L: 30 gp, C: 0 gp; M: *Ring of Feather Fall* (440 gp per character)

APL 6: L: 30 gp, C: 0 gp; M: *Ring of Feather Fall* (440 gp per character)

APL 8: L: 30 gp, C: 0 gp; M: *Ring of Feather Fall* (440 gp per character)

APL 10: L: 30 gp, C: 0 gp; M: *Ring of Feather Fall* (440 gp per character); *Brooch of Shielding* (300 gp per character)

APL 12: L: 30 gp, C: 0 gp; M: *Ring of Feather Fall* (440 gp per character); *Brooch of Shielding* (300 gp per character)

Development: Should Denvert die in this encounter, refer to his possessions in Appendix 2: DM aids. The letters and betting claim ought to get them back to the plot of the module. Proceed to Encounter 8 and have the bandits ask them for Denvert. If the party refuses to provide them with the location of Denvert's body, have Yartrel ask for the 1000 gp reward they are out.

Encounter 5: A Matter of Duty

[Pretext: Denvert presents the party an ultimatum: come with him to save his family, or stay to be recognized as a hero.]

After defeating the creatures, the party can claim their rewards, if any, from the race. Denvert has claimed his winnings as he gleefully returns to the party.

After defeating the menace, you hear the mourning and sobbing of those who have lost loved ones. Absolute strangers come up to you. They thank you for defeating the creatures and invite you to a meal in your honor. Although grateful for their gesture, Denvert feels it is necessary to press forward to save his family from further expenses. He states with a tear in his eye, "I'd really appreciate it if you came along, but I understand if you want to stay."

At this point the party must decide to stay for recognition, or head out immediately. Other than what he has said, Denvert will not prevent or persuade the PCs. He is afraid of attracting too much attention, especially carrying as much cash as he has. Denvert has no interest in being recognized for heroism. Anyone using sense motive (DC 5) will note he is telling the truth, but he is also very anxious and fearful.

Should the PCs choose to be recognized by the grateful people of Verbeeg Hill, go to Encounter 6.

If the PCs and Denvert leave directly after collecting the winnings go to encounter 8.

Development: If the party splits up, run the encounters separately for the appropriate group. Keep track of time for it may be possible for the party to get back together. This tactic is foolish and deadly, but it is the heroes' choice.

Encounter 6: The Pleasures of Being a Hero

[Pretext: This section is for PCs who let Denvert leave on his own or somehow coerced him to stay. The mood is jubilant, as the focus of Richfest turns into a celebration in honor of the heroes.]

Denvert is very respectful and grateful of the PCs. He will not whine, beg, or plead with them to leave for the Vineyard. Knowing they are having a good time, Denvert will slip away coyly at the first opportunity, saying he has some business to attend to. Denvert will leave a note for the party to find giving instructions and a crude, but accurate map to the Crown Vineyard. It will say, "Catch up with me when you can. – Denvert."

If the party tries to convince him to stay, he will remain resolute and let the party catch up with him. He will tell them the location of the vineyard and will draw a crude, but accurate map.

Denvert's plan is foolhardy in the extreme. Clever parties may wish to charm or intimidate (DC 20+APL) Denvert to stay in an attempt to protect him. If intimidating, a check must be rolled each time Denvert is prevented from joining his family (at every change of location.) He may get additional saving throws by DM judgment to resist charms and compulsions that prevent him from leaving to free his family. If Denvert breaks free of a charm or compulsion in this way, he will sneak away without explanation. Denvert will choose a time when the party is distracted from food, drink, or entertainment. Allow a situational modifier of +5 for him to succeed at sneaking away (Hide +20 vs. best Spot.)

You are shown a wonderful time and provided with the best Verbeeg Hill has to offer. After a long lunch at one establishment (The Barking Tree), they are asked to attend a dessert at another (Eel's Array and Tasties.)

The PCs are then asked to speak to the youth of the community. Allow for role-playing opportunities. Once the PCs initially agree, similar activities continue into supper and beyond. The townsfolk would consider it rude to attend one recognition and not all of them, so they will insist on the PCs attendance at all the parties.

Other possible distractions include:

- A recollection story for the Constable (including a full report in paperwork)
- Other stories should be told of famous exploits while the paperwork is being filled out.
- 30 sp credit which must be spent at the Smiling Halls of Good Fortune.

- Dinner at Howle's Hearth.
- Drinks at the Slippery Snake
- A Weapons display for the town guard
- Evening Stories and Drinks
- A free nights lodging.

Development: PCs can spend a great deal of time role-playing this encounter. Be wary of time constraints and summarize if running behind.

If Denver leaves alone, he writes a note to the PCs (as above). He then gets Minnie from the stable outside of town and is ambushed and killed later that day. Proceed to encounter seven.

If somehow they coerce Denver into staying, proceed to encounter 8.

Encounter 7: The Price of Pleasure

[Pretext: The only way to this encounter is directly from Encounter 6 if Denver has left for the Crown Vineyard alone. The party will be heading up the trail toward the Crown Vineyard.]

You leave the joys and pleasures of Verbeeg Hill behind. The storm clouds are but a memory, as you head deep into the Vesve forest. The bright sun darts through the leaves of the canopy, guiding your path toward the Vineyard. The dirt road is recently overgrown, only occasionally traveled this time of year. The brisk smell of the forest after the rain appeals to your spirits, reminding you why you chose to adventure in the Vesve.

The party is traveling northeast into the Vesve. This region is considered rough country. The trail is mostly used in the fall and spring when provisions are needed and great wines delivered. The vineyard is three days away by horse. It is five days by walking.

Many hours into your travels, your senses alert you to something suspicious. A small pack animal lies dead on the road.

The animal was Minnie, Denver's pony. It is littered with puncture marks. Close inspection of the wounds will reveal longbow wounds (heal DC 20) and applied poison (heal DC 25.) Still on the pony is a small saddle, blanket, bridle, and travel provisions for the animal. Nearby is Denver's jacket, blooded and ripped, with many puncture holes. See DM notes 1: The Death of Denver.

PCs will undoubtedly investigate the area. Tracking (DC 15) will reveal the tracks of one small barefoot humanoid and two boot-wearing medium size humanoids; all three tracks leave the area and proceed into the woods.

A simple search (DC 5 and 5 mins.) will reveal Denver's discarded jacket. A good search (DC 15 and 10 mins.) will reveal markings of booted feet on two nearby trees. The trees appear to have scaled by booted humanoids. A very thorough search (DC 30 and 30 mins.) of the area will reveal similar markings on two additional trees, making four similarly marked trees. It also reveals booted humanoids joined up with the others deeper into the southern woods forming a total set of five tracks. Widening the search (DC 30 and 60 mins) discovers another booted humanoid that rested completely out of sight of the road, and joined up later with the other set of five tracks. No physical belongings of the bandits remain. Denver's trail ends at the road where two booted humanoid tracks converge. The tracker should note the bandits were very careful not to leave any evidence.

PCs may piece together what transpired. It may also be revealed by magical means. Denver's pony was killed by arrow fire, sending him flying off his mount. He was then ordered to surrender by a familiar voice. Knowing his surrender would cost his family their freedom, he tried to flee, but was shot down. Two medium sized humanoids and the small barefoot humanoid cleared the area of Denver and his valuable possessions. His corpse was wrapped in a leather bag and taken into the woods. Two additional humanoids joined the group near an old stump deep in the woods. The bandit's trail continues south.

If the party chooses not to pursue the bandits, go to encounter 9.

The bandit's trail passes through extremely rough terrain and dense undergrowth. The terrain has many drops, banks, and fallen trees. This hinders all pursuers by forcing them to make frequent climb checks (once per hour). Treat this as difficult terrain composed of dense forest and dense undergrowth. (see PH page 163 and DMG page 88)

PCs insisting on bringing mounts must make a Handle Animal check (DC 20). The animal must make a Climb check (DC 15) for every hour of travel. Failure of the climb check will result in 2d6 falling damage.

PCs must make climb checks (DC 15) every hour (failure is 2d6 falling damage). Standard armor check penalties apply.

Flying above the forest canopy will make it impossible to track the bandits or see party members without taking appropriate measures.

Following the tracks (DC 15) will reveal 6 party members all with light or no armor. The tracks are fresh (many hours old).

Time is of the essence and searching for traps while tracking will further slow the party by another half movement modifier. Pursuing at this speed will ensure the escape of the bandits.

Spiked Crevasse Trap (Optional; only run if there is time in the scenario)

This trap is set for PCs who follow the trail of the bandits. The trap was designed using all the resources the bandits have at their disposal (especially the rugged terrain and infrequent but deep crevasses of the area) and delayed them only a short while to set it up. This trap is intended to cause the PCs to rethink their pursuit.

Spiked Crevasse Trap (optional): On the trail two hours into the woods is a crevasse trap. Anyone attempting to track will encounter the trap, as the tracks have been deliberately placed over the camouflaged opening (this includes assistants and/or creatures helping the primary tracking character and/or creature). The pit is a natural crevasse with very slippery and loose edges. It has been covered with wood and earth to make it camouflaged and therefore harder to avoid. Characters and/or creatures falling in the crevasse will also take damage from spikes at the bottom. At higher APLs, some or all of the following additions to the pit will be present.

- A *Bestow Curse* will be triggered by proximity (*Alarm*) to the floor of the pit.
- Bags filled with contact poison (Sassone leaf residue) will be triggered to release on the bottom of the pit floor when characters and/or creatures take damage from the fall.

Failed Reflex saves will allow characters to make climb checks to stop themselves from falling if they wish. The climb DC will be equal to the DC of the Reflex save of the first crevasse trap at each APL, +10 circumstance bonus due to the slippery and loose surface of the sinkhole wall (For example: Climb DC 34 at APL 2). At APL 6 and higher the multiple traps are dependent on the success of the first trap, and the successive traps may still be avoided by various creative methods if the first trap is successful. For example, a character employing *Feather Fall* will not be subject to falling damage, contact poison, or spike attacks for falling, but they will trigger the *bestow curse*.

All characteristics of the depth of the pit and the spikes are in the APL chart below.

Note that at APL 6 and higher the bottom of the crevasse has a magical *Bestow Curse* trap (-6 to Constitution) that is triggered by an *Alarm* spell to target

the first creature that comes within 10' of the floor. Roll randomly if the trap affects multiple targets to determine which target triggered this trap first. This target will be forced to save against the curse first (which takes effect immediately if the save is unsuccessful) as it is falling, then the spikes, and finally the fall damage (in that order).

Also note that at APL 8 and higher the pit spikes have been secured to bags of contact poison that are rigged to break open when the floor of the crevasse is struck with any amount of force (for example, a falling PC). One dose of Sassone Leaf Residue will be released by the breaking bags for each 5' square on the bottom of the crevasse (4 total). Any creature in contact with the floor will be subject the contact poison. The first target of the trap (randomly determined if multiple targets are affected) will be affected by the *Bestow Curse* trap first as it is falling (which takes effect immediately if the save is unsuccessful), then the spikes, the fall damage, and finally the poison (in that order).

APL 2 (EL 3)

↗ **Spiked Crevasse Trap with 10'x10' Opening:** CR 3; mechanical; location trigger; no reset; DC 20 Reflex save avoids; 40 ft. deep (4d6, fall); multiple targets (first target in each of first two adjacent 5 ft. squares of size M or smaller, or first target size L); pit spikes (Attack +5, 1d4 spikes per target for 1d4+4 each); Search DC 24; Disable Device DC 15.

APL 4 (EL 5)

↗ **Spiked Crevasse Trap with 10'x10':** CR 5; mechanical, location trigger; no reset; DC 22 Reflex save avoids; 60ft. deep (6d6, fall); multiple targets (first target in each of first two adjacent 5 ft. squares of size M or smaller, or first target size L); pit spikes (Attack +10, 1d4 spikes per target for 1d4+5 each); Search DC 24; Disable Device DC 15.

APL 6 (EL 6)

↗ **Spiked Crevasse Trap with 10'x10' Opening:** CR 4; mechanical; location trigger; no reset; DC 24 Reflex save avoids; 60 ft. deep (6d6, fall); multiple targets (first target in each of first two adjacent 5 ft. squares of size M or smaller, or first target size L); pit spikes (Attack +10, 1d4 spikes per target for 1d4+2 each); Search DC 24; Disable Device DC 15.

The first creature to come within 10' of the pit trap floor (roll randomly if multiple targets fall simultaneously) will trigger:

↗ **Bestow Curse Trap:** CR 4; spell; proximity trigger (*Alarm*); no reset; spell effect (*Bestow Curse* [-6

Constitution], 5th level cleric, DC 14 Will save negates); Search DC 28; Disable Device DC 28.

APL 8 (EL 8)

↗ **Spiked Crevasse Trap with 10'x10' Opening:** CR 6; mechanical; location trigger; no reset; DC 25 Reflex save avoids; 60 ft. deep (6d6, fall); multiple targets (first target in each of first two adjacent 5 ft. squares of size M or smaller, or first target size L); pit spikes (Attack +10, 1d4 spikes per target for 1d4+2 each); Search DC 26; Disable Device DC 15.

The first creature to come within 10' of the pit trap floor (roll randomly if multiple targets fall simultaneously) will trigger:

↗ **Bestow Curse Trap:** CR 4; spell; proximity trigger (*Alarm*); no reset; spell effect (Bestow Curse [-6 Constitution], 5th level cleric, DC 14 Will save negates); Search DC 28; Disable Device DC 28.

Any creature taking damage from the fall will trigger:

↗ **Poison Bags Trap:** CR 4; mechanical; touch trigger (one dose per 5' square of the pit floor); no reset; poison (Sassone Leaf Residue, DC 16 Fortitude save resists, 2d12 hit points/1d6 Constitution); multiple targets (one dose per 5' square); Search DC 19; Disable Device 15.

APL 10 (EL 10)

↗ **Spiked Crevasse Trap with 10'x10' Opening:** CR 8; mechanical; location trigger; no reset; DC 29 Reflex save avoids; 80 ft. deep (8d6, fall); multiple targets (first target in each of first two adjacent 5 ft. squares of size M or smaller, or first target size L); pit spikes (Attack +10, 1d4 spikes per target for 1d4+5 each); Search DC 29; Disable Device DC 15.

The first creature to come within 10' of the pit trap floor (roll randomly if multiple targets fall simultaneously) will trigger:

↗ **Bestow Curse Trap:** CR 6; spell; proximity trigger (*Alarm*); no reset; spell effect (Heightened (to 5th level) Bestow Curse [-6 Constitution], 9th level cleric, DC 17 Will save negates); Search DC 28; Disable Device DC 28.

Any creature taking damage from the fall will trigger:

↗ **Poison Bags Trap:** CR 4; mechanical; touch trigger (one dose per 5' square of the pit floor); no reset; poison (Sassone Leaf Residue, DC 16 Fortitude save resists, 2d12 hit points/1d6 Constitution); multiple targets (one dose per 5' square); Search DC 19; Disable Device 15.

APL 12 (EL 12)

↗ **Spiked Crevasse Trap with 10'x10' Opening:** CR 10; mechanical; location trigger; no reset; DC 34 Reflex save avoids; 100 ft. deep (10d6, fall); multiple targets (first target in each of first two adjacent 5 ft. squares of size M or smaller, or first target size L); pit spikes (Attack +10,

1d4 spikes per target for 1d4+5 each); Search DC 29; Disable Device DC 15.

The first creature to come within 10' of the pit trap floor (roll randomly if multiple targets fall simultaneously) will trigger:

↗ **Bestow Curse Trap:** CR 9; spell; proximity trigger (*Alarm*); no reset; spell effect (Heightened (to 8th level) Bestow Curse [-6 Constitution], 15th level cleric, DC 22 Will save negates); Search DC 28; Disable Device DC 28.

Any creature taking damage from the fall will trigger:

↗ **Poison Bags Trap:** CR 4; mechanical; touch trigger (one dose per 5' square of the pit floor); no reset; poison (Sassone Leaf Residue, DC 16 Fortitude save resists, 2d12 hit points/1d6 Constitution); multiple targets (one dose per 5' square); Search DC 19; Disable Device 15.

In the aftermath, healing may be required. At higher APLs, other problems may include neutralizing poison to prevent the secondary Constitution damage, removing curses, and possibly raising of the dead. The party may then wish to reconsider their pursuit. Make note that they are closing, but still hours behind the bandit party.

The Ambush

On the path ahead, the bandits have set up another ambush only two hours away from the pit trap. The archers have set up positions in trees. They are 20 feet off the forest floor and 15 feet away from the path in a crossfire position, but within point bank range. They will use poison (Sassone Leaf Residue) on the first shot only. The spell casters, also in trees, but 30 feet away from the trail, have prepped the archers and will unleash spells at first on the tracker, then to threatening PCs. The goal is to kill the trackers, then retreat.

Allow a Spot check for PCs to spot the Archers. Players may roll opposed Spot checks vs. the Hide checks of the Archers. Use opposed Spot checks to see who is surprised. Yortrel and Vanit are completely hidden from view because they have total cover.

Hide and Spot for the Archers at specific APLs, as they are elevated in dense foliage:

APL 2	Hide +15	Spot +1
APL 4	Hide +18	Spot +5
APL 6	Hide +26	Spot +7
APL 8	Hide +28	Spot +9
APL 10	Hide +29	Spot +11
APL 12	Hide +30	Spot +12

If The Party Rests a Night

If the party has stopped to rest for spells since discovering Denver's pony, the next part of the trail will be trapped with an alarm spell and more *glyphs* to alert the bandits.

At APL 2 -APL 6 there are no more *glyphs*.

APL 8 *Invisibility Purge*

APL 10 and APL 12: *Invisibility Purge, Bestow Curse* (Will DC 19).

APL2 (EL 5)

- **Archers (2):** hp 12, 11; see Appendix 1.
- **Yortrel:** male halfling; hp 6; see Appendix 1.
- **Vanit:** female human; hp 8; see Appendix 1.

APL4 (EL 7)

- **Archers (4):** hp 19, 18, 18, 17; see Appendix 1.
- **Yortrel:** male halfling; hp 11; see Appendix 1.
- **Vanit:** female human; hp 14; see Appendix 1.

APL6 (EL 9)

- **Archers (4):** hp 33, 33, 33, 33; see Appendix 1.
- **Yortrel:** male halfling; hp 19; see Appendix 1.
- **Vanit:** female human; hp 27; see Appendix 1.

APL8 (EL 11)

- **Archers (4):** hp 36, 36, 36, 36; see Appendix 1.
- **Yortrel:** male halfling; hp 27; see Appendix 1.
- **Vanit:** female human; hp 39; see Appendix 1.

APL10 (EL 13)

- **Archers (4):** hp 62, 62, 62, 62; see Appendix 1.
- **Yortrel:** male halfling; hp 35; see Appendix 1.
- **Vanit:** female human; hp 67; see Appendix 1.

APL12 (EL 15)

- **Archers (4):** hp 80, 80, 80, 80; see Appendix 1.
- **Yortrel:** male halfling; hp 50; see Appendix 1.
- **Vanit:** female human; hp 73; see Appendix 1.

Tactics: If needed to aid in retreat, or if their position in the tree is compromised, the bandits have attached ropes to other trees to swing down on. Using a full round action, they can grab the rope and swing forty feet away into the woods into a pile of soft leaves and brush. With a tumble roll (DC 15) they can be standing at the end of the swing.

The bandits are only interested in cash, not death. They will surrender if flight is not an option. They may also negotiate, using the location of Denver's body as currency to save their own skins.

The Writ

The bandits do have a writ from the City of Dyvers for the capture of Denver Bober with a bounty of 1000 gp. It reads: "Wanted, dead or Alive, for grand larceny, petty theft, and murder. Denver Bober - male halfling." A

sketch of Denver's likeness also appears on the paper. (Players handout #2)

The writ is a forgery (Forgery DC 30.) With a local knowledge Dyvers (DC 10) and a forgery (DC 15) it is clearly a forgery. Although unofficial, someone in Dyvers is willing to pay for his return dead or alive. If any PC has profession law (DC 10) even if the document were legit, such things are not legal in Highfolk and the writ would hold no bearing. Proceed to Encounter 9.

Development: While the trap was being constructed, Vanit buried Denver's body in the woods and covered the trail. Only she knows the location. Her trail can be found with a Tracking check (Survival, DC 15). Denver's body may be scryed, but appears like any wooded area.

If the group does not catch up with the party by the second day, they are gone. Refer to Appendix 2, and use discarded items to get the party on track.

Treasure: Defeat the bandits and take their gear

APL2: L: 110 gp; C: 12 gp; M: *Scroll of Cat's Grace* (12gp per character); *Scroll of Invisibility* (12 gp per character); *Scroll of Invisibility Purge* (32 gp per character); *Scroll of Glyph of Warding* (41 gp per character);

APL4: L: 110 gp; C: 12 gp; M: *Scroll of Cat's Grace* (12gp per character); *Scroll of Invisibility* (12 gp per character); *Scroll of Invisibility Purge* (32 gp per character); *Scroll of Glyph of Warding* (41 gp per character); *Pearl of Power, 1st-level*(100 gp per character)

APL6: L: 110 gp; C: 12 gp; M: *Scroll of Cat's Grace* (12gp per character); *Scroll of Invisibility* (12 gp per character); *Scroll of Invisibility Purge* (32 gp per character); *Scroll of Glyph of Warding* (41 gp per character); *Cloak of Elvenkind* (4) (666 gp per character); *Pearl of Power, 1st-level*(200 gp per character); *Incense of Mediation* (490 gp per Character)

APL8: L: 310 gp; C: 12 gp; M: *Scroll of Cat's Grace* (12gp per character); *Scroll of Invisibility* (12 gp per character); *Scroll of Invisibility Purge* (32 gp per character); *Scroll of Glyph of Warding* (41 gp per character); *Cloak of Elvenkind* (4) (666 gp per character); *Pearl of Power, 1st-level*(100 gp per character); *Incense of Mediation* (490 gp per Character); *Pearl of Power, 2nd-level spells*(400 gp per character)

APL10: L: 310 gp; C: 12 gp; *Scroll of Cat's Grace* (12gp per character); *Scroll of Invisibility* (12 gp per character); *Scroll of Invisibility Purge* (32 gp per character); *Scroll of Glyph of Warding* (41 gp per character); *Cloak of Elvenkind* (4) (666 gp per character); *Pearl of Power, 1st-level*(100 gp per character); *Incense of Mediation* (490 gp per Character); *Pearl of Power, 2nd-level spells* (400 gp per character); *Wand of Empower, lesser*(900 gp per character)

APL12: L: 510 gp; C: 12 gp; M: *Scroll of Cat's Grace* (12gp per character); *Scroll of Invisibility* (12 gp per character); *Scroll of Invisibility Purge* (32 gp per character); *Scroll of Glyph of Warding* (41 gp per character); *Cloak of Elvenkind* (4) (666 gp per character), Vest of Escape (166 gp per character); *Pearl of Power, 1st-level* (100 gp per character); *Incense of Mediation* (490 gp per Character); *Pearl of Power, 2nd-level spells* (400 gp per character); *Wand of Empower, lesser* (900 gp per character)

Encounter 8: Errors of the Past

[Pretext: This encounter happens if the party accompanies Denvert, agreeing to escort him to retrieve his family. Be sure to read this encounter thoroughly. The party has many choices and consequences for their actions. The encounter takes place on the road toward the Crown Vineyard.]

You leave the joys and pleasures of Verbeeg Hill behind. Storm clouds are but a memory, as you head deep into the Vesve forest. The bright sun darts through the leaves of the canopy, guiding your path toward the Vineyard. The dirt road is recently overgrown, only occasionally traveled this time of year. The brisk smell of the forest after the rain appeals to your spirits, reminding you why you chose to adventure in the Vesve.

The Bandits will confront the party on the second day after leaving Verbeeg Hill. Make note of watches and camp layout for the first night. This will be important in encounter 11.

The Second Day

The party is cresting a hill on the 20' wide road. The path opens to a 50' diameter clearing used for camping overnight. Vanit has cast an *invisibility purge* centered on herself in preparation. She is hiding behind a tree, ten feet off the road in the south woods. Two archers are also 10 feet off the road flanking her in elevated, hidden positions 15' high. The other two archers are similarly positioned on the other side of the road. Yortrel has an *invisibility* spell cast on him in preparation and is standing just outside the range of the *invisibility purge* effect. When Denvert is in the triangulation of the archers, Yortrel walks forward into the *invisibility purge* effect and appears.

As the sun lowers in the sky you notice a small clearing ahead. A diminutive, barefooted figure walks out of thin air thirty feet away. "Hallow Travelers. Be not alarmed, I come to speak to you about a business

deal. You see, you have who I want, and I'll be glad to take the offender off your hands." <pause and ask the party to roll Spot checks> *As you look confusedly at your party, you notice Denvert turning pale.*

Although players may get the impression they are spotting Denvert turning pale, the above Spot check is actually for PCs to spot the archers. Successful characters may react to the archers to hamper the archer's surprise attack. If the party approaches completely hidden, appropriate spot rolls for the archers are provided below. Vanit is completely hidden from view because she has total cover.

Hide and Spot for the Archers at specific APLs, as they are elevated in dense foliage:

APL 2	Hide +15	Spot +1
APL 4	Hide +18	Spot +5
APL 6	Hide +26	Spot +7
APL 8	Hide +28	Spot +9
APL 10	Hide +29	Spot +11
APL 12	Hide +30	Spot +12

Yortrel's Proposition

"Please remain still and hear me out. My name is Yortrel and I have traveled from the Free City of Dyvers to claim Denvert as my prisoner. You see, he has done some naughty things back in the City of Sails, and I've come to take him back." Denvert summons up enough courage to say, "No! I will not go back! I've got new friends here who will protect me and my family!"

If any one takes a hostile action, Denvert flees, or negotiations break down, then archers will release their held actions and fire on Denvert. However, if the party is willing, Yortrel will parlay. Yortrel is impatient, but will go so far as to produce a writ declaring a reward for Denvert (if pressed.) If at any point, the party breaks confidence, Yortrel will say as a free action, "It's in your best interest!" This is the signal for the archers to release their held actions and open fire on Denvert. Finally, unless the party appears like it will hand over Denvert within a minute, Yortrel gives the signal for the archers to fire.

If questioned during the parlay, Yortrel honestly reveals the following:

- I am a businessman from Dyvers. I seek to return Denvert to Justice.
- Denvert has performed crimes for which he must pay – murder.
- There is a random, which will help to compensate my expenses.

- I possess a legal writ for the apprehension of Denvert. Denvert needs to return to Dyvers to pay for his crimes.
- I do not wish confrontation. I simply desire to take Denvert to justice in Dyvers.
- I have no interest in sharing the burden of taking Denvert back. I can easily escort him without danger.

The Writ

It reads: "Wanted, dead or Alive, for grand larceny, petty theft, and murder -J. Denvert Bober - male halfling." A sketch of Denvert's likeness also appears on the paper. (Players handout #2)

If asked by PCs, Denvert will admit to unfortunate circumstances where he took personal property. He feels he took nothing of great value and certainly he did not murder anyone. Besides, he adds, in Dyvers theft is only a minor misdemeanor. Denvert is being set up. Yet, Yortrel is also telling the truth from what information he has been given. Yortrel and Denvert worked for the same organization, and the organization is not pleased at Denvert's recent choice to relocate.

The writ is a forgery (Spot DC 30.) With a local knowledge (Local-VTR meta-region) DC 10 and a spot 15 it is clearly a forgery. Although unofficial, someone in Dyvers is willing to pay for his return dead or alive. If any PC has profession law (DC 10), they note that even if the document were legit, such things are not legal in Highfolk and the writ would hold no bearing. The J has no bearing in this adventure.

When Archers Fire

The archers will likely have elevation and surprise. They are also within 30 feet, which gives them point blank bonus and sneak damage (if applicable) against those caught flatfooted. They will fire all their arrows during initial volley at Denvert, even after he is fallen, ensuring his death. After that, archers will fire at will, unless called to stop by Yortrel. At higher APLs, the second volley of arrows will be coated with contact poison. Note that the archers' damage with each arrow is increased by their sneak attack and ranged precision abilities.

The archers fire at Denvert first, until he drops. Even then, they shoot four more arrows to ensure death.

PCs may offer cover, only if they want to, since they are being fired on from an elevated position. Medium-sized characters adjacent to Denvert may protect him if they are in an appropriate position conferring a +4 AC bonus accordingly. Use standard cover rules. In order to score a hit on the PC, the arrow must be able to penetrate the PC's AC without dexterity or dodge modifiers.

Yortrel has held his action to go immediately after the archers. As a free action he says, "Oh no! I surrender, I surrender!" He will take no offensive actions at this time. Proceed to "When Denvert Appears Dead" as described below. If Yortrel is attacked, he will step back out of the Invisibility Purge effect to become invisible and flee.

Vanit will delay until she feels the party is committed to combat as the only resolution to the situation. She then casts *sound burst* on the party.

When Denvert Appears Dead

Stepping forward, Yortrel puts his hands in the air and screams, "Hold your fire!!!" What a tragedy. I did not mean this to happen. <He pauses, then motions to Denvert's body.> However, now that Denvert is dead, we are still interested in acquiring the body. <He smiles.>

If the PCs wish to negotiate more, Yortrel will listen. Battle will ensue if PCs do not release Denvert's body. Yortrel flees or surrenders claiming innocence at the start of battle. If caught, he hopes to escape or be released later. As above, if the PCs attack Yortrel, he will try to escape by moving out of the Invisibility Purge Effect. At higher APLs, Yortrel might try to obtain the body invisibly, flee, or engage in battle depending on which opportunities are available to him. Vanit and the Archers will fight to claim the body.

The Party Hands Over Denvert

Money and influence within their organization are the primary motivations for the Bandits. If the PCs relinquish Denvert while he is still conscious, he will give the PCs his money (3200 gp) and ask them to free his family. Yortrel will ask the Party to leave and continue on their way. When the PCs are out of sight, Vanit will come out. She will put Denvert in a leather bag, and then the bandits will retreat into the Vesve.

APL2 (EL 5)

- **Archers (2):** hp 12, 11; see Appendix 1.
- **Yortrel:** male halfling; hp 6; see Appendix 1.
- **Vanit:** female human; hp 8; see Appendix 1.

APL4 (EL 7)

- **Archers (4):** hp 19, 18, 18, 17; see Appendix 1.
- **Yortrel:** male halfling; hp 11; see Appendix 1.
- **Vanit:** female human; hp 14; see Appendix 1.

APL6 (EL 9)

- **Archers (4):** hp 33, 33, 33, 33; see Appendix 1.
- **Yortrel:** male halfling; hp 19; see Appendix 1.

➤ **Vanit:** female human; hp 27; see Appendix 1.

APL8 (EL 11)

➤ **Archers (4):** hp 36, 36, 36, 36; see Appendix 1.

➤ **Yortrel:** male halfling; hp 27; see Appendix 1.

➤ **Vanit:** female human; hp 39; see Appendix 1.

APL10 (EL 13)

➤ **Archers (4):** hp 62, 62, 62, 62; see Appendix 1.

➤ **Yortrel:** male halfling; hp 35; see Appendix 1.

➤ **Vanit:** female human; hp 67; see Appendix 1.

APL12 (EL 15)

➤ **Archers (4):** hp 80, 80, 80, 80; see Appendix 1.

➤ **Yortrel:** male halfling; hp 50; see Appendix 1.

➤ **Vanit:** female human; hp 73; see Appendix 1.

Note that this encounter is overrated by EL. Yortrel is non-combative and the initial target is an NPC. The bandits are only interested in cash, not death. They will surrender if flight is not an option. The NPCs may also negotiate, using the location of Denver's body as currency to save their own skins.

Treasure: Defeat the bandits and take their gear

APL2: L: 110 gp; C: 12 gp; M: *Scroll of Cat's Grace* (12gp per character); *Scroll of Invisibility* (12 gp per character); *Scroll of Invisibility Purge* (32 gp per character); *Scroll of Glyph of Warding* (41 gp per character);

APL4: L: 110 gp; C: 12 gp; M: *Scroll of Cat's Grace* (12gp per character); *Scroll of Invisibility* (12 gp per character); *Scroll of Invisibility Purge* (32 gp per character); *Scroll of Glyph of Warding* (41 gp per character); *Pearl of Power, 1st-level* (100 gp per character)

APL6: L: 110 gp; C: 12 gp; M: *Scroll of Cat's Grace* (12gp per character); *Scroll of Invisibility* (12 gp per character); *Scroll of Invisibility Purge* (32 gp per character); *Scroll of Glyph of Warding* (41 gp per character); *Cloak of Elvenkind* (4) (666 gp per character); *Pearl of Power, 1st-level* (200 gp per character); *Incense of Mediation* (490 gp per Character)

APL8: L: 310 gp; C: 12 gp; M: *Scroll of Cat's Grace* (12gp per character); *Scroll of Invisibility* (12 gp per character); *Scroll of Invisibility Purge* (32 gp per character); *Scroll of Glyph of Warding* (41 gp per character); *Cloak of Elvenkind* (4) (666 gp per character); *Pearl of Power, 1st-level* (100 gp per character); *Incense of Mediation* (490 gp per Character); *Pearl of Power, 2nd-level spells* (400 gp per character)

APL10: L: 310 gp; C: 12 gp; *Scroll of Cat's Grace* (12gp per character); *Scroll of Invisibility* (12 gp per character); *Scroll of Invisibility Purge* (32 gp per character); *Scroll of Glyph of Warding* (41 gp per

character); *Cloak of Elvenkind* (4) (666 gp per character); *Pearl of Power, 1st-level* (100 gp per character); *Incense of Mediation* (490 gp per Character); *Pearl of Power, 2nd-level spells* (400 gp per character); *Wand of Empower, lesser* (900 gp per character)

APL12: L: 510 gp; C: 12 gp; M: *Scroll of Cat's Grace* (12gp per character); *Scroll of Invisibility* (12 gp per character); *Scroll of Invisibility Purge* (32 gp per character); *Scroll of Glyph of Warding* (41 gp per character); *Cloak of Elvenkind* (4) (666 gp per character); *Vest of Escape* (166 gp per character); *Pearl of Power, 1st-level* (100 gp per character); *Incense of Mediation* (490 gp per Character); *Pearl of Power, 2nd-level spells* (400 gp per character); *Wand of Empower, lesser* (900 gp per character)

Encounter 9: The Grapes of Wrath

[Pretext: This encounter will happen three days out of Verbeeg Hill by horse, or five days by foot. The characters are introduced to the Crown Vineyard and gain information.]

As you crest one of the taller hills in early afternoon, you stop to behold the sunlit valley below. What lies before you can only be the Crown Vineyard. The Forest opens into rolling hills with picturesque coulees. The vines are grown aesthetically in maze-like gardens with groves of Elms, Oaks, and Ironwoods placed throughout the Vale.

It is easy to see many humanoid workers, both medium and small, working the fields in the distance. The roads that lead you here transitions into grassy path that leads you forward. On both sides of the path is a well-maintained hedge with two perfect rows of Elms creating a great canopy, shading the path from the afternoon sun.

After taking a few minutes to behold the work of someone who loves the land, you descend down the path. You then note a small figure meandering up the path toward you.

The figure approaching is Crewgar, a male gnome dressed in fine woven silks. He is the head accountant and official greeter of the Crown Vineyard. He is in charge of all the legal transactions of the Vineyard. As far as he is concerned, everything is on the up and up. Note that Crewgar does view all the fees, tariffs, and taxes so imposed as highly legal and legitimate. He himself worked off his indenture to be a prominent figure in the Vineyard. He knows nothing of ill doing and is the front man of the organization.

The diminutive figure strides toward you with purpose. Small for even a gnome, he is clothed in fine emerald silks. He has a silken satchel to match with tassels of gold bouncing as he strides. His broad smile suggests openness and aura of confidence. He politely gesture and bows, "Hello fine travelers, Welcome the Crown Vineyard. We have been expecting you. My name is Crewgar, your guide and business consultant."

When asked pointed questions, Crewgar openly reveals anything he knows about the Vineyard. This would include business transactions, production, and staffing. His information is filtered through Gildenfar, who speaks to him while in animal form. Crewgar has met Halthor, but rarely has direct contact. Crewgar will explain, if asked, that Halthor at present is not available to meet with the PCs. Unfortunately neither is Gildenfar, the druid of this grove. Both maintain very busy schedules. When the party is ready to head into the Vineyard, proceed.

Crewgar really likes his job and acts like a tour guide as he leads the party toward the grove at the center of the vineyard. He explains, "Treats helped a druid develop the land with both nature and culture growing in harmony. Elementals are employed to create wine cellars/caves and to maintain ideal conditions for wine storage and fermentation. They pose an intimidating force against those who would wish to take advantage of the Vineyard's prosperity.

"Discipline is the key to running an organization as large as this one. If you look to your right you will notice the owner has employed three greater huge earth elementals to ensure our forthcoming transaction. Be sure to notice the variety of animals and birds also present throughout the Vineyard."

Development: Keep them on the path, especially under time constraints. Some PCs may still feel the need to scout out the Vineyard and its inhabitants. Halthor has prepared for the visit and has made sure only the most complacent and loyal workers are accessible. Discourage wandering PCs with anything the vineyard may have at its disposal. For example: follow invisible characters with animals using scent until they return to the party. Use animated trees if PCs try to sneak into a grove, etc... Use gentle warnings and nudging. Gildenfar will not approach or interact with the PCs under any circumstances. Attacking any of the forces in the vineyard will result in retaliation. See Encounter 10: When Things Go Sour.

☞ **Crewgar:** Male gnome Adp 3; see Appendix 1.

Encounter 10: Transcendental Transactions

[Pretext: Within the center grove of the Crown Vineyard, the PCs are to pay for Denver's family, then leave peacefully.]

This encounter should not become a fight. Dissuade PCs from interfering or being aggressive. Halthor has set up this presentation to demonstrate security, serenity, and control. Everything on display is a legal front for other activities, thus demonstrating the legitimacy of the Crown Vineyard. The creatures are not scaled for APLs to insure the integrity and location of the Crown Vineyard for future plot lines. As a DM, be very serious about the consequences of interference. Use Crewgar to convince the PCs to complete the transaction. If they do not have this intent, they should not enter the grove. The encounter is un-tiered and meant to display a position of power.

Just before entering the Grove, Crewgar becomes very serious. "The safety of myself and the Bober family lies in your commitment to follow through with the transaction. Should you choose to initiate hostile actions, cast ANY spells or use ANY spell-like abilities, touch the symbols, or interfere with the transaction in any other way while within the grove, we will all be slain by magical symbols. Please refrain from harsh words, and keep you weapons fastened at all times. Thank you." He turns and follows a narrow path into the grove.

If the party cast any spells on Crewgar (like charms, magic jar, or the like.) they are confronted in the grove. Halthor will know this from scrying and *detect magic*. He will contact Gildenfar and the treats. If the PCs try to take the Bober family without paying, Annimar will insist their debt be paid off. If a combat ensues, see below.

Crewgar leads you forward into the central grove. The trees here are no less than fifteen feet wide. You travel to the center where there is a forty foot diameter opening to the sky. There are twelve great Oak trees forming an outside circle. They appear to be swaying to a wind that is not present. Inside the circle of mighty trees, there is a ring of flagstones. Over the rustling of trees, laughter can be heard. You see three small gnomes playing skip stones with what must be their mother on top of one of the flagstones to the left. Crewgar walks toward the far end of the clearing

between two flagstones. He turns to face the party. On stones to either side of him are symbols, glowing and radiating powerful magic.

"This grove is the safest place in the vineyard to conduct business. With the treants, trust can be ensured."

"We have the matter of the Bober family. They are looking to buy out their contract." He pulls out some notes from a silken satchel. "I never carry the full ledger, too many pages to... I'm sorry I digress... Let's see here. I show a balance of 3400 gold. How would you like pay off the debt?"

The PCs may wish to interject at the additional charges. Crewgar will ignore them and continue.

Clearing his throat, Crewgar nonchalantly continues "Loss of indentured labor for two weeks is an additional 200 gold. However, my employer had graciously waived the re-filing fees, the departure fee, the breaking contract fine, and separation fee. I feel he has been most gracious, would you not agree?"

If Denvert is Present

Denvert turns to the party with a tear in his eye, "I have only 3200, perhaps you could donate to a most worthy cause?"

PCs are expected to pay the extra 200 gp for the release of Denvert's family. If the party does not contribute 200 gp, Denvert will offer his magical ring. Crewgar will gladly receive the ring after a close inspection. Be sure to deny access to the ring on the AR (cross it off.)

Development: If the party wishes to pay the entire balance out of their own funds, Denvert graciously accepts. Any surviving members of Denvert's family will surreptitiously slip Denvert's magical ring to the party using sleight of hand. With the ring, is a note of explanation and thanks, directing that the rewards be divided equally amongst the most valiant heroes of the Vesve.

PCs who have contributed personal funds exceeding 500gp towards the families release also receive the Heroic Recognition of the Denvert Family as detailed in the rewards section.

If Denvert is Not Present

The party must spring 3400 gold for the family. PCs may have the money Denvert won for the Frog Race.

The party can use magic for half value after close inspection by Crewgar. He will notify them that forgeries or known misrepresentations of equipment and magic is

a violation of the transaction and will raise the ire of the treants.

They are expected to use this money and cover the remaining 200 gp themselves. However, very heroic PCs may cover the entire 3400 gp out of personal funds and donate Denvert's winnings to the widow and children.

If they refuse to pay, Crewgar will inform them that their transaction is complete. The Bober family will continue to work off their indentured labor until the full amount is paid off. Crewgar will offer condolences to the family for Denvert's death. He will add, the family is not free to leave with the party, for they have a legal contract to fulfill. Without Denvert, the family must stay and work for twelve more years, barring any other charges. The family will understand and regretfully stay. The family is allowed a short grieving time of 3 days in the grove before they must go back to work.

Development: The party wishes to pay the entire balance out of their own funds and donate Denvert's winning to his family. If this is the case, they will surreptitiously slip Denvert's magical ring to the party using sleight of hand. With the ring, is a note of explanation and thanks, stating that the rewards be divided equally amongst the most valiant heroes of the Vesve.

PCs who have contributed personal funds exceeding 500gp towards the families release also receive the Heroic Recognition of the Denvert Family as detailed in the rewards section.

When the Money is Paid

"Once I have counted the full 3400 golden solars, our transaction will be complete. We usually end transactions with a toast to prosperous life. Will you drink with me?" After a short toast to prosperous life, Crewgar extends his arm and gestures for the party to leave, "There is a small wagon with all the Bober's possessions waiting outside the grove."

The party and the family are free to go.

Annimar is relieved to be leaving the Vineyard. She quickly gathers her children. As you leave the grove, you notice a small wagon with folded clothes and goods. Annimar defiantly walks past it. She spats, "There is nothing we need to take from this place except ourselves. These are my only riches" as she gestures to her children.

After a somber walk out of the vale, you put the Vineyard behind you. Annimar hesitatingly asks the party, "I thank you for all you have done. For the safety of my family, will you escort us as far as Verbeeg Hill?"

If Denvert is dead, Annimar is heartbroken for her loss. In any case, she is grateful for the freedom of her children. At this point, the Bober family has no provisions, weapons, or money. They have no relatives and nowhere to go.

Annimar's Perspective

If the party talks with Annimar she may reveal the following:

- About the Vineyard: Annimar knows of the indentured slavery and how Denvert explained it was a trap. She reflects on the Vineyard as a business that takes advantage of people. On hindsight, she views their choice of service as a poor business deal, but not anything illegal. This reflects her Dyver's background.
- About her husband (if appropriate): Annimar would like him buried far from the Vineyard. Verbeeg Hill would be a satisfactory site, and hopes to contact a priest or priestess of Garl Glittergold or Norebo to perform final rites.
- About her plans: Annimar has heard of a gnomish settlement north of Verbeeg Hill (Gildenhand, although the name is unknown to her). Perhaps there she and her family can start anew.

When Things Go Sour

With all the warnings, one hopes it never comes to this. Should PCs continue to press the issue, the following forces are present.

Gildenfar has held her grove here and helped with the vineyard for over a decade. In that time she has recruited six treants that have successfully helped her protect this part of the Vesve from forces of Iuz. Knowing the craftiness of her enemies, Gildenfar informs the treants to remain alert, just to be cautious. In preparation of the transaction, the treants have all animated trees.

In addition to Gildenfar's defenses, Halthor has devised a few on his own. Halthor has used geas on greater earth elementals. They are used for labor, intimidation, and defense. In this capacity, they will defend the grove against attackers. He has also scribed a symbol spell on two of the flagstones. When the vineyard is under attack, he will use the elementals to fight off intruders who venture off the path into the vineyard.

Tactics: The Animated trees under control of the are holding action until someone begins to cast a spell, uses a spell-like ability, or performs a hostile action within reach (20 feet). They will attack the individual that initiated the action that provoked their response

(provided they are within reach of the individual.) The Animated Trees not within reach will hold their actions to attack the closest party member if they do anything except surrendering. They will take attacks of opportunity on moving fleeing party members who have not surrendered.

After determining the effects of the Animated Trees, the character, if still alive, completes their action. Then Combat ensues. The animated trees will attack party members that initiate hostilities until they are dead, they surrender, or they flee the grove. Should the Animated Trees be destroyed, another animated tree is animated by the controlling treant to replace it.

As a response to the hostilities (especially if the actions included the use of fire to combat the animated trees) Gildenfar will cast *tree stride* and will be on her way to contact business agents and town representatives in Gildenfar, Verbeeg Hill, and Highfolk. She reports the adventurers have openly attacked her well-known and respected grove. She will use specific names and descriptions as supplied from the various scrying.

The Crown Vineyard is registered with the Gnomish Consortium as a legitimate business and well-known grove. Any PC who attacks the grove with fire will gain the Known Arsonist in Highfolk recognition (See items in Adventure Record). Any PC who attacks the grove or the Treants must be reported to the triad.

All APLs

✦ **Gargantuan Animated Trees (12):** hp 200, 200, 200, 200, 200, 200, 200, 200, 200, 200, 200, 200. (See appendix one for statistics)

✦ **Greater Earth Elementals (3):** hp 199, 199, 199. (See Monster Manual pg 82 for statistics)

Development: should the party use fire in destroying the animated trees in the grove, they will be reported to merchants and authorities in Highfolk City and Verbeeg Hill as arsonists by Gildenfar. They have earned the Known Arsonists in Highfolk Recognition.

Encounter 11: The Kill of Defeat

[Pretext: On the road back to Verbeeg Hill, the party is ambushed and the gnomes are murdered.]

Halthor has no intention letting anyone live that possess inside information of his operation. This encounter is meant to seal off "loose ends." Halthor has been in contact with a troop of gnolls in the area, posing in disguise as their mystic chieftain. Using this guise, he has swayed them to do his bidding. The gnolls have been ordered to assassinate the surviving members of the

Bober family. After killing the Bobers, they have been ordered to bring their heads back to a “holy place.” Halthor feels this will prevent certain magical spells from gaining any further information about his organization. If younger players are present, be sure to modify the graphic descriptions of the fate of the gnomes.

As the party heads back toward Verbeeg Hill, sunshine is blocked as high clouds roll in. The gray skies and a chilling breeze reflect the mood of the Bober Family. Even though the Bobers seem relieved to be released, a cloudy future hangs over them. How will the family start over with all the losses they have suffered? Where will they go? What will they do? Like the weather, Annimar holds back her tears.

In a moment of levity, two small squirrels fighting over an acorn distract the children. The children laugh as one squirrel tackles the other for the nut, takes it, and runs. The other little squirrel then chases it down and grabs it back. The squirrels appear to be oblivious that they are being observed, as their play moves on to the path. Just then, another, larger squirrel dashes out toward the other two. The large squirrel screeches at them as she looks to the sky.

As you glance upward, you notice a hawk circling. The two smaller squirrels drop the nut, and under the guidance of the larger squirrel, flee into the forest. Skippy rushes forward to retrieve the acorn. The three jovial children then begin playing catch with the acorn. Even Annimar cracks a smile and releases a tear. In the laughter of children, a glimmer of hope is kindled in the gloom of despair.

Depending on time remaining, have Annimar and her children bond with the PCs. Annimar will grieve for the loss of her husband, crying herself to sleep. She is genuinely grateful for the intervening actions of the party. She offers to cook and wash clothes. The children will treat the PCs as father figures, sitting on their laps, asking for bedtime stories, playing tag, etc...

Be sure to get the camp layout. Annimar will ask what watch she should be on and where she should sleep.

On the second night, when the opportunity is ripe, the attack occurs. Gnolls will charge out of the woods and attack the Bober family.

APL 2 (EL 3)

➤ **Advanced Gnolls (2):** hp 19, 18. (See Monster Manual pg 105 for description and Appendix 1 for statistics.)

APL 4 (EL 5)

➤ **Advanced Gnolls (4):** hp 21, 19, 19, 18. (See Monster Manual pg 105 for description and Appendix 1 for statistics.)

APL 6 (EL 7)

➤ **Advanced Gnolls (6):** hp 21, 20, 19, 19, 19, 18. (See Monster Manual pg 105 for description and Appendix 1 for statistics.)

APL 8 (EL 9)

➤ **Advanced Gnolls (6):** hp 40, 39, 37, 37, 37, 35. (See Monster Manual pg 105 for description and Appendix 1 for statistics.)

APL 10 (EL 11)

➤ **Advanced Gnolls (6):** hp 56, 54, 53, 53, 53, 51. (See Monster Manual pg 105 for description and Appendix 1 for statistics.)

APL 12 (EL 13)

➤ **Advanced Gnolls (6):** hp 68, 67, 65, 65, 65, 64. (See Monster Manual pg 105 for description and Appendix 1 for statistics.)

Motivation: The gnolls have been frequently visited by a “gnollish mystic” (Halthor in disguise). This “mystic” sends them on a holy hunt. As a tribute, they are to return and sacrifice the heads of their prey. This will give them strength.

Tactics APL 4 & APL 6: The Using guisarmes, the gnolls will charge in to kill one gnome then cleave into another (preferably a fallen gnome to ensure death.) Once all the gnomes have been hit twice, the gnolls halt the attack, split up, and run in random directions back into the woods trying to get PCs to follow.

Tactics APL8+: At these APLs, the gnolls all have levels in Ranger. Four have favored enemy gnome. Using guisarmes, these four gnolls will charge in to kill one gnome then cleave into another (preferably a fallen gnome to ensure death.) Once all the gnomes have been hit twice, the gnolls split up and run in random directions back into the woods trying to get PCs to follow.

The two other gnolls hold back fifty feet from the camp. The leader has favored enemy humanoid (elf), the other has favored enemy humanoid (human). After three rounds, they will charge into the camp intending to cut off and take the heads of the fallen gnomes. If there is any resistance left in the camp, they will attack them first (flanking), and then take the heads of the gnomes.

Treasure: Defeat the gnolls. The gnoll leader has the magical treasure.

APL2: L: 64 gp; C: 0 gp; M: *Silversheen* (25 gp per character)

APL4: L: 128 gp; C: 0 gp; M: *Silversheen* (25 gp per character); *Scarab, golembane* (250 gp per character)

APL6: L: 192 gp; C: 0 gp; M: *Silversheen* (25 gp per character); *Scarab, golembane* (250 gp per character)

APL8: L: 192 gp; C: 0 gp; M: *Silversheen* (25 gp per character); *Scarab, golembane* (250 gp per character)

APL10: L: 192 gp; C: 0 gp; M: *Silversheen* (25 gp per character); *Scarab, golembane* (250 gp per character); *+I Silver Guisarme* (249 gp per character)

APL12: L: 192 gp; C: 0 gp; M: *Silversheen* (25 gp per character); *Scarab, golembane* (250 gp per character); *+I Bane vs. Elf, Silver Guisarme* (849 gp per character)

Development: The gnolls that escape can be tracked down to a small clearing some four miles away. They have simple thatched-roof dwellings with hides as walls. On nearby tanning racks are more hides (human, elven, and gnomish in origin). The heads of the gnomes are not found as Halthor took them from the 'holy place' soon after the gnolls left them.

Conclusion

Before the finale, ask for the PCs intentions. What are they are doing with the bodies of the dead gnomes? The Bobbers have no living relatives, thus any of their possessions could be assumed to belong to the party.

If they still have Denvert's body they will notice the Ring of sleight of hand on his finger if they have not noticed this already.

There are many possible outcomes. As a DM, you need to gauge the heroic nature of the party and choose an appropriate epilogue. Are the PCs adventuring for profit, experience, recognition, or heroism? Rate the party's actions as a complete loss, partial loss, or partial success depending on PC responses to questions as listed above.

The complete loss assumes none of the Bober Clan returned alive. The party did little to prevent the inevitable.

The partial loss assumes the party did everything they could to prevent disaster, but fate was strong. They stuck by Denvert and his family at every opportunity.

The partial success assumes at least one family member remains to remember the deeds a father did for his family. The party succeeded at some point to protect the innocents. Heroism is quite rare and the party did everything they could in their power to prevent death and succeeded where others would have failed.

A complete success would be if through all travails Denvert and his family were intact.

Richfest will have ended and crowds dispersed. If time is available, the people of Verbeeg hill will offer them drinks wherever they go.

Complete Loss

The gray skies break into rain on the last day's travel to Verbeeg Hill. The quiet march in the mud allows you to reflect upon the last week: A desperate father who would do anything to save his family, a mother who wanted the best for her children, and the loss of life, before it really began. Tragedy appeared inevitable, yet you ask yourself, what could you have done to avert fate? Somewhere deep inside, a voice cries out. There will be other opportunities to avenge the fallen and ... Protect the Innocent.

Partial Loss

The gray skies break into rain on the last day's travel to Verbeeg Hill. The quiet march in the mud allows you to reflect upon the last week: A desperate father who would do anything to save his family, a mother who wanted the best for her children, and the loss of life, before it really began. As hero's, you tried your best to avert tragedy, but fate's wrath was inevitable. You ask yourself, what could you have done to avert fate? Learning from past experiences, future successes may occur. As heroes you await your calling to avenge the fallen and ... Protect the Innocent.

Partial Success

The gray skies break into rain on the last day's travel to Verbeeg Hill. The quiet march in the mud allows you to reflect upon the last week: A desperate father who would do anything to save his family, a mother who wanted the best for her children, and the loss of life, before it really began. Tragedy appeared inevitable, yet you succeeded where others would have failed. The Bober family is forever in your debt and stories of brave adventures that cheated fate will echo in stories for ages to come. Somewhere deep in side, a voice cries out. It is a prideful feeling that your efforts made the difference. As heroes you await your calling to avenge the fallen and ... Protect the Innocent.

Those PCs who have partial success are given Denvert's Ring and the Heroic Recognition of the Bober Family. The surviving members relocate to Gildenhand, a gnomish community north of Verbeeg hill to start a new life.

Complete Success

The gray skies break into rain on the last day's travel to Verbeeg Hill. The quiet march in the warm drizzle cleanses your soul as you reflect upon the last week: A desperate father who would do anything to save his family, a mother who wanted the best for her children, and the loss of life, before it really began. Tragedy appeared inevitable, yet you succeeded where others would have failed. The Bober family is forever in your debt and stories of brave adventures that cheated fate will echo in stories for ages to come. As you say your good byes, Denvert holds your hand in eternal gratitude with a tear in his eye. "Thank you! There are no words for the debt I owe you! Take this ring as a reminder of your heroism. Thank you!" Somewhere deep inside, a voice cries out. It is a prideful feeling that your efforts made the difference. As heroes you await your calling to avenge the fallen and ... Protect the Innocent.

Those PCs who have complete success are given Denvert's Ring and the Heroic Recognition of the Bober Family. The surviving members relocate to Gildenhand, a gnomish community north of Verbeeg Hill to start a new life.

Claiming the Ransom

Mercenary PCs who still have Denvert may wish to bring him to Dyvers to claim the ransom. To do this the PCs must spend 2 TUs traveling and establishing the proper contacts to claim the ransom. Those PCs who do so get 200gp for their trouble. If any PC takes the ransom, no one in the party can gain the Heroic Recognition of the Bober Family.

The End

Experience Point Summary

Encounter Three: The Frog Race

Defeat the Grells/ Sky Bleeders

APL2	120 xp
APL4	180 xp
APL6	240 xp
APL8	300 xp
APL10	360 xp
APL12	420 xp

Encounter Seven or Eight

Defeat, negotiate with, or bypass the Bandits:

APL2	150 xp
APL4	210 xp
APL6	270 xp

APL8	330 xp
APL10	390 xp
APL12	450 xp

Encounter Nine: The Grapes of Wrath

Negotiate the release of Denvert's Family

APL2	50 xp
APL4	50 xp
APL6	50 xp
APL8	50 xp
APL10	50 xp
APL12	50 xp

Encounter Eleven: The Kill of Defeat

Defeat the gnolls

APL2	90 xp
APL4	135 xp
APL6	180 xp
APL8	225 xp
APL10	270 xp
APL12	315 xp

Discretionary role-playing award:

APL2	40 xp
APL4	85 xp
APL6	130 xp
APL8	175 xp
APL10	220 xp
APL12	265 xp

Total Possible Experience

APL2	450 xp
APL4	600 xp
APL6	900 xp
APL8	1125 xp
APL10	1350 xp
APL12	1575 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.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Introduction

All APL L:0 gp; C: 10 gp; M: 0 gp

Encounter Four: The Frog Race

All APLs may wager up to 25 gp per character, which could yield 200 gp. This gold, if won, will help PCs earn gold up to their APL. It is likely that some of the treasure from other encounters will be used and un-recovered, or some of it will be used to free the Bober family.

Defeat Grells/ Skybleeders, Find and Search body of Guthunda.

APL 2: L: 30 gp, C: 0 gp; M: *Ring of Feather Fall* (440 gp per character)

APL 4: L: 30 gp, C: 0 gp; M: *Ring of Feather Fall* (440 gp per character)

APL 6: L: 30 gp, C: 0 gp; M: *Ring of Feather Fall* (440 gp per character)

APL 8: L: 30 gp, C: 0 gp; M: *Ring of Feather Fall* (440 gp per character)

APL 10: L: 30 gp, C: 0 gp; M: *Ring of Feather Fall* (440 gp per character); *Brooch of Shielding* (300 gp per character)

APL 12: L: 30 gp, C: 0 gp; M: *Ring of Feather Fall* (440 gp per character); *Brooch of Shielding (1)* (300 gp per character)

Encounter Seven: The Price of Pleasure or

Encounter Eight: Errors of the Past

Defeat the bandits and take their gear

APL2: L: 110 gp; C: 12 gp; M: *Scroll of Cat's Grace* (12gp per character); *Scroll of Invisibility* (12 gp per character); *Scroll of Invisibility Purge* (32 gp per character); *Scroll of Glyph of Warding* (41 gp per character);

APL4: L: 110 gp; C: 12 gp; M: *Scroll of Cat's Grace* (12gp per character); *Scroll of Invisibility* (12 gp per character); *Scroll of Invisibility Purge* (32 gp per character); *Scroll of Glyph of Warding* (41 gp per character); *Pearl of Power, 1st-level* (100 gp per character)

APL6: L: 110 gp; C: 12 gp; M: *Scroll of Cat's Grace* (12gp per character); *Scroll of Invisibility* (12 gp per character); *Scroll of Invisibility Purge* (32 gp per character); *Scroll of Glyph of Warding* (41 gp per character); *Cloak of Elvenkind* (4) (666 gp per character); *Pearl of Power, 1st-level* (200 gp per character); *Incense of Mediation* (490 gp per Character)

APL8: L: 310 gp; C: 12 gp; M: *Scroll of Cat's Grace* (12gp per character); *Scroll of Invisibility* (12 gp per character); *Scroll of Invisibility Purge* (32 gp per character); *Scroll of Glyph of Warding* (41 gp per character); *Cloak of Elvenkind* (4) (666 gp per character); *Pearl of Power, 1st-level* (100 gp per character); *Incense of Mediation* (490 gp per Character); *Pearl of Power, 2nd-level spells* (400 gp per character)

APL10: L: 310 gp; C: 12 gp; *Scroll of Cat's Grace* (12gp per character); *Scroll of Invisibility* (12 gp per character); *Scroll of Invisibility Purge* (32 gp per character); *Scroll of Glyph of Warding* (41 gp per

character); *Cloak of Elvenkind* (4) (666 gp per character); *Pearl of Power, 1st-level* (100 gp per character); *Incense of Mediation* (490 gp per Character); *Pearl of Power, 2nd-level spells* (400 gp per character); *Wand of Empower, lesser* (900 gp per character)

APL12: 3000 gp.

APL12: L: 510 gp; C: 12 gp; M: *Scroll of Cat's Grace* (12gp per character); *Scroll of Invisibility* (12 gp per character); *Scroll of Invisibility Purge* (32 gp per character); *Scroll of Glyph of Warding* (41 gp per character); *Cloak of Elvenkind* (4) (666 gp per character), Vest of Escape (166 gp per character); *Pearl of Power, 1st-level* (100 gp per character); *Incense of Mediation* (490 gp per Character); *Pearl of Power, 2nd-level spells* (400 gp per character); *Wand of Empower, lesser* (900 gp per character)

Encounter Eleven: The Kill of Defeat

Defeating the Gnolls and taking their gear

APL2: L: 64 gp; C: 0 gp; M; *Silversheen* (25 gp per character)

APL4: L: 128 gp; C: 0 gp; M: *Silversheen* (25 gp per character); Scarab, golembane (250 gp per character)

APL6: L: 192 gp; C: 0 gp; M: *Silversheen* (25 gp per character); Scarab, golembane (250 gp per character)

APL8: L: 192 gp; C: 0 gp; M: *Silversheen* (25 gp per character); Scarab, golembane (250 gp per character)

APL10: L: 192 gp; C: 0 gp; M: *Silversheen* (25 gp per character); Scarab, golembane (250 gp per character); *+1 Silver Guisarme* (249 gp per character)

APL12: L: 192 gp; C: 0 gp; M: *Silversheen* (25 gp per character); Scarab, golembane (250 gp per character); *+1 Bane vs. Elf, Silver Guisarme* (849 pg per character)

Epilogue

APL2: L: 0 gp; C: 0 gp; M: *Denvert's Ring of Acquisition* (133 gp per character)

APL4: L: 0 gp; C: 0 gp; M: *Denvert's Ring of Acquisition* (133 gp per character)

APL6: L: 0 gp; C: 0 gp; M: *Denvert's Ring of Acquisition* (133 gp per character)

APL8: L: 0 gp; C: 0 gp; M: *Denvert's Ring of Acquisition* (133 gp per character)

APL10: L: 0 gp; C: 0 *Denvert's Ring of Acquisition* (133 gp per character):

APL12: L: 0 gp; C: 0 gp; M: *Denvert's Ring of Acquisition* 133 gp per character)

Total Possible Treasure

APL2: 400 gp

APL4: 600 gp;

APL6: 800 gp;

APL8: 1250 gp;

APL10: 2100 gp;

Items for the Adventure Record

APL 2:

- *Finger Blades* (Adventure, see above)
- *Denvert's Ring of Acquisition* (Adventure, see above)
- *Ring of Feather Fall* (Adventure, DMG)
- *Silversheen* (Adventure, DMG)

APL 4: (All of APL2 plus the following)

- *Pearl of Power, 1st-level* (Adventure, DMG)
- *Scarab, golembane* (Adventure, DMG)

APL 6: (All of APL2- APL4 plus the following)

- *Cloak of Elvenkind* (Adventure, DMG)
- *Incense of Mediation* (Adventure, DMG)

APL 8: (All of APL2- APL6 plus the following)

- *Brooch of Shielding* (Adventure, DMG)
- *Scroll of Glyph of Warding, Greater* (Adventure, DMG)
- *Pearl of Power, 2nd-level* (Adventure, DMG)

APL 10: (All of APL2- APL8 plus the following)

- *+1 Silver Guisarme* (Adventure, DMG)
- *Wand of Empower, lesser* (Adventure, DMG)

APL 12: (All of APL2- APL10 plus the following):

- *+1 Bane vs. Elf, Silver Guisarme* (Adventure, DMG)

Special (New Items to be Listed on the Adventure Record)

☛ **Finger Blades:** (20 gp value) These are very short razor-sharp blades that fit over the fingers. They are used to cut through purse strings of garments and grant a +1 circumstance bonus on Sleight of hand checks. They are too short to be used as effective weapons, causing only scratches at most.

☛ **Denvert's Ring of Acquisition:** This flesh colored wooden ring is virtually undetectable under normal eyes (Search DC 20). In addition, it grants the wearer +4 to sleight of hands rolls. Feint Transmutation, CL 9th; Forge Ring, *Mage Hand*, *Telekinesis*; Price 1600 gp.

☛ **Recognition for Heroism afforded the Bober Family (Heroic recognition 5%):** This honor is

bestowed upon the individual for actions of selfless heroism in saving a member of the Bober Family. This may come into play in future adventures.

☛ **Recognition as Known Arsonist in Highfolk:** The named PC is infamously known for starting fires in the Vesve Forest. NPC Druids will normally refuse to assist the PC (-15 circumstance penalty to reaction).

☛ **Denvert's Ransom:** For an additional 2 TUs, the PC has assisted in the delivery of Denvert to authorities in Dyvers. This PC will gain an additional 200 gold to be recorded in the Items Sold section as Ransom: 200 gp. This cannot allow the PC to finish the scenario with total gold above the gold piece cap for their APL.

New Feats & Monsters

Large and In Charge [General]

You prevent your opponents from closing inside your reach.

Prerequisites: natural reach of 10 feet or more, size Large or larger.

Benefits: When you make a successful attack of opportunity against an opponent that is moving inside your threatened area, you can force the opponent back to the 5-foot space it was in before it provoked the attack of opportunity. After you hit with your attack of opportunity, make an opposed Strength check against your opponent. You gain a +4 bonus for each size category larger than your opponent you are, and an additional +1 bonus for every 5 points of damage you dealt with your attack of opportunity. If you win the opposed check, your opponent is pushed back 5 feet into the space it just left. An opponent you push cannot move any farther this round.

Grell (*Monster Manual II*, page 121 with 3.5 updates)

Medium Size Aberration

Hit Dice: 5d8 +10 (32 hp)

Initiative: +2

Speed: 5 ft. (1 square), fly 30 ft. (perfect, 6 squares)

AC 16 (+2 Dex, +4 natural), touch 12, flat-footed 14

Base Attack/Grapple: +3/+20

Attack: 1 tentacle +4 melee (1d4+1 + paralyzation)

Full Attack: 10 tentacles +4 melee (1d4+1 + paralyzation) + 1 bite -1 melee (2d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Improved Grab. Paralysis

Special Qualities: Blindsight 60 ft., flight, immunities, tentacle regeneration

Saves: Fort +3, Ref +3, Will +4

Abilities: Str 12, Dex 15, Con 14, Int 10, Wis 11, Cha 9

Skills: Hide +10, Listen +4, Move Silently +10, Spot +4

Feats: Flyby Attack, Stealthy

Environment: Any land or underground

Organization: solitary, pair, or pack (3-7)

Challenge Rating: 3

Treasure: None

Alignment: Usually neutral evil

Advancement: 6-10 HD (Medium size); 11-15 HD (Large)

Level Adjustment: +4

These horrible, misshapen creatures resemble giant, floating brains with tentacles. They inhabit dungeons, underground passages, remote caves, and other places where light never reaches. Humanoids of all kinds are their favorite prey.

This vicious predator has a large, bulbous body composed of wrinkled, light gray flesh that seems to float in the air of its volition. Ten long, spiny tentacles hang from the bottom of its body, twisting in the air like ropes.

A grell has a sharp beak that it uses for tearing the flesh of its prey, but no other visible flesh of its prey, but no other visible facial features.

Combat

A grell prefers to wait in ambush for potential prey. When a suitable target passes, the monster attempts to paralyze it with its tentacles, and then escape to its lair with its helpless prey. Grells are cunning enough to avoid direct confrontations with large groups, since they are aware of the dangers that foes capable of teamwork can present.

A grell occasionally shadows a group that is too large to attack directly, following along inconspicuously and using its Hide skill to stay out of sight. When a member of the target group lags behind, or the group is distracted by some other hazard, the grell attacks a straggler and tries to drag away its meal unnoticed. Grells also sometimes lurk near dangerous areas, such as pit traps, quicksand, or the lairs of other monsters, hoping to prey upon trapped, helpless, or wounded.

In melee combat, a grell can attack as many foes as it can reach using as many of its tentacles as it wishes against any single opponent. It uses its bite only against paralyzed prey or as a last resort.

Improved Grab (Ex): If a grell hits an opponent that is at least one size category smaller than itself with a tentacle attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +20, including a +16 racial bonus on grapple checks). If it gets a hold, it has the option to conduct the grapple normally, or simply use a single tentacle attack to hold the opponent (-20 penalty on grapple check, but the grell is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals tentacle damage.

Paralysis (Ex): A grell's tentacles are lined with small spiny barbs, much like a squids. (This is clearly a classic case of convergent evolution, since the two creatures are completely unrelated.) Any creature hit by a grell's tentacle must make a Fortitude save (DC 14) or be paralyzed for 4 rounds. The save DC is Con based.

Blindsight (Ex): A grell is blind, but it maneuvers and fights as well as a sighted creature by using scent and vibration to ascertain its surroundings. This ability enables it to discern objects and creatures within 60 feet. The grell does not usually need to make Spot and Listen checks to notice creatures within range of its blindsight.

Flight (Ex): A grell's body is unusually buoyant. The creature continuously produces an effect like that of a fly spell, which it can use to move at a speed of 30 feet (perfect maneuverability). This buoyancy also grants the grell a permanent feather fall effect with personal range.

Immunities (Ex): A grell is immune to electricity and paralysis effects.

Tentacle Regeneration (Ex): An opponent can attack a grell's tentacles as if they were weapons—see Sunder in Chapter 8 of the Player's handbook. A grell's tentacles have 10 hit points. If the grell is currently grappling a target with that tentacle, it usually uses another limb to make its attack of opportunity against the sunder attempt. Severing a grell's tentacles deals damage to the creature equal to half the limb's hit points. A grell re-grows severed limbs within one day.

Skybleeder (*Fiend Folio*, pages 155-56)

Huge Aberration

Hit Dice: 12d8 +48 (102 hp)

Initiative: +3

Speed: 40 ft. (8 squares), fly 80 ft. (average, 16 squares)

AC: 22 (-2 size, +3 Dex, +11 natural), touch 11, flat-footed 19

Base Attack/Grapple: +9/+25

Attack: Claw +16 melee (2d8+8/19-20)

Full Attack: 3 claws +16 melee (2d8+8/19-20), 8 tentacles +10 melee (1d4+4 + 1d6 acid)

Space/Reach: 15 ft./10 ft.

Special Attacks: Acid rain, constrict (1d4+4 + 1d6 acid), improved grab, spell-like abilities

Special Qualities: Acid immunity, darkvision 60', no discernable anatomy, fast healing 5, unnatural mist

Saves: Fort +8, Ref +9, Will +11

Abilities: Str 26, Dex 17, Con 18, Int 14, Wis 17, Cha 13

Skills: Concentration +16, Hide +11, Listen +15, Move Silently +15, Spot +15, Survival +15

Feats: Combat Casting, Flyby Attack, Improved Critical (Claw), Lightning Reflexes, Weapon Focus (Claw)

Environment: Any mountain or hill

Organization: Solitary, pair, or storm (3-10)

Challenge Rating: 12

Treasure: -

Alignment: usually neutral evil

Advancement: 13-18 HD (Huge); 19-36 HD (Gargantuan)

The sky bleeder is a terrible nightmare created by the kaorti wizards to serve as mounts. (The kaorti is described in *Fiend Folio* separately.) When not serving as mounts, they drift lazily in the sky, miles above ground. They descend only to feed or to amuse themselves by tormenting ground-based victims.

Those attacked by a skybleeder rarely get a good look at the creature, since it constantly surrounds itself with yellowish white mist that rains a torrent of burning red acid. Pale yellow tentacles and long chitinous claws that extend from the mist provide a hint as to what lurks within the cloud. If this cloud cover is pierced, a skybleeder is revealed to be a horrifying tangle of hair and eyes and wormlike tendrils. Its three claws are arrayed around its equator, while its eight yellow tentacles trail below like a jellyfish's tendrils. The creature is naturally buoyant in air, and it can maneuver with great ease in the sky by venting blasts of air out numerous openings in its body.

When a kaorti uses a skybleeder as a mount, it first lashes a 5-foot-diameter platform (usually made of wood) to the top of the skybleeder's body. The kaorti then sits upon this platform, strapping itself in place with a large number of ropes and cords. A kaorti guides its skybleeder through voice commands and gestures. Skybleeders are quite intelligent and must be treated with respect by anyone who wishes to use one as a mount, lest the rider suddenly finds himself attacked miles above ground.

Skybleeders almost always prefer to communicate in Kaorti, although they understand Common and Sylvan as well.

Combat

A skybleeder doesn't always initiate combat to slay or find food. Often, it simply attacks ground-based targets simply for the joy of causing pain and panic. These "idle" attacks usually involve the unleashing of acid rain or the use of spell-like abilities from afar. A skybleeder only resorts to physical attacks in matters of self-defense, to secure food (it particularly relishes the flesh of fey), or at the behest of its rider. Its claws can inflict deep, bloody wounds, and its tentacles are coated with acid.

Acid Rain (Su): The tentacles of a skybleeder constantly weep a slimy red acid. The sight of this acid raining from the mist that surrounds the creature is what prompted its name. This acid does 2d4 points of damage per round to any living creature the skybleeder hovers above or flies over (Reflex DC 20 half); the acid becomes inert right after it deals damage, so a target is only affected for as long as the skybleeder remains overhead. The acid save DC is Con based.

Constrict (Ex): With a successful grapple check with a tentacle, a sky bleeder can constrict a grabbed opponent, dealing 1d4 +4 points of bludgeoning damage in addition to its normal attack damage. The tentacle also deals an additional 1d6 points of acid damage each round to a creature it constricts.

Improved Grab (Ex): If a skybleeder hits an opponent that is at least one size category smaller than

itself with a tentacle attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +25). If it gets a hold, it also constricts on the same round. Thereafter, the skybleeder has the option to conduct the grapple normally, or simply use its tentacle to hold the opponent (-20 penalty on grapple check, but the skybleeder is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals tentacle, constriction, and acid damage.

Spell-Like Abilities: At will – *flare, shocking grasp, wind walk*; 3/day – *call lightning, control winds, gust of wind*; 1/day – *control weather, cloudkill*. Caster level 12th; save DC 17 + spell level. Save DCs are Charisma based.

No Discernable Anatomy (Ex): A skybleeder is immune to critical hits and cannot be sneak attacked or flanked.

Fast Healing (Ex): A skybleeder takes normal damage from fire and force effects. Attack forms that don't deal hit point damage ignore fast healing, and a skybleeder does not restore hit points lost from starvation, thirst, or suffocation.

Unnatural mist (Su): A skybleeder constantly surrounds itself with an unnatural white mist to a radius of 60 feet. This mist grants a skybleeder a +10 circumstance bonus on Hide checks and affords it full concealment (50% miss chance) against attacks against it from foes outside the mist.

Those inside the mist find that they can see through it clearly.

Those within the unnatural mist gain spell resistance 22 against druidic magic (including the skybleeder). The mist can be dispelled by strong winds, but it reforms naturally in 2d6 rounds after the winds die down.

Order of the Bow Initiate

(Page 68-69 of Complete Warrior)

When asked, “What is Truth?”, an initiate of the Order of the Bow picks up his bow, fires an arrow, and, without saying a word, lets his mastery of the weapon serve as the gauge of the archer’s progress along the way. By learning the meditative art of the Way of the Bow, the archer improves his discipline, precision, and spirituality. Order of the Bow initiates use their weapons as extensions of their being, and the use of a bow as a spiritual experience.

Fighters are the most common initiates of the Order of the Bow. Rangers, paladins, and even barbarians utilize these skills and philosophies as well. Some rogues and bards have been known to enter the order, but they are rare indeed.

NPC initiates are most often encountered teaching others the ways of archery or wandering the lands looking for the challenges for their skill.

Hit Dice: d8.

To qualify to become an Order of the Bow initiate, a character must fulfill all the following criteria:

Base Attack Bonus: +5

Skills: Craft (Bowmaking) 5 ranks, Knowledge (Religion) 2 ranks.

Feats: Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow, shortbow, or the composite version of either).

Class Skills

The Order of the Bow initiate’s class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Knowledge (Religion) (Int), Ride (Dex), Spot (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the Order of the Bow initiate prestige class.

Weapon and Armor Proficiency: Order of the Bow initiates gain no proficiency with any weapon or armor.

Ranged Precision (Ex): As a standard action, an initiate may make a single precisely aimed attack with a ranged weapon, dealing an extra 1d8 points of damage if the attack hits. When making a ranged precision attack, an initiate must be within 30 feet of his target. An initiate’s precision attack only works against living creatures with discernible anatomies. Any creature that is immune to critical hits (including undead, constructs, oozes, plants, and incorporeal creatures) is not vulnerable to a ranged

precision attack, and any item or ability that protects a creature from critical hits (such as the armor with the fortification special ability) also protects a creature from the extra damage.

Unlike a rogue’s sneak attack, the initiate’s target does not have to be flat-footed or denied its Dexterity bonus, but if it is, the initiate’s extra precision damage stacks with sneak attack damage. Treat the initiate’s ranged precision attack as a sneak attack in all other ways.

The initiate’s bonus to damage on ranged precision attacks increases by +1d8 every two levels.

An initiate can only use this ability with a ranged weapon for which he has taken the Weapon Focus feat.

Close Combat Shot (Ex): At 2nd level, an initiate can attack with a ranged weapon while in a threatened square and not provoke an attack of opportunity.

Greater Weapon Focus (Ex): At 4th level, an Order of the Bow initiate gains the Greater Weapon Focus feat with a single ranged weapon for which he has taken the Weapon Focus feat even if he has not attained 8th level as a fighter.

Sharp-shooting: At 6th level, an initiate gains the Sharp-shooting feat. This is not detailed in this module, as no NPCs are of this level.

Extended Precision (Su): A 10th level Order of the Bow initiate’s senses and feel for “the shot” become so attuned that he may make ranged precision attacks (and sneak attacks, if he has the ability) at a range of up to 60 feet.

The Order of the Bow Initiate.

Level	BAB	Fort	Ref	Will	Special
1 st	+1	+0	+2	+2	Range precision +1d8
2 nd	+2	+0	+3	+3	Close Combat Shot
3 rd	+3	+1	+3	+3	Ranged precision +2d8
4 th	+4	+1	+4	+4	Greater Weapon Focus
5 th	+5	+1	+4	+4	Ranged precision +3d8
6 th	+6	+2	+5	+5	Sharp-Shooting
7 th	+7	+2	+5	+5	Range precision +4d8
8 th	+8	+2	+6	+6	-
9 th	+9	+3	+6	+6	Range precision +5d8
10 th	+10	+3	+7	+7	Extended precision

Appendix I: NPCs

Introduction

🔮 **Denvert Bober:** male gnome Rog5; CR5; small-sized humanoid; Hp 5d6; hp 18; init +3 (dex +3), spd 20 ft. AC 16 (+1 size, +2 leather, +3 dex) touch 13, flatfooted 12; BA/G: +3/-1; atk +3 melee (1d4/19-20 dagger); Full Atk +3 (1d4/19-20 dagger) SA: Sneak atk +3d6; SQ trap-finding, evasion, uncanny dodge, trapsense +1, gnomish traits; AL CG, SV Fort +1, Ref +8, Will +3; Str 11 Dex 17 Con 10 Int 13 Wis 12 Cha 12.

Skills: Appraisal +3, Bluff +6, Craft Alchemy +2, Disable Devise +9, Escape Artist +11, Hide +15, Knowledge (Local-VTR meta-region) +5, Listen +2, Move Silently +12, Open Lock +8, Profession (farmer) +4, Ride +8, Search +9, Sense Motive +7, Sleight of Hand +21, **Feats:** Skill focus (Sleight of Hand), Combat Reflexes

SQ: Gnomish Traits (Ex)- +2 racial bonus on saves vs. illusion; low light vision; low-light vision; proficient: gnome-hook hammers; +1 racial bonus vs. kobolds & goblinoids; +4 dodge bonus to AC against monster of giant type.

Spell like abilities – Gnomish traits –1/day – *Speak with animals* (burrowing mammal only – duration 1 min), *dancing lights*, *ghost sound*, *prestidigitation*. Caster level: 1st. Save DC 11 + spell level.

Possessions: *Denvert's Ring of Acquisition* (+4 to *sleight of hand skill checks*), finger blade, leather armor, 2 daggers, 400 gp gem, thieves' tools, betting stub.

Description (optional): Medium build, short blond hair cut in a bowl pattern; Outgoing and friendly.

Encounter Four – The Frog Race

🔮 **Mercermillion:** male human Clr2 (Noreebo); CR 2; medium-sized Humanoid (human); HD 2d8+2; hp 15; Init -1 (-1 Dex); Spd 30; AC 9 (-1 dex) touch 9, flat-footed 10; BA/G: +1/+2; Atk +2 melee (d4+1 fist); full atk +2 (d4+1 fist); SA: spells, turning; SQ: domain abilities; AL NG; SV Fort +4, Ref -1, Will +4; Str 13, Dex 8, Con 13, Int 11, Wis 13, Cha 14

Skills: Bluff +7, Diplomacy +7, Heal +6, Knowledge (Religion) +2, Profession (Bookkeeper) +6; **Feats:** Combat Casting, Endurance.

Spells: (3/ 3+1; Base DC 11 + spell level): Create water, Cure Minor Wounds, Guidance; 1- Endure Elements, Bless Water, Deathwatch, Entropic Shield*
*Domain Spell.

SQ: *Cleric Domains*: Knowledge (All Knowledge skills are class skills, +1 level to Divination spells), Trickery (Bluff, Disguise, and Hide are class skills)

Possessions: Clerical Robes, Ledger, Holy Symbol (Dice).

Description (optional): Tall human with brown hair; Very businesslike, but easily frustrated.

Encounter Seven or Eight– The Price of Pleasure or Errors of the Past

APL 2 (EL 5)

🔮 **Archers:** Male Human Ftr1; CR 1; medium-sized Humanoid (human); HD d10 + 2; hp 12; Init +3; Spd 30; AC 15 (+2 leather +3 dex) touch 13, flat-footed 13; BA/G: +1/+3; Atk +3 melee (1d8+2/19-20 longsword); ranged +4 (1d8+2/crit x3, long bow); full atk +3 melee (1d8+2/19-20 longsword) or ranged +4 (1d8+2/crit x3, long bow); AL N; SV Fort +4, Ref +3, Will -1; Str 14, Dex 17, Con 14, Int 12, Wis 8, Cha 8

Skills: Climb +6, Hide +5, Spot +1, Swim +6; **Feats:** Point Blank Shot; Precise Shot; Rapid Shot.

Possessions: Leather armor, Composite Longbow (+2 Str), 36 arrows, longsword, waterskin.

Spells in Effect: *Bless* (not adjusted above)

🔮 **Yortrel Quick:** Male halfling Rog1; CR 1; small-sized Humanoid (halfling); HD 1d6; hp 5; Init +7 (+4 imp init, +3 Dex); Spd 20; AC 14 (+3 Dex, +1 size) touch 13, flat-footed 10; BA/G: -1/-5; Atk -1 melee (d4+1 fist); SA: sneak attack +1d6; SQ: trap-finding, halfling traits; AL N; SV Fort +0, Ref +6, Will +1; Str 8, Dex 16, Con 9, Int 17, Wis 10, Cha 14.

Skills: Bluff +6, Climb +1, Craft (trap) +6, Escape +7, Hide +7, Jump +1, Knowledge (Local-VTR meta-region) +4, Listen +2; Move silently +9, Sense Motive +4, Spot +4, Tumble +7, Use Rope +8, **Feats:** Improved Initiative

SQ: *Halfling traits*: +2 racial bonus to Climb, Jump, Listen, Move Silently; +1 racial bonus to all saves; +2 morale bonus on saves vs. fear, +1 racial bonus to attack rolls with thrown weapons and slings.

Possessions: Travel cloths, wanted poster, wine skin, spell component pouch.

Description (optional): Dressed in a woolen green suit, he appears to have a round belly to match his reddish nose. He is direct and a stickler for rules.

Spells in effect: *Bless* (not adjusted above), *Invisibility*

🔮 **Vanit:** female Human Clr1 (Zilchus); Medium-sized Humanoid (human); HD 1d8 +1; hp 9; Init +1 (+1 Dex); Spd 30; AC 12 (+2 leather) touch 10, flat-footed 12; BA/G: +0/+1; Atk +2 melee (1d6+1 Staff); Full Atk 2 melee (1d6+1 Staff); SA: turning; SQ: Domain Powers; AL N; SV Fort +3, Ref +0, Will +5; Str 12, Dex 11, Con 13, Int 14, Wis 17, Cha 10.

Skills: Concentration +6, Craft (Trap) +8, Heal +6, Hide +5, Search +5, Spot +5, *Feats:* Spell Focus – Transmutation, Greater Spell Focus – Transmutation

Spells Prepared: (4/ 2+1; Base DC 13 + spell level, Transmutation Spells DC 15 + spell level): *o- Cure Minor Wounds, Detect Magic, Light; 1- Bless, Cause Light Wounds, Detect Secret Doors.*

SQ - *Domain abilities* - *Domain Spell. Domains: Knowledge (All Knowledge skills are class skills, +1 level to Divination spells), Trickery (Bluff, Disguise, and Hide are class skills)

Possessions: ~~Scroll of Invisibility Purge~~, Scroll of Invisibility, Scroll of Glyph of Warding, Staff, leather armor, wine skin.

Description (optional): petite with long black hair; long dress edged in silver (she thinks its slimming); cold and manipulative.

Spells in effect: *Bless* (not adjusted above), *Invisibility Purge*

APL 4 (EL 7)

➤ **Archers.** Male Human Ftr1/Rog1; CR 2; medium-sized Humanoid (human); HD d10 + d6 +4; hp 18; Init +3 (+3 Dex); Spd 30; AC 15 (+2 leather, +3 Dex) touch 13, flat-footed 13; BA/G: +1/+3; Atk +3 melee (1d8+2/19-20 longsword); range +4 (1d8+2/crit x3 long bow); Full Atk +3 melee (1d8+2/19-20 longsword); range +4 (1d8+2/crit x3 long bow); SA: Sneak Attack +1d6; SQ: trap finding; AL N; SV Fort +4, Ref +5, Will -1; Str 14, Dex 17, Con 14, Int 12, 8, Cha 8

Skills: Balance +4, Climb +7, Hide +8, Move Silently +6, Search +2, Spot +5, Tumble +3, Swim +6; *Feats:* Point Blank Shot; Precise Shot; Rapid Shot.

Possessions: Leather armor, Composite Longbow (+2 Str), longsword, 36 arrows, waterskin,

Spells in Effect: *Bless* (not adjusted above)

➤ **Yortrel Quick.** Male halfling Rog1/Wiz1 (conjurer); CR 2; small-sized Humanoid (halfling); HD 1d6 +1d4 +2; hp 11; Init +7(+4 imp init, +3 Dex); Spd 20; AC 22 (+1 size, +3 Dex, +4 shield, +4 mage armor) touch 22, flat-footed 19; BA/G: +0/ -5; Atk -1 melee (d4+1 fist); Full Atk -1 melee (d4+1 fist); SA: Sneak damage +1d6, spells; SQ trap finding, familiar, halfling traits; AL N; SV Fort +2, Ref +6, Will +3; Str 8, Dex 16, Con 12, Int 17, Wis 10, Cha 14.

Skills: Bluff +6, Climb +1; Concentration +6, Craft (trap) +8, Escape +10, Hide +12, Knowledge (VTR) +4, Listen +2, Move silently +12, Sense Motive +7, Spot +3, Tumble +8, Use Rope +8, *Feats:* Improved Initiative

SQ: *Halfling traits:* +2 racial bonus to Climb, Jump, Listen, Move Silently; +1 racial bonus to all saves; +2 morale bonus on saves vs. fear, +1 racial bonus to attack rolls with thrown weapons and slings.

Spells Prepared: (4/ 2+1; Base DC 13 + spell level): *o- daze* (2), Ray of Frost, Resistance; 1- ~~Shield, Mage Armor~~ (2)

Possessions: Scroll of Cat's Grace, Scroll of Invisibility, wine skin, spell component pouch.

Description (optional): Dressed in a woolen green suit, he appears to have a round belly to match his reddish nose. He is direct and a stickler for rules.

Spells in effect: *Bless* (not adjusted above), *Invisibility, Shield, Mage Armor*

➤ **Vanit.** female Human Clr2 (Zilchus); Medium-sized Humanoid (human); HD 2d8 +2; hp 14; Init +0; Spd 30; AC 14 (+2 leather, +4 *Mage Armor*) touch 14, flat-footed 14; BA/G: +1/+2; Atk +2 melee (1d8+/19-20, long sword); Full Atk +2 melee (1d8+/19-20, long sword); SA turning; AL N; SV Fort +4, Ref +0, Will +4; Str 12, Dex 11, Con 13, Int 14, Wis 17, Cha 10.

Skills: Concentration +6, Craft (Trap) +8, Heal +6, Hide +5, Search +5, Spot +5; *Feats:* Spell Focus – Transmutation, Greater Spell Focus – Transmutation.

Spells Prepared: (4/ 3+1; Base DC 13 + spell level, Transmutation Spells DC 15 + spell level): *o- Cure Minor Wounds, Detect Magic, Light; 1- Bless, Cause Light Wounds, Detect Secret Doors**, *Obscuring Mist.*

SQ - *Domain abilities* - *Domain Spell. Domains: Knowledge (All Knowledge skills are class skills, +1 level to Divination spells), Trickery (Bluff, Disguise, and Hide are class skills)

Possessions: ~~Scroll of Invisibility Purge~~, Scroll of Glyph of Warding, leather armor, wine skin, *pearl of Power, 1st-level spells*

Description (optional): petite with long black hair; long dress edged in silver (she thinks its slimming); cold and manipulative.

Spells in effect: *Bless* (not adjusted above), *Invisibility Purge, Mage Armor*

APL 6 (EL 9)

➤ **Archers.** Male Human Ftr1/Rog3; CR 4; medium-sized Humanoid (human); HD d10 + 3d6 +8; hp 33; Init +3 (+3 Dex); Spd 30; AC 15 (+2 leather, +3 Dex) touch 13, flat-footed 12; BA/G: +3/+5; Atk +5 melee (1d8+2/19-20 long sword) or range +10 (1d8+2/crit x 3 long bow); Full Atk +5 melee (1d8+2/19-20 long sword) or range +8 rapid shot (1d8+2/crit x 3 long bow); AL N; SV Fort +5, Ref +6[+8], Will +0; Str 14, Dex 17[21], Con 14, Int 12, Wis 8, Cha 8

Skills: Balance +6, Climb +7, Hide +16, Move Silently +12, Search +2, Spot +7, Tumble +12, Swim +7; *Feats:* Point Blank Shot; Precise Shot; Rapid Shot, Weapon Focus (Bow).

Possessions: *Cloak of Elvenkind*, Leather armor, poison- Sassone Leaf Residue (2d12 hp onset Fort DC16 and 1d6 Con Fort DC 16); Composite Longbow (+2 Str), 36 arrows, longsword, waterskin.

Spells in Effect: Cat's Grace, Bless.

☛ **Yortrel Quick** Male halfling Rog1/Wiz3 (conjurer); CR 4; small-sized Humanoid (halfling); HD 1d6 +3d4 -4; hp 11; Init +7 (+4 imp init, +3 Dex); Spd 20; AC 22 (+1 size, +3 Dex, +4 shield, +4 mage armor) touch 22, flat-footed 19; BA/G: +1/-4; Atk +0 melee (d4-1 fist); Full Atk +0 melee (d4-1 fist); SA sneak Atk +1d6, spells; SQ: trap finding, familiar, halfling traits; AL N; SV Fort +4, Ref -1, Will +4; Str 8, Dex 16, Con 9, Int 18, Wis 10, Cha 14.

Skills: Bluff +8, Climb +1, Concentration +12, Craft (trap) +8, Escape +12, Hide +14, Jump +1, Knowledge (*Local-VTR meta-region*) +5, Listen +2, Move silently +12, Sense Motive +9, Spot +5, Tumble +8, Use Rope +8; *Feats:* Improved Initiative, Combat Casting

Spells Prepared (4/ 3+1; 2+1; Base DC 13 + spell level): 0- daze (2), Ray of Frost, Resistance; 1- ~~Mage Armor (2), Shield~~; 2- ~~Cat's Grace (3)~~

SQ: *Halfling traits:* +2 racial bonus to Climb, Jump, Listen, Move Silently; +1 racial bonus to all saves; +2 morale bonus on saves vs. fear, +1 racial bonus to attack rolls with thrown weapons and slings.

Possessions: ~~Scroll of Cat's Grace, Scroll of Invisibility~~, wineskin, spell component pouch.

Description (optional): Dressed in a woolen green suit, he appears to have a round belly to match his reddish nose. He is direct and a stickler for rules.

Spells in effect: Bless (not adjusted above), Invisibility, Shield, Mage Armor

☛ **Vanit** female Human Clr4 (Zilchus); CR 4; Medium-sized Humanoid (human); HD 4d8 +4; hp 27; Init +1 (+1 Dex); Spd 30; AC 14 (+2 leather, +4 Mage Armor) touch 14, flat-footed 14; BA/G: +3/+4; Atk +4 melee (1d8+1/19-20 long sword); Full Atk +4 melee (1d8+1/19-20 long sword); SA turning, spells; SQ: Domain abilities; AL N; SV Fort +5, Ref +1, Will +8; Str 12, Dex 11, Con 13, Int 14, Wis 18, Cha 10.

Skills: Concentration +8, Craft (Trap) +9, Heal +6, Hide +6, Search +5, Spot +9, *Feats:* Spell Focus - Transmutation, Greater Spell Focus - Transmutation; Alertness

Spells Prepared: (5/ 4+1; 3+1; Base DC 14 + spell level, Transmutation Spells DC 16 + spell level): 0- Create Water (2), Cure Minor Wounds, Detect Magic, Light; 1- ~~Bless~~, Obscuring Mist, Sanctuary, Cure Light Wounds, Change Self*; 2- Hold Person, SoundBurst (2), Invisibility*

SQ - *Domain abilities* - *Domain Spell. Domains: Knowledge (All Knowledge skills are class skills, +1 level

to Divination spells), Trickery (Bluff, Disguise, and Hide are class skills)

Possessions: Scroll of Invisibility Purge, Scroll of Glyph of Warding, leather armor, wine skin, pearl of Power: 1st-level spells, Incense of Meditation

Description (optional): petite with long black hair; long dress edged in silver (she thinks its slimming); cold and manipulative.

Spells in effect: Bless, Invisibility Purge, Mage Armor.

APL 8 (EL 11)

☛ **Archers** Male Human Ftr1/Rog5; CR 6; medium-sized Humanoid (human); HD d10 + 5d6 +6; hp 36; Init +5 (+5 dex); Spd 30; AC 20 (+2 leather, +5 Dex, +4 Mage armor, +1 Haste) touch 20, flat-footed 15; BA/G: +4/+6; Atk +8 melee (1d8+2/19-20 long sword); range +13 (1d8+3/crit *3 long bow); Full Atk +8 melee (1d8+2/19-20 long sword); range two rapid shots +11 (1d8+3/crit *3 long bow); AL N; SV Fort +5, Ref +9, Will +2; Str 14, Dex 17[21], Con 14, Int 12, Wis 8, Cha 8.

Skills: Balance +10, Climb +7, Hide +18, Move Silently +14, Search +10, Spot +9, Tumble +14, Swim +6; *Feats:* Point Blank Shot; Precise Shot; Rapid Shot, Weapon Focus (Bow), Iron Will

Possessions: Cloak of Elvenkind, Poison: Sassone Leaf Residue (2) (2d12 hp onset Fort DC16 and 1d6 Con Fort DC 16), Longsword, Leather armor, Composite Longbow (+2 Str bonus), +1 arrows [Greater Magic Weapon] (12), 36 arrows, waterskin

Spells in Effect: Bless, (12) +1 Arrows [Greater Magic Weapon], Prayer, Haste, Mage armor.

☛ **Yortrel Quick** Male halfling Rog1/Wiz5 (conjurer); CR 6; small-sized Humanoid (halfling); HD 1d6 +5d4 -6; hp 15; Init +7 (+4 imp init, +3 Dex); Spd 20; AC 18 (+4 Mage armor, +3 Dex, +1 Haste) touch 18, flat-footed 15; Atk +2 melee (d4+1 fist); Full Atk +2 melee (d4+1 fist); SA: hawk familiar, spells, sneak attack +1d6; SQ: trapfinding, halfling traits; AL N; SV Fort +2, Ref +6, Will +4; Str 8, Dex 16, Con 9, Int 18, Wis 10, Cha 14.

Skills: Bluff +10, Concentration +14, Craft (trap) +8, Escape +12, Hide +24, Knowledge (*Local-VTR meta-region*) +5, Move silently +12, Sense Motive +11, Spot +7, Tumble +10, Use Rope +8; *Feats:* Improved Initiative, Combat Casting, Spell Focus (Alteration)

Spells Prepared (4/ 4+1; 3+1; 2+1; Base DC 14 + spell level): 0- daze (2), Ray of Frost, Resistance; 1- ~~Armor (5)~~; 2- ~~Cat's Grace (4)~~; 3- ~~Greater Magic Weapon, Fireball, Haste~~ SQ: *Halfling traits:* +2 racial bonus to Climb, Jump, Listen, Move Silently; +1 racial bonus to all saves; +2 morale bonus on saves vs. fear, +1 racial bonus to attack rolls with thrown weapons and slings.

Possessions: Scroll of Cat's Grace, Scroll of Invisibility, wineskin, and spell component pouch.

Description (optional): Dressed in a woolen green suit, he appears to have a round belly to match his reddish nose. He is direct and a stickler for rules.

Spells in effect: *Mage armor, Bless, Invisibility, Haste, Prayer, and Minor globe of Invulnerability.*

☛ **Vanit:** female Human Clr6 (Zilchus); CR 6; Medium-sized Humanoid (human); HD 6d8 +6; hp 39; Init +0; Spd 30; AC 13 (+2 leather, +1 *Haste*) touch 12, flat-footed 13; BA/G: +4/+5; Atk +5 melee (1d6+1 quarterstaff); Full Atk +5 melee (1d6+1 quarterstaff); SA Spells, turning; AL N; SV Fort +6, Ref +2, Will +9; Str 12, Dex 11, Con 13, Int 14, Wis 18, Cha 10.

Skills: concentration +14, Craft (Trap) +10, Heal +6, Hide +7, Search +5, Spot +8; *Feats:* Spell Focus - Transmutation, Greater Spell Focus - Transmutation, Alertness, Combat Casting

Spells Prepared (5/ 4+1; 4+1; 3+1; Base DC 14 + spell level, Transmutation Spells DC 16 + spell level): 0- Create Water (2), Cure Minor Wounds, Detect Magic, Light; 1- ~~Bless~~, Inflict Light Wounds (3), Change Self^{fr}; 2- Hold Person (2), Invisibility, SoundBurst (2), Invisibility*; 3- ~~Glyph of Warding, Prayer, Summon Monster III, Non Detection*~~;

SQ - *Domain abilities* - *Domain Spell. Domains: Knowledge (All Knowledge skills are class skills, +1 level to Divination spells), Trickery (Bluff, Disguise, and Hide are class skills)

Possessions: ~~Scroll of Invisibility Purge~~, Scroll of *Glyph of Warding*, leather armor, wine skin, *Pearl of Power: 1st level spells, Incense of Meditation, Pearl of Power: 2nd level spells*

Spells in effect: *Bless, Invisibility Purge, Mass Haste, Non Detection (on Yortrel), Prayer*

APL 10 (EL 13)

☛ **Archers:** Male Human Ftr4/ Rog3/ OotBI1; CR 8; medium-sized Humanoid; HD 4d10 + 3d6 +1d8 +16; hp 60; Init +6 (+6 Dex); Spd 30; AC 21 (+2 leather, +4 *Mage armor*, +1 *Haste*, +6 Dex) touch 21, flat-footed 17; BB/G: +7/+11; Atk +11 melee (1d8+2/19-20 long sword), or +20 ranged (1d8+6/crit x3 long bow) or +16/+16 ranged (1d8+6/crit x3 longbow) with Many Shot; Full Atk +11/+6 melee (1d8+2/19-20 long sword), or +20/+15 ranged (1d8+6/crit x3 long bow) or Rapid Shot +18/+18/+15 (1d8+6/crit x3 long bow); SA: +2d6 sneak attack, +1d8 ranged precision; SQ: trapfinding, evasion, close combat shot; AL N; SV Fort +8, Ref +9, Will +3; Str 14, Dex 19[23], Con 14, Int 12, Wis 8, Cha 8

Skills: Balance +10, Climb +7, Hide +19, Move Silently +17, Search +9, Spot +11, Tumble +15, Swim +6; *Feats:* Point Blank Shot; Precise Shot; Rapid Shot, Weapon Focus (Bow), Weapon Specialization (Bow), Iron Will.

Possessions: *Cloak of Elvenkind*, Poison: Sassone Leaf Residue (2) (2d12 hp onset Fort DC16 and 1d6 Con Fort DC 16), Longsword, Leather armor, Composite Longbow (+2 Str bonus), +2 arrows [*Greater Magic Weapon*] (12), 36 arrows, waterskin

Spells in Effect: Bless, Cat's Grace, Prayer, (12) +2 Arrows [*Greater Magic Weapon*]

☛ **Yortrel Quick:** Male halfling Rog1/Wiz7 (conjurer); CR 8; small-sized humanoid; HD 1d6 +7d4 -8; hp 19; Init +9 (+4 Imp init, +5 Dex); Spd 20; AC 24 (+4 Mage Armor, +4 Shield, +1 Haste, +5 Dex) touch 24, flat-footed 19; BA/G: +3/-1; Atk +2 melee (d4-1 fist); Full Atk +2 melee (d4-1 fist); SA: hawk familiar, spells, sneak attack +1d6; SQ: trapfinding, halfling traits; AL N; SV Fort +4, Ref +10, Will +6; Str 8, Dex 17[21], Con 9, Int 18, Wis 10, Cha 14.

Skills and Feats: Bluff +12, Climb +1, Concentration +16, Craft (trap) +8, Escape +16, Hide +16, Jump +1, Knowledge (Local-VTR meta-region) +5, Listen +2, Move silently +16, Sense Motive +13, Spot +9, Tumble +14, Use Rope +10, Improved Initiative, Combat Casting, Spell Focus (Alteration), Spell Focus (Evocation);

Spells Prepared (5/ 5+1; 4+1; 3+1; 2+1; Base DC 14 + spell level): 0- daze (2), Ray of Frost, Resistance; 1- ~~Alarm, Mage Armor (5), Shield~~; 2- ~~Cat's Grace (4), Endurance~~; 3- ~~Greater Magic Weapon, Fireball (2), Haste~~; 4- Enervation, Dimension Door, ~~Minor globe of Invulnerability.~~

SQ: *Halfling traits:* +2 racial bonus to Climb, Jump, Listen, Move Silently; +1 racial bonus to all saves; +2 morale bonus on saves vs. fear, +1 racial bonus to attack rolls with thrown weapons and slings.

Possessions: ~~Scroll of Cat's Grace~~, Scroll of Invisibility, wineskin, and spell component pouch, *Wand of Empower, lesser.*

Description (optional): Dressed in a woolen green suit, he appears to have a round belly to match his reddish nose. He is direct and a stickler for rules.

Spells in effect: *Bless, Mage Armor, Shield, Cats Grace, Invisibility, Haste, Prayer, and Minor Globe of Invulnerability.*

☛ **Vanit:** female Human Clr8 (Zilchus); CR 8; Medium-sized Humanoid (human); HD 8d8 +24; hp 67; Init +1 (+1 Dex); Spd 30 ft; AC 14 (+2 leather, +1 Dex, +1 *Haste*) touch 12, flat-footed 13; BA/G: +6/+7; Atk +7 melee (1d6+1 quarterstaff); Full Atk +7/+2 melee (1d6+1 quarterstaff); SA Spells, turning; AL N; SV Fort +9, Ref +2, Will +10; Str 12, Dex 12, Con 13[17], Int 14, Wis 18, Cha 10.

Skills: concentration +16, Craft (Trap) +12, Heal +6, Hide +9, Search +5, Spot +9; *Feats:* Spell Focus – Transmutation, Greater Spell Focus – Transmutation, Alertness, Combat Casting

Spells Prepared (6/ 5+1; 4+1; 4+1; 3+1; Base DC 14 + spell level, Transmutation Spells DC 16 + spell level): 0- Create Water (2), Cure Minor Wounds (2), Detect Magic, Light; 1- ~~Bless~~, Inflict Light Wounds (3), Change Self*; 2- Hold Person (2), SoundBurst (2), Invisibility*; 3- ~~Glyph of Warding (2), Prayer, Bestow Curse, Non-Detection*~~; 4- Death Ward, Divine Power, ~~Freedom of Movement~~, Confusion*.

SQ - *Domain abilities* - *Domain Spell. Domains: Knowledge (All Knowledge skills are class skills, +1 level to Divination spells), Trickery (Bluff, Disguise, and Hide are class skills)

Possessions: ~~Scroll of Invisibility Purge~~, Scroll of Glyph of Warding, leather armor, wine skin, *Pearl of Power: 1st level spells*, *Incense of Meditation*, *Pearl of Power: 2nd level spells*

Description (optional): petite with long black hair; long dress edged in silver (she thinks its slimming); cold and manipulative.

Spells in effect: Bless, Endure Elements – Cold, Invisibility Purge, Endurance, Non Detection (on Denver), Freedom of Movement, Prayer

APL 12 (EL 15)

➤ **Archers.** Male Human Ftr4/ Rog3/ OoBI3; CR 10; Medium humanoid; HD 4d10+3d6+3d8+20; hp 71; Init +6 (+6 Dex); Spd 30 ft.; AC 21 (+2 leather, +6 Dex, +4 *Mage Armor*, +1 *Haste*) touch 21, flat-footed 17; BA/G: +9/+11; Atk +13 melee (1d8+2/19-20 long sword), or +22 ranged (1d8+6/crit x3 long bow) or +18/+18 ranged (1d8+6/crit x3 longbow) with Many Shot; Full Atk +13/+8 melee (1d8+2/19-20 long sword), or +22/+17 ranged (1d8+6/crit x3 long bow) or Rapid Shot +20/+20/+17 (1d8+6/crit x3 long bow); SA: +2d6 sneak attack, +2d8 ranged precision; SQ: trapfinding, evasion, close combat shot; AL N; SV Fort +11, Ref +13, Will +5; Str 14, Dex 19[23], Con 14, Int 12, Wis 8, Cha 8.

Skills: Balance +7, Climb +7, Craft (Bowmaking) +6, Hide +20, Knowledge (Religion) +3, Move Silently +9, Spot +12, Tumble +13; *Feats:* Point Blank Shot; Precise Shot; Rapid Shot, Weapon Focus (longbow), Weapon Specialization (longbow), Many Shot, Iron Will.

Possessions: *Cloak of Elvenkind*; Poison: Sassone Leaf Residue (2) (2d12 hp onset Fort DC16 and 1d6 Con Fort DC 16), Longsword, Leather armor, Composite Longbow (+2 Str bonus), +2 arrows [*Greater Magic Weapon*] (12), 36 arrows, waterskin

Spells in Effect: *Bless*, *Cat's Grace*, *Haste*, *Mage Armor*, *Prayer*, *Greater Magic Weapon*.

➤ **Yortrel Quick.** Male halfling Rog1/Wiz9 (conjurer); small-sized humanoid; HD 1d6+9d4+10; hp 40; Init +9 (+4 Imp Init, +5 Dex); Spd 20 ft.; AC 25 (+1 size, +4 *Mage Armor*, +4 *Shield*, +5 Dex, +1 *Haste*) touch 25, flat-footed 20; BA/G +4/+0; Atk +2 melee (d4-1 fist); Full Atk +2 melee (d4-1 fist); SA: hawk familiar, spells, sneak attack +1d6; SQ: trapfinding, halfling traits; AL N; SV Fort +5, Ref +11, Will +7; Str 8, Dex 17[21], Con 9[13], Int 18, Wis 10, Cha 14.

Skills: and Bluff +14, Climb +1, Concentration +17, Craft (trap) +8, Escape +22, Jump +1, Hide +18, Knowledge (Local-VTR meta-region) +5, Listen +2, Move silently +18, Sense Motive +15, Spot +11, Tumble +14, Use Rope +10; *Feats:* Improved Initiative, Combat Casting, Spell Focus (Transmutation), Spell Focus (Evocation), Greater Spell Focus (Evocation)

Spells Prepared (5/ 5+1; 5+1; 4+1; 3+1; 1+1; Base DC 14 + spell level): 0- daze (2), Ray of Frost, Resistance (2); 1- ~~Alarm, Mage Armor (5), Shield~~; 2- ~~Cat's Grace (4), Endurance (2)~~; 3- ~~Greater Magic Weapon~~, Fireball (3); ~~Haste~~; 4- Enervation (2), Dimension Door, ~~Minor globe of Invulnerability~~; 5- Cone of Cold, Teleport.

SQ: *Halfling traits:* +2 racial bonus to Climb, Jump, Listen, Move Silently; +1 racial bonus to all saves; + 2 morale bonus on saves vs. fear, +1 racial bonus to attack rolls with thrown weapons and slings.

Possessions: *Vest of Escape*, *Scroll of Cat's Grace*, *Scroll of Invisibility*, wineskin, and spell component pouch, *Wand of Empower, lesser*.

Spells in effect: *Bless*, *Invisibility*, *Haste*, *Mage Armor*, *Minor globe of Invulnerability*, *Prayer*, and *Shield*.

➤ **Vanit.** female Human Clr10 (Zilchus); CR 10; Medium-sized humanoid; HD 10d8 +30; hp 73; Init +1 (+1 Dex); Spd 30 ft.; AC 14 (+2 leather, +1 Dex, +1 *Haste*) touch 12, flat-footed 13; BA/G: +7/+8; Atk +8 melee (1d6+1 quarterstaff); Full Atk +8/+3 melee (1d6+1 quarterstaff); SA Spells, turning; AL N; SV Fort +4, Ref +0, Will +4; Str 12, Dex 12, Con 13[17], Int 14, Wis 18, Cha 10.

Skills and Feats: concentration +16, Craft (Trap) +12, Heal +6, Hide +9, Search +5, Spot +9, Spell Focus – Transmutation, Greater Spell Focus – Transmutation, Alertness, Combat Casting,

Spells Prepared (4/ 2+1; Base DC 14 + spell level, Transmutation Spells DC 16 + spell level): 0- Create Water, Cure Minor Wounds, Detect Magic, Light; 1- ~~Bless~~, Inflict Light Wounds (3), Change Self*; 2- Hold Person (2), Invisibility, Sound Burst (2), Invisibility*; 3- Briar Web, Dispel Magic, ~~Glyph of Warding (2), Prayer, Bestow Curse, Non-Detection*~~; 4- ~~Airwalk~~, Death Ward,

Divine Power, Freedom of Movement, Confusion*; 5-Insect Plague, Flame Strike, ~~True Seeing~~*

SQ - *Domain abilities* - *Domain Spell. Domains: Knowledge (All Knowledge skills are class skills, +1 level to Divination spells), Trickery (Bluff, Disguise, and Hide are class skills)

Possessions: ~~Scroll of Invisibility Purge~~, Scroll of Glyph of Warding, leather armor, wine skin, *Pearl of Power: 1st-level spells*, *Incense of Meditation*, *Pearl of Power: 2nd-level spells*

Description (optional): petite with long black hair; long dress edged in silver (she thinks its slimming); cold and manipulative.

Spells in effect: *Bless*, *Invisibility Purge*, *Endurance*, *Haste*, *Non Detection* (on Denvert), *True Seeing*, *Prayer*.

Encounter 10 – Transcendental Transactions

☞ **Crewgar**, Male Gnome, Adp 3; CR3; Small-sized Humanoid (gnome); HD 3d6 +3; hp 17; Init +1 (+1 Dex); Spd 20; AC 12 (+1 size, +1 Dex) touch 12, flat-footed 11; BA/G +1/-3; Atk +2 (1d4-1 fist); Full Atk +2 (1d4-1 fist); AL N; SV Fort +2, Ref +2, Will +2; Str 8, Dex 13, Con 13, Int 15, Wis 9, Cha 15

Skills and Feats: Appraisal +9, Profession (Bookkeeper) +5, Spot +6, Forgery +9, Alertness

SQ: *Gnomish Traits* (Ex)- +2 racial bonus on saves vs. illusion; low light vision; low-light vision; proficient: gnome-hook hammers; +1 racial bonus vs. kobolds & goblinoids; +4 dodge bonus to AC against monster of giant type.

Spell like abilities – *Gnomish traits* –1/day – *Speak with animals* (burrowing mammal only – duration 1 min), *dancing lights*, *ghost sound*, *prestidigitation*. Caster level: 1st. Save DC 11 + spell level.

☞ **Annimar Bober**, Female Gnome, Com 1; CR 1; Small-sized Humanoid (Gnome); HD d6; hp 5; Init +2 (+2 Dex); Spd 20; AC 13 (+1 size, +2 Dex) touch 13, flat-footed 11; Atk –1 (1d4-1 fist); Full Atk –1 (1d4-1 fist); AL NG; SV Fort +3, Ref +2, Will +1; Str 9, Dex 14, Con 11, Int 10, Wis 13, Chr 13

Skills and Feats: Profession (Seamstress) +4, Listen +6, Profession (Farming) +4.

SQ: *Gnomish Traits* (Ex)- +2 racial bonus on saves vs. illusion; low light vision; low-light vision; proficient: gnome-hook hammers; +1 racial bonus vs. kobolds & goblinoids; +4 dodge bonus to AC against monster of giant type.

Spell like abilities – *Gnomish traits* –1/day – *Speak with animals* (burrowing mammal only – duration 1 min), *dancing lights*, *ghost sound*, *prestidigitation*. Caster level: 1st. Save DC 11 + spell level.

☞ **Skippy, Howellitta, and Jillijan Bober**, Gnomish Children, Com 1, CR ½; Small-sized Humanoid (Gnome); HD d4; hp 2; Init +1; Spd 20; AC 12 (touch 12, flat-footed 10); Atk –1 (1d4-1 fist); AL NG; SV Fort +1, Ref +1, Will +0; Str 7, Dex 11, Con 10, Int 11, Wis 10, Chr 13

Skills and Feats: Hide +5, Listen +6, Spot +4.

SQ: *Gnomish Traits* (Ex)- +2 racial bonus on saves vs. illusion; low light vision; low-light vision; proficient: gnome-hook hammers; +1 racial bonus vs. kobolds & goblinoids; +4 dodge bonus to AC against monster of giant type.

Spell like abilities – *Gnomish traits* –1/day – *Speak with animals* (burrowing mammal only – duration 1 min), *dancing lights*, *ghost sound*, *prestidigitation*. Caster level: 1st. Save DC 11 + spell level.

☞ **Treant, Advanced**, Treant; Gargantuan Plant; CR 12; HD 19d8 + 133; hp 200; Init –1 (-1 Dex); Spd 30; AC 18 (-4 size, -1 Dex, +13 Natural) touch 5 flat-footed 18; BA/G: +15/+27; Atk +28 (3d8+13/19-20 slam); Full Atk 2 slams + 28 melee (3d8+13/19-20 slam); SA Animate Trees, Trample, Dbl damage against objects; SQ: Plant, DR 10/Slashing, Fire vulnerability, AL NG; SV Fort +16, Ref +4, Will +9; Str 37, Dex 8, Con 25, Int 12, Wis 15, Cha 12

Skills: Hide +7 (+23 in woods), Intimidate +8, Knowledge Highfolk +8, Listen +9, Sense Motive +9, Spot +19, Wilderness Lore +9, *Feats:* Improved Sunder, Iron Will, Power Attack, Large and in Charge, Blind fight, Improved Natural Attack, Improved Critical (slam), Cleave.

SQ: *Plant Traits* – Low light vision; Immunity to mind-affecting effects (charms, compulsions, phantasms, phantasms, patterns and moral effects); Immune to poison, sleep effects, paralysis, polymorph, and stunning; not subject to critical hits.

☞ **Animated Tree**, Animated Plant; Gargantuan Plant; CR 12; HD 19d8 + 133; hp 200; Init –1 (-1 Dex); Spd 30; AC 18 (-4 size, -1 Dex, +13 Natural) touch 5 flat-footed 18; BA/G: +15/+27; Atk +28 (3d8+13/19-20 slam); Full Atk 2 slams + 28 melee (3d8+13/19-20 slam); SA Trample, Dbl damage against objects; SQ: Construct Qualities, Plant, Fire vulnerability, DR 10/Slashing, AL N; SV Fort +16, Ref +4, Will +9; Str 37, Dex 8, Con -, Int -, Wis 1, Cha 1

SQ: *Construct Traits* – No constitution; low-light vision; darkvision 60'; Immunity to mind-affecting effects (charms, compulsions, phantasms, phantasms, patterns and moral effects); immunity to poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects; not subject to critical hits, non-lethal damage, ability drain, fatigue, exhaustion, or energy drain; Immune to any effect that requires a fort save; not

at risk of death from massive damage; destroyed when reaches 0 hit points; cannot be raised or resurrected;

Encounter 11 The Kill of Defeat

APL 2-6

➤ **Advanced Gnolls**, Male Gnoll Ftr1; CR 2; medium-sized Humanoid (gnoll); HD 2d8 +1d10 + 3; hp 19; Init +0; Spd 30; AC 13 (+1 natural, +2 leather) touch 10, flat-footed 13; BA/G +2/+4; Atk +5 melee (1d10+3/crit x3 guisarme); range +2 (1d6/crit x3 shortbow); Full Atk +5 melee (1d10+3/crit x3 guisarme); range +2 (1d6/crit x3 shortbow); SQ: Darkvision; AL CE; SV Fort +6, Ref +0, Will +0; Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8

Skills: Listen +3, Spot +5; *Feats*: Power Attack, Cleave, and Combat Reflexes.

Possessions: Leather Armor, Guisarme, Shortbow, (12) arrows, Axe, Short Sword, Shortbow, (12) arrows

One Gnoll carries a Silver Guisarme at APL2 or *Masterwork Silver Guisarme* at APL4-6.

APL 8

➤ **Advanced Gnolls**, Male Gnoll Ftr1/ Brb1/ Rgr1; CR 4; medium-sized Humanoid (gnoll); HD 2d8 +3d10 + 5; hp 37; Init +0; Spd 40; AC 13 (+1 natural, +2 leather) touch 10, flat-footed 13; BA/G +4/+6; Atk +7 melee (1d10+3 guisarme) or +4 ranged (1d6/crit x3 shortbow); Full Atk +7 melee (1d10+3 guisarme) or two weapons +5/+5 (1d8+2 battle axe, 1d6 +1 short sword) or +4 ranged (1d6/crit x3 shortbow); SA: Rage; SQ: Darkvision; AL CE; SV Fort +6, Ref +0, Will +0; Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8

Skills: Listen +3, Spot +6; *Feats*: Power Attack, Cleave, and Great Cleave.

SA - *Favorite Enemy* - +2 bonus to skills and damage. Four Gnolls have selected favorite enemy gnome. The other two have human and elf.

Possessions: Leather Armor, Guisarme, Battle Axe, Short Sword, Shortbow, (12) arrows

One Gnoll carries a *Masterwork Silver Guisarme*.

APL 10

➤ **Advanced Gnolls**, Male Gnoll Ftr2/ Brb1/ Rgr1/ Rog 1; CR 6; medium-sized Humanoid (gnoll); HD 2d8 +4d10 +1d6 + 14; hp 53; Init +0; Spd 40; AC 13 (+1 natural, +2 leather) touch 10, flat-footed 13; BA/G: +5/+7; Atk +9 melee (1d10+4/crit x3 guisarme) or +5 ranged (1d6/crit x3 shortbow); Full Atk +9 melee (1d10+4/crit x3 guisarme) or +9 melee (1d8+3 battle axe, 1d6 +3/19-20 short sword) or +5 ranged 1d6/crit x3 shortbow); SA: Sneak Atk +1d6, Rage, favorite enemy; SQ: Trapfinding, Darkvision, Tracking; AL CE; SV Fort +6, Ref +0, Will +0; Str 16, Dex 10, Con 13, Int 8, Wis 11, Cha 8

Skills: +3, Spot +7; *Feats*: Power Attack, Cleave, Great Cleave, Weapon Focus (Guisarme), Combat Reflexes.

SA - *Favorite Enemy* - +2 bonus to skills and damage. Four Gnolls have selected favorite enemy gnome. The other two have human and elf.

Possessions: Leather Armor, Buckler Shield, Guisarme, Battle Axe, Short Sword, Shortbow, (12) arrows

One Gnoll carries a +1 *Silver Guisarme*.

APL 12

➤ **Advanced Gnolls**, Male Gnoll Ftr4/ Brb1/ Rgr1/ Rog 1; CR 8; medium-sized Humanoid (gnoll); HD 2d8 +6d10 +1d6 + 18; hp 65; Init +0; Spd 40; AC 13 (+1 natural, +2 leather) touch 10, flat-footed 13; BA/G: +7/+9; Atk +11 melee (1d10+6/crit x3 guisarme) or +7 ranged (1d6/crit x3 shortbow); Full Atk +11/ +6 melee (1d10+6/crit x3 guisarme) or +8/+3 melee (1d8+3 battle axe, 1d6 +3/19-20 short sword); range +7/+2 (1d6/crit x3 shortbow); SA: Sneak Atk +1d6, Rage, favorite enemy; SQ: Trapfinding, Darkvision, Tracking; AL CE; SV Fort +6, Ref +0, Will +0; Str 16, Dex 10, Con 13, Int 8, Wis 11, Cha 8

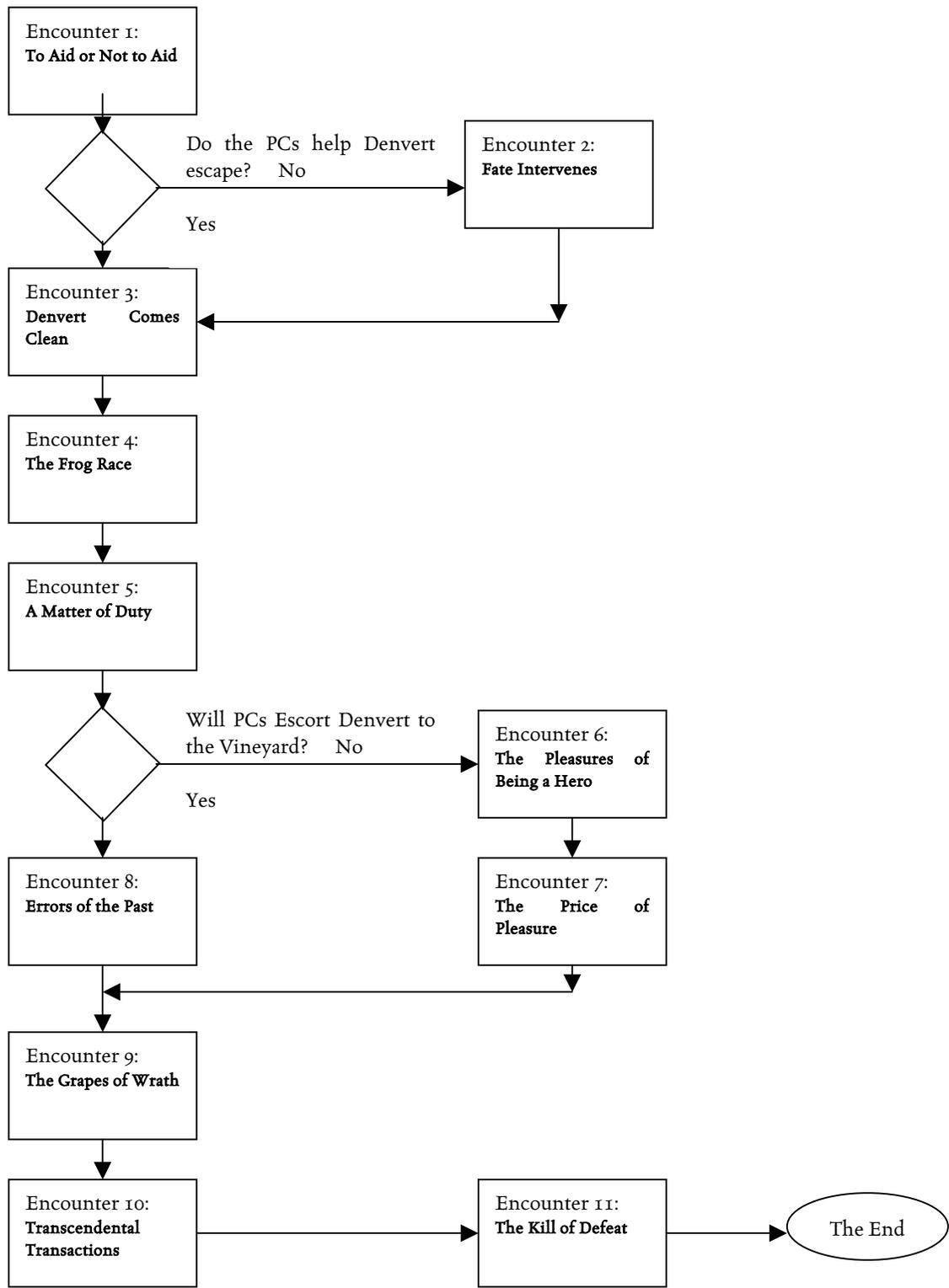
Skills: Listen +3, Spot +8; *Feats*: Power Attack, Cleave, Great Cleave, Weapon Focus (Guisarme), and Weapon Specialization (Guisarme).

SA - *Favorite Enemy* - +2 bonus to skills and damage. Four Gnolls have selected favorite enemy gnome. The other two have human and elf.

Possessions: Leather Armor, Guisarme, Battle Axe, Short Sword, Shortbow, (12) arrows

One Gnoll carries a +1 *Elf Bane, Sliver Guisarme*.

Appendix 2: DM Aids Flowchart of Encounters



Appendix 2: DM Aids

Even if the party tries their best, there is a good chance Denvert Bober will die. When this happens, try to keep the integrity of the module moving. This section includes methods and ideas to keep the PCs on task. These are the items that would have been over looked in haste and left behind.

Possessions:

Denvert will have these in his coat pockets:

Betting Claim (1) for SpiderEyes: bet- 200 gp at 8 to 1. (Actual value 3200 cashed in by official of Norebo) This Claim will be stamped "received" if after encounter 4- The Frog Race. Otherwise PCs may have to cash it in his absence.

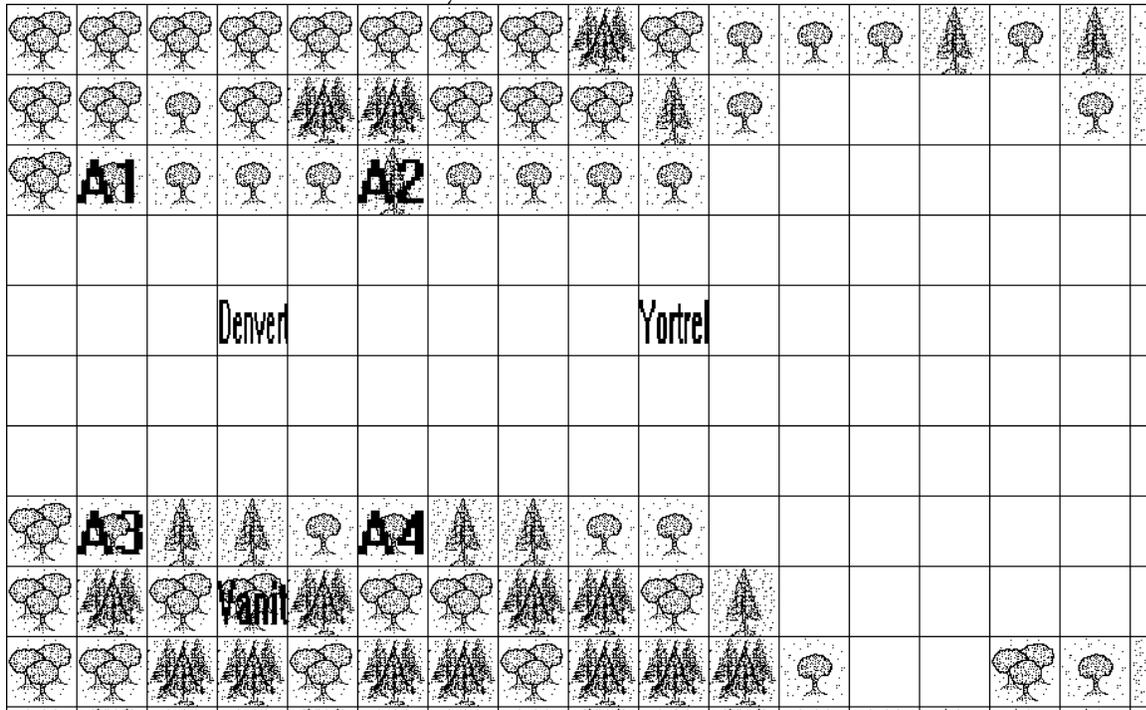
Letter to PCs: **"Should I pass before my time, I wish to thank my adventurous friends for helping me. Even though I have not always made the best decisions, I know what is important. Please do everything you can to save my family. Use my ring to help them however you like. Yours truly: Denvert Bober."** On the backside is a sketch of how to get to the Vineyard from Verbeeg Hill

Letter to Family: **"My dearest Annimar: I have failed. Forgive me. Protect our children. I will always be thinking of you and the children. With all my Love: Denvert"**

Denvert's Ring of Acquisition: If the PCs have the body, the ring is hidden on his left hand. It can be used as currency In Encounter 9 (the Vineyard.) It will be appraised at 1600gp, and Crewgar will be willing to take it for full value. Anyone else will only offer 800gp for it.

Denvert is carrying 3200 gold after encounter 4. This may or may not be present, depending on the circumstances of Denvert's death. If the bandits have opportunity, Vanit will distribute it among the Archers (800 each) as payment for their services.

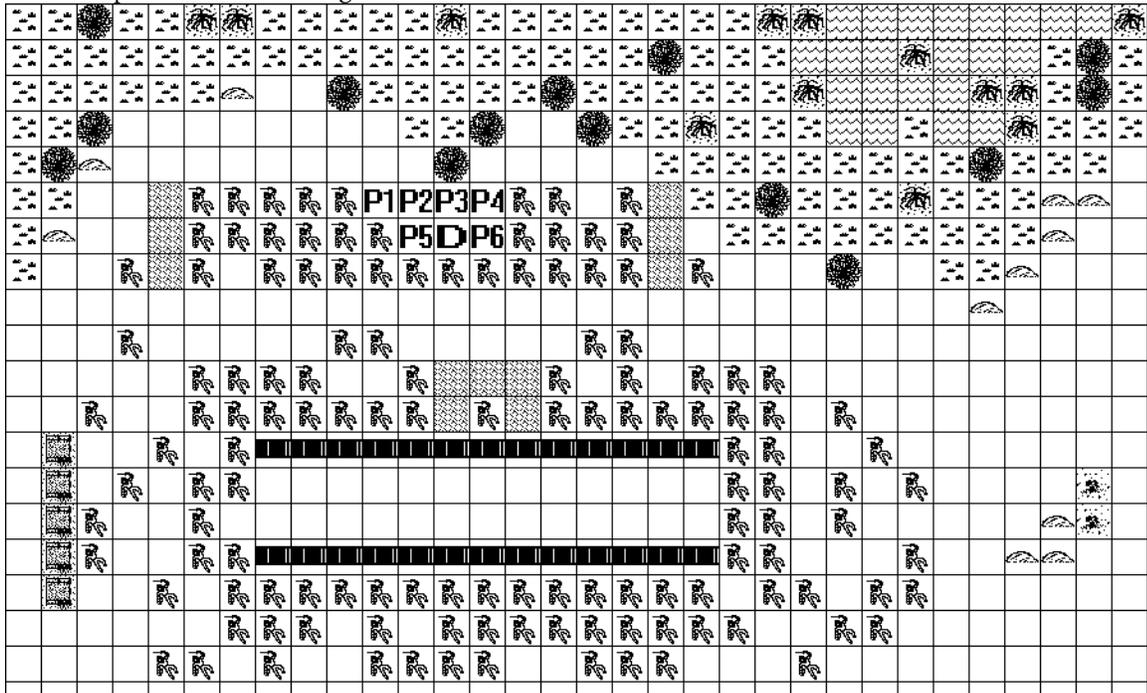
Encounter on The road to the Crown Vineyard:



Each square is 5'

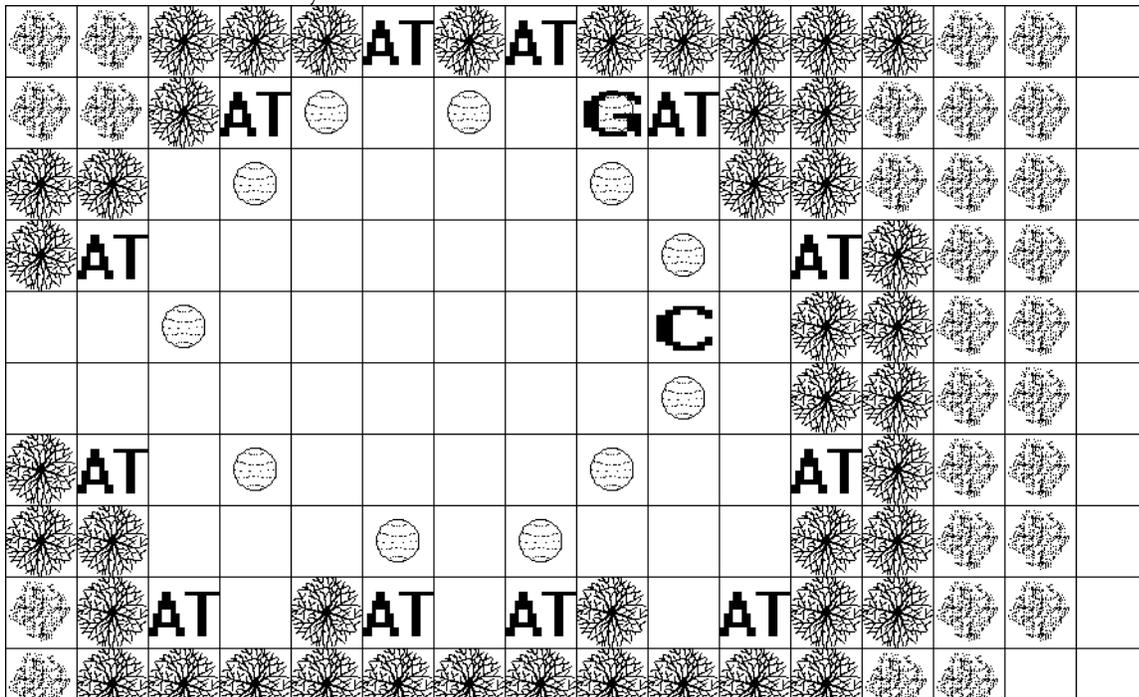
Appendix 3: DM Aids

The Swampside Track in Verbeeg Hill:



Each square counts 5'. P1-P6 are the reserved seats in the stands for the party. Each body is a spectator.

The Grove in the Crown vineyard:



Each square is 5'. The AT represents an Animated Tree with 20 by 20 facing.

Welcome to Swampside Race Track:

**Sponsored by the Smiling Halls of
Good Fortune**

Our contestants:

Coconuts: Pays 10 to 1

Raztar: Pays 4 to 1

Ungah-bunga: Pays 3 to 1

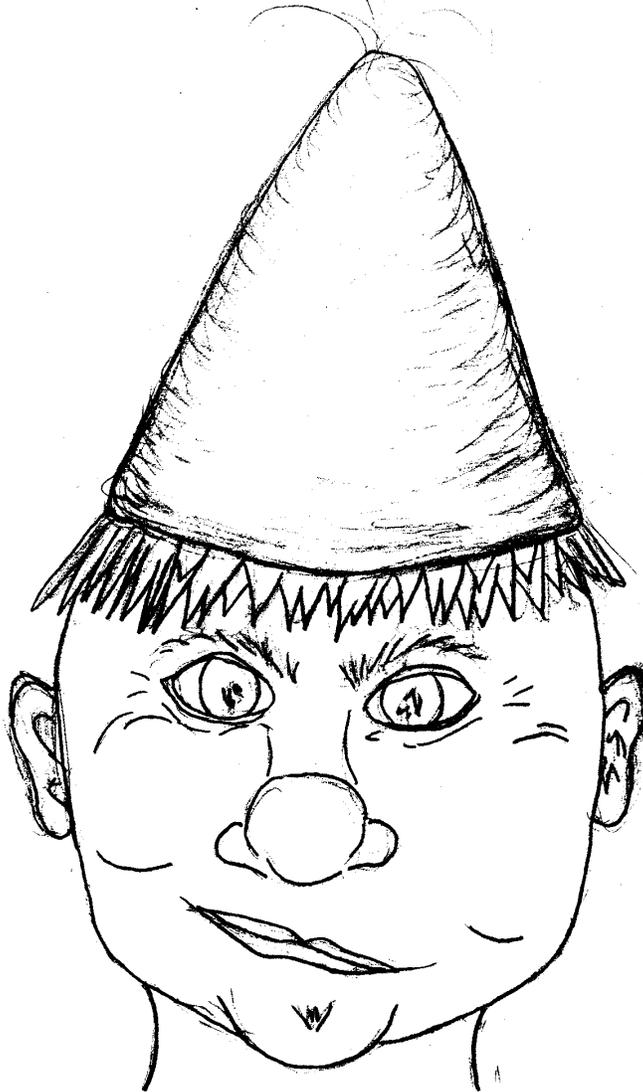
Manhunter: Pays 2 to 1

SpiderEyes: Pays 8 to 1

**Please place your bets with the
nearest cleric of Norebo. May the
dice smile upon you!**

Wanted: Dead or Alive

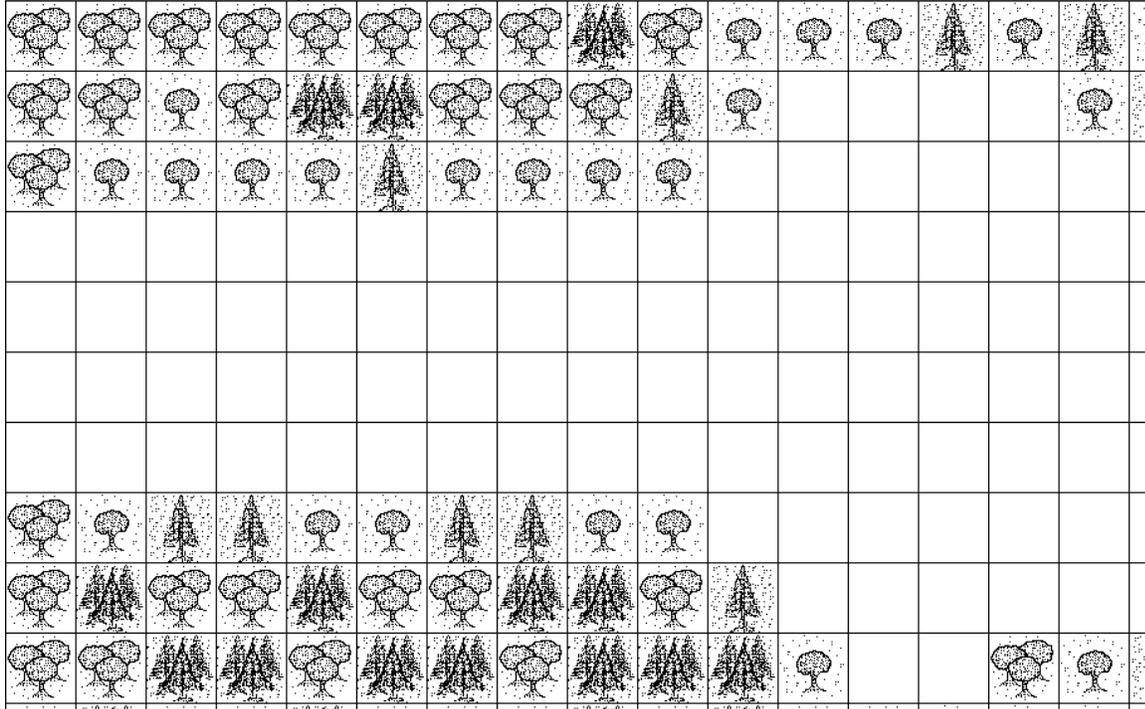
For Grand Larceny, Petty Theft and Murder -J



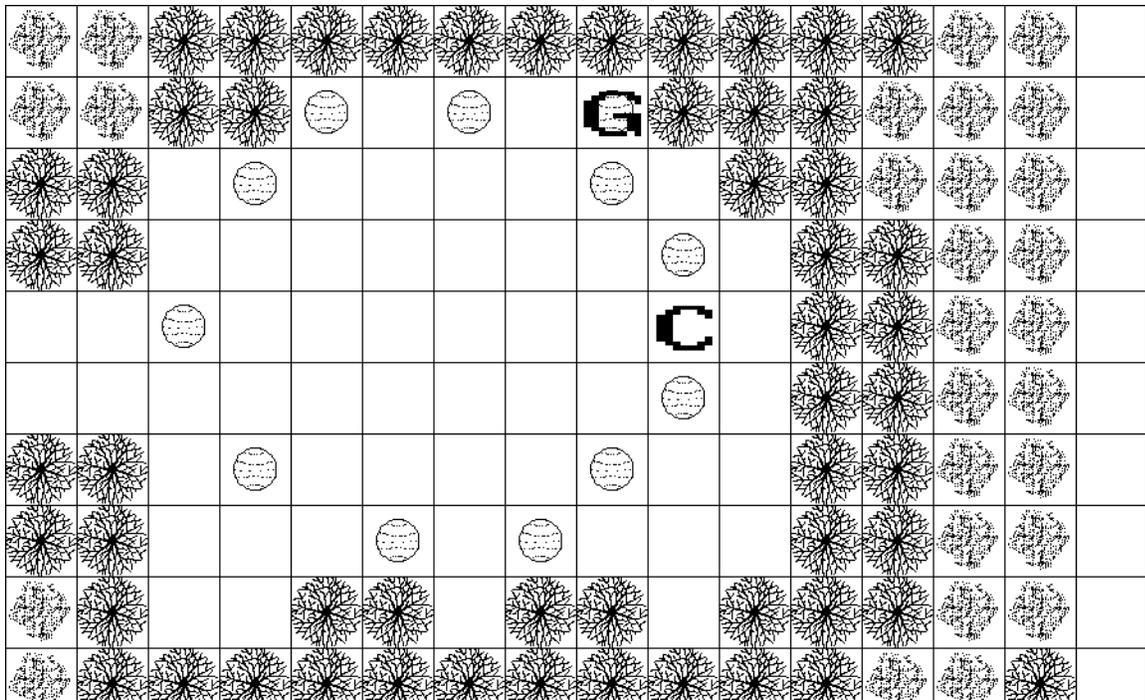
Denvert Bober - Male Halfling

Player Handout #3 : Players Maps:

The road to the Crown Vineyard:



Each Square is 5'



Each square is 5'. The G stands for Gnome. C stands for Crewgar.