

HIG4-09

The Cauldron of Despair and Hope

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

Version 1.0

by Chris Tulach

Your final destination on your journey will undoubtedly take you into parts of the Vesve Forest that have never seen the touch of man or elf. Inside this primal area lies the potential for the salvation of Quaalsten, and the defeat of the forces of Iuz occupying the Vesve. Part 3 of *Three Furies*, and Part 5 of *Blood on the Trees*. It is highly recommended that this adventure is played after HIG4-07 *Cult of the Stone Serpent* and HIG4-08 *Harmony of a Wicked Fate*. An adventure recommended for characters levels 5-13 (APLs 6-12).

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

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

with different CRs are added separately.

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is 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

In the first two parts of this series, HIG4-07 *Cauldron of the Stone Serpent* and HIG4-08 *Harmony of a Wicked Fate*, the heroes journeyed from the wooded hills of the Sepia Uplands, to Highfolk, and back east towards the Vesve Forest.

In the first scenario in this series (HIG4-07 *Cult of the Stone Serpent*), the heroes investigated the disappearances of several gnomes from a small mining community called Marringstone. They found a group of ophidians were abducting the gnomes to use as “sacrifices” to the Stone Serpent, a construct that dwelled in a lost temple.

The PCs found out that the temple had other guardians as well – a covey of three medusae that were quite upset with the party's arrival. After the creatures were defeated, the heroes could attempt to revive some (or all) of the victims-made-statues. The most interesting of them all was a beastfolk named Gnarl Garr, and if revived, he informed the heroes that Elren Walthair, the Lord Marshal of the Vesve, was alive and in the clutches of what he called the “Dark Women”. The commander of the Rangers of the Vesve had been missing for about a year, and was presumed dead.

Just as the heroes were leaving the town, one of the residents (a gnome named Jadilstip) gave the heroes an heirloom to remember Marringstone. Unbeknownst to him, the heirloom is actually a hag eye belonging to the aforementioned “Dark Women”. As the heroes prepared to leave, they received a message from Everain the Intrepid, a wizard friend they had helped out a long time ago. He requested their presence in Highfolk town as soon as possible.

In the second scenario of the series (HIG4-08 *Harmony of a Wicked Fate*), the heroes made their way from the Sepia Uplands to the town of Highfolk to meet with Everain. Unfortunately, an assassin was also targeting “Everain”, who was really an Iuzian sympathizer named Talain. Talain had stolen Everain's identity in an effort to assist the “Dark Women” in stopping the heroes from reaching their lair. The “Dark Women” told Talain to lead the heroes to another group of allies, a covey of harpies in a home near the Vesve. Before Talain died, he told the heroes to do him a favor, and deliver some poultices to a group of women at the Home at Forest's End, a house of ill repute at the edge of the Vesve Forest.

The heroes, already on their way out to the Beastman Forest with Gnarl Garr in tow, stopped in at the Home at Forest's End, and found three women eager to please them and soften the wear of their travels. However, after the heroes got comfortable, the cursed women were revealed to be malicious harpies bent on killing the PCs. After the heroes bested the foul temptresses, they pushed

onward to the Vesve Forest, to seek Elren Walthair beneath the sea of leaves...

Adventure Summary

The heroes begin their journey in the Vesve, on their way to the Beastman Forest, hopefully with Gnarl Garr in tow. More than likely, one of the heroes is wearing an aquamarine clasp given to him/her by a gnome in Marringstone; the gem is actually a hag's eye, and the “Dark Women” see all the heroes see. As they pass into the beastfolk's territory, they are confronted by a hunting party of Tree Hunter beastfolk, one of five beastfolk tribes living in the forest. Combat may ensue, or the heroes may use diplomacy and negotiation to earn the beastfolk's trust, and pass on unhindered to the Lake of Gloom, where the “Dark Women” live, and Elren is being held.

Once the heroes reach the shores of the swampy lake, the guardian of the area attacks; he's a half-dragon troll named Blackhorn. If the heroes are able to beat Blackhorn, the path along the water opens up for them, and they can continue on to the island at the center. The PCs may also decide to look for Blackhorn's treasure in his cave lair.

As they cross the misty path, the PCs are beset upon by the creature of the lake (the druidess Ergatha's animal companion), and must either fight or run from it.

Once on the other side, the crones wait for the heroes, while the weakened and blind Lord Marshal and his core friend Butterlily lie captive. There, a fight with the three green hags ensues, and if the heroes are victorious, they may free Elren and the sprite-creature. The Lord Marshal asks to be healed and leads the heroes to the home of the Woodshaper tribe to recover.

Once there, the heroes can relate all that has happened in recent months in the Vesve Forest, and the state of the war against Iuz's forces. Emotionally charged and anxious to put an end to the Old One's encroachment on the good folk's homes, Elren asks the heroes to help him convince the beastfolk to take arms against the threat of Iuz. If the heroes are convincing enough, two of the beastfolk tribes (the Tree Hunter and Woodshaper) take up arms and begin to march towards the east to help aid in the Second Battle of Quaalsten.

Special Play Option

This event while written separately, is part of the “Three Furies” story arc, and has been written for continuous play with the other two parts – HIG4-07 *Cult of the Stone Serpent* and HIG4-09 *The Cauldron of Despair and Hope*. If you, as the DM, are running the same group through all three events in a row without any other

scenarios interspersed in-between, all effects (both magical and mundane) can continue between scenario rounds (subject to normal time constraints). In addition, permanent magic items found during the event can remain on the PCs until the conclusion of the series. The players should have made a determination on whether they are playing it as a special play or not at the beginning of the first scenario in the Three Furies story arc. A group cannot choose the special play option if they haven't done so already. If so, there is no upkeep cost for HIG4-08 and HIG4-09. This option is particularly suitable to home game groups, as they are likely to play with the same group of people through all three rounds in the series.

If the players are using this option, find out what the disposition of Gnarl Garr is at the beginning of the scenario (either a stone statue, or revived). If he was still a stone statue at the end of HIG4-08 *Harmony of a Wicked Fate*, he is not with the PCs.

Make certain to keep track of characters that succumbed to the serpentine curse of the ophidians (the text of which can be found in Appendix 2). The changes happen gradually at first, so describe to an afflicted hero the change in complexion, shortening of their legs, etc. Hopefully, the heroes are able to find a cure before it's too late, but it might go on throughout this scenario if they can't figure it out. At the beginning of the scenario, it is considered Day 7 since a hero was afflicted, meaning the hero has already begun transformation, and the spells *remove disease* and *remove curse* only halt what transformation has occurred. Any hero that has received a partial transformation now possesses some reptilian qualities, and the DM should make a note on the AR of this scenario that the character now has a -2 penalty on all Charisma-based skill checks until a *heal*, *regeneration*, *limited wish*, *wish* or *miracle* spell is received to reverse out the changes.

DM Notes

At the beginning of this event, you should record each PC's Fortitude, Will save, Spot check and Sense Motive check, for use at any point within the round. Have each player roll 10d20, and record his or her results. That way, a player never has to let you know they're using Sense Motive, as long as their PC is attentive to the situation in which it may apply. Also, this allows you to check Will saves on PCs without letting on that there's something amiss.

In addition, please note anyone who possesses the Year 1 Highfolk certificate called the *Favor of Marrgrawl*. This is important right away. Also note the location of the aquamarine clasp (from the first scenario in this series), and which character has it at the table. If no PC has the

clasp, that's alright; if more than one PC has the clasp, choose one that's wearing it to have it for purposes of the adventure.

The Aquamarine Clasp

If, for some reason, a hero decides to look at the aquamarine clasp with a *gem of seeing* or a *true seeing* spell, they see it is really a disembodied eye. A bardic knowledge or Knowledge (nature) check at a DC of 20 tells them that this is a hag's eye; a check made at a DC of 25 reveals that a covey of hags can see everything the eye sees, and that destroying it may blind one of them.

Introduction

The players should introduce their characters to one another, as they've been traveling for some time together. Once everyone's ready, read the following:

Once again, you set foot in the sprawling mass of vegetation known as the Vesve Forest – the largest hardwood forest in all the Flanaess. Your destination is the Beastman Forest, a thick, primal wood near the western edge, where tribes of a primitive humanoid race known as beastfolk dwell. There, you believe Elrenn Walthair, Lord Marshal of the Vesve and commander of the Rangers of the Vesve Forest, is being held captive by mysterious agents of evil. He has been missing for over a year now, and his rediscovery would certainly lighten the war-weary hearts of the beleaguered town of Quaalsten, heart of the Ehlonnan faith, and rallying point for the forces of good in the Vesve Forest.

The forces of Iuz continue to surround the town. While a magical barrier preventing many forms of transportation and divination magic was destroyed by a group of heroic individuals last year, the relief provided still seems dwindled by the great shadow of evil that envelops the town. Two armies - one of evil humanoids obviously in full allegiance with the Old One, the other a mysterious force of undead led by a powerful spellcaster called the Night Walker – choke the central Vesve with their foul presence.

Until recently, a third army consisting of grugach elves – feral tribal people of the northern Vesve – routed and occupied the Flameflower, ancestral home of the high elves, and the seat of their king, Kashafen Tamarel. Recently, a force of displaced Vesve elves, humans from Highfolk and the surrounding environs, and adventurers from lands both near and far, took back the land, and drove off the remains of the army. Now, the elves are beginning to regroup, and along with many other factions, they are

Marching north to aid in what will become the push to force the armies of evil east, back into their lands. Forces are gathering, and the time draws ever closer for the Second Battle of Quaasten.

The heroes are headed through the Vesve Forest, on their way to the area known as the Beastman Forest, a lush primal place that has seen almost no human or elf for as long as anyone would care to remember.

Gnarlgarr, a beastfolk rescued from his petrified state in HIG4-07 *Cult of the Stone Serpent*, likely is guiding the heroes to his home. There, he hopes to lead the heroes deep into the center of the wood to the Lake of Gloom, where he believes Elrenn Walthair is being held captive by the “Dark Women”. Information on Gnarlgarr (and what he knows) is provided below.

The trails here are slight, and no more than two PCs may walk abreast. Once the heroes have established a marching order, and possibly interacted a bit with Gnarlgarr and each other, continue to Encounter 1.

Gnarlgarr of the Woodshaper Tribe

Gnarlgarr (male beastfolk, NG, hp 11) is a beastfolk, a race of reclusive furred humanoids that live in a portion of the Vesve Forest. Beastfolk are slender humanoids and have a fine coat of green or olive fur. Underneath the exterior coat of fur lies a coarse black fur that instinctively moves about, to provide him with superior camouflage while hunting in the forest.

Beastfolk speak their own language, which uses some Sylvan, gestures, and changes on the patterns of their fur. It is thus impossible for an outsider to duplicate anything more than the rudiments of their language, and that is only possible if the listener understands Sylvan. More intelligent beastfolk sometimes speak full Sylvan.

Beastfolk are completely distrustful of any magic (and, in fact, have spell resistance 20), and don't believe in deities. They are never spellcasting characters – most beastfolk are either fighters, barbarians, or rogues (their favored class).

If Gnarlgarr is revived, he initially goes into a panic, running about (if he's able), and hiding from the heroes (although he doesn't actually leave their sight, unless they threaten him). He doesn't let himself be touched in any way unless he is certain the PCs are benevolent. Heroes who speak Sylvan can communicate basic information like “hunger”, “friend”, and so on. A *comprehend languages* spell does not work well on Gnarlgarr, since it only allows the caster to understand what a speaker of Sylvan already knows (basic concepts). Also, *comprehend languages* requires the caster to touch the target, and with Gnarlgarr's current disposition (and disbelief in magic), that could be very difficult.

A *tongues* spell is much better, since it allows the hero to understand Gnarlgarr fully, although it only allows the hero to communicate in basic terms (since it doesn't grant the caster the ability to communicate non-verbally).

Gnarlgarr responds immediately well to characters wearing (or showing) the *Favor of Marrgawl*. This vine necklace is a symbol of greatness among the Woodshaper tribe, of which Gnarlgarr belongs. He carefully extends his hand, touching the PC's arm and caressing the necklace. If he is fully understood, he calls the PC “ranger-friend”, and talks almost exclusively to him or her.

Gnarlgarr uses any normal simple weapon the PCs give him, although he only fights when pressed, the party is in trouble, or there's no escape. He does not wear armor, and won't carry any magic items (unless they are infusions, which he regards as normal herbs). He can use a magical simple weapon, so long as the magic of the weapon is subtle (for example, he won't use a *flaming spear* or an *icy burst dagger*, but a *+1 club* or an *impact quarterstaff* are alright).

Gnarlgarr should be played as a cautious hopeful, who wants to believe the PCs can help. Remember that his tribal culture means he cannot communicate certain nuances that civilized characters can; when playing him, speak simply (and never infer anything that has to do with magic, spirits, or gods). If the PCs are able to communicate with him, Gnarlgarr can relate the following (give broad generalities if they only understand Sylvan):

- ☛ I am Gnarlgarr, of the Woodshaper Tribe. You must be rangers come to free me. I thank you for your kindness.
- ☛ I have been with the snakefeet for a time now. They took me from the Dark Women. They made me do things for them, but not bad things. Helping things. They have a weakness that I see when they are with others. They like to work for others, and they brought me here as a gift for the green-eyed snake. He bit me, and now I'm here with you.
- ☛ The Dark Women live in our forest, but we do not go into their lands. They are like you, but not. They have hate in their hearts, and bear us pain, so you are only like them in sight.
- ☛ The Dark Women live past the shores of the Lake of Gloom. It is in the center of our forest, and our smiling folk do not speak well of it.
- ☛ The smiling folk look like you, but are different. They have been with us since the beginnings, or so the tales say.

- The Black Guardian watches the shores, so few of our tribe go there. He is a horned beast that has sharp claws, and walks as we do.
- The Black Guardian is a great two-legged beast with long horns and a wicked heart. He feasts on the bones of anything he kills.
- *(Especially if someone bears the necklace, but eventually Gnarl Garr gets to talking about it)* The Dark Women have the first-ranger, our oldest friend among your kind. *(If a PC has the necklace)* He gave you the favor of our people. They keep him past the lake. No one knows what has become of him. It has been long since we last saw him.
- You, who have the ranger's heart, should help. Together, we can go to my home, and find him. I can be your guide.

Gnarl Garr refers to Elrenn Walthair, Lord Marshal of the Vesve Forest as the "first-ranger". Several heroes may pick up on this from the last time they met with a beastfolk (Marrgrawl); if they do not, they can certainly make a Knowledge (local – Iuz's Border States) check to identify the person Gnarl Garr refers to as Elrenn Walthair. Rangers of the Vesve know this automatically.

The Lord Marshal and leader of the Rangers of the Vesve Forest has been gone for more than a year now, and most have thought him lost to Iuz. The suspicions aren't far from the truth, as the heroes soon learn.

Encounter One: Tree Hunter Ambush

You travel on through the Vesve Forest for another day. Eventually, you reach a lush, wild area that few have even gazed upon. Even though the colors of the leaves have changed, and some trees are bare, the wood is still thick with vegetation. A cool wind blows, as the rustling of leaves is ever-present. Strange animal calls of creatures not native to the rest of the forest cry out from the dark interior. Inside this primeval domain are tribes of beastfolk that brook no trespass. Those of you native to Highfolk used to hear stories of how they would crack open the heads of those whom they caught, and drink their brains like a bowl of soup. Hopefully, your parents just made up those stories to keep you from wandering in the woods, but there's no way to know until you're face to face with the beastfolk on their own ground.

Once the heroes enter the area, explain that the forest growth here is so thick that all movement is very slow (counts as difficult terrain), as characters have to hurdle

fallen branches, weave around brown pricklebushes, and steady themselves on uneven ground.

After an hour or so of travel, the heroes run into a Tree Hunter Tribe hunting party. As befits their name, the Tree Hunters stalk their prey from the trees. One of the most martial of the beastfolk tribes, the Tree Hunters are very territorial, and often attack intruders without provocation, unless given a good reason to the contrary.

Place the PCs on a battlemat in their marching order, and draw trees all about, leaving spaces of between 20-30 feet between each one. Draw at least 4 trees near the heroes (about 10-30 feet away each); these trees reach up about 30 feet. In the boughs of these trees are the Tree Hunters, who have heard the heroes coming (unless they take special precautions). Place at least 2 Tree Hunters in each tree near the heroes. Roll a Hide check for each one, noting the results (it's probably a good idea to preroll all these checks), and adding in the beastfolk's +8 racial bonus in forested environments. Then, have the heroes make Spot checks (you can use the rolls made at the beginning of the scenario) opposed by the beastfolk's Hide (accounting for distance as well). What happens next depends on the company the heroes keep.

If the heroes are traveling along with Gnarl Garr, the beastfolk do not initially attack. Instead, the huntmaster Onturr calls out in Sylvan to the heroes to halt and explain why they have intruded on their lands with one of the Woodshaper Tribe.

If one or more of the heroes possess the *Favor of Marrgrawl* (and are wearing the vine necklace), have Onturr make a Spot check (DC 15). If he is successful, he begins to parlay with the heroes in Sylvan. If he is unsuccessful, he attacks, as described below.

APL 6 (EL 8)

• **Onturr, Huntmaster:** hp 52. See Appendix 1 for statistics.

• **Beastfolk Hunters (8):** hp 11, 11, 11, 11, 11, 11, 11, 11. See Appendix 1 for statistics.

APL 8 (EL 10)

• **Onturr, Huntmaster:** hp 76. See Appendix 1 for statistics.

• **Beastfolk Hunters (8):** hp 11, 11, 11, 11, 11, 11, 11, 11. See Appendix 1 for statistics.

APL 10 (EL 12)

• **Onturr, Huntmaster:** hp 100. See Appendix 1 for statistics.

• **Beastfolk Hunters (8):** hp 11, 11, 11, 11, 11, 11, 11, 11. See Appendix 1 for statistics.

APL 12 (EL 14)

🦋 **Onturr, Huntmaster:** hp 116. See Appendix 1 for statistics.

🦋 **Beastfolk Hunters (8):** hp 11, 11, 11, 11, 11, 11, 11, 11. See Appendix 1 for statistics.

Tactics: If the heroes are not accompanied by Gnarl Garr (or Ontarr doesn't see the vine necklace), the beastfolk throw poison darts during the surprise round of combat. PCs that noticed the beastfolk may act during this round as well. The beastfolk follow up their darts with nets, and in subsequent rounds, continue to throw darts until the heroes are immobilized. If this comes to pass, the beastfolk strip the heroes of all their belongings, and deposit them at the outer edge of their territory. They then meld into the woods, and only magic is able to locate them again.

Development: It is probable that the heroes begin their encounter with the Tree Hunters by talking. The Tree Hunters have an initial reaction of unfriendly in this circumstance; the Woodshaper Tribe are not enemies nor allies with the Tree Hunter Tribe, but merely the heroes' presence is seen as a affront to them.

Remember, when speaking as a beastfolk, they use simple terms to describe things, often ascribe things names based on their observations (for example, they do not call other creatures by names like Regdar and Lidda, but would instead call them Wearer of Metal and Small Darter, for example), and only use descriptions in the context of their forest environment. When conversing with them, the heroes learn the following:

- 🦋 Onturr (the one speaking to the heroes) is the huntmaster, and the PCs are walking on their hunting lands. They typically hunt deer here, but also catch and kill smaller game as well.
- 🦋 Onturr has never seen other humanoids in the forest (except for foul orcs, whom the beastfolk kill on sight), but has heard tales of one who walks among some of the tribes as an honored guest. He is called "the Ranger".
- 🦋 Onturr knows where the Lake of Gloom is, and tells the heroes that it is not a wise place to visit. The Black Guardian lives at the shores, and keeps others from going beyond into the mist that surrounds the home of the "Dark Women".
- 🦋 These beastfolk see the Woodshaper Tribe as a harmless tribe, too focused on their crafts to ever be a threat to the others in the forest. They can instantly recognize Gnarl Garr as a member of that tribe by his markings, but do not know him specifically.

After the heroes get talking, the primary speaker must make a Diplomacy check (he or she can be assisted by all others that participated in the conversation).

- 🦋 If Gnarl Garr is with the heroes, they receive a +2 circumstance bonus to the roll.
- 🦋 If the heroes have no one that can speak Sylvan, Gnarl Garr translates, but this gives them a -4 circumstance penalty to the roll.
- 🦋 If a half-orc is with the party, the PCs receive a -4 circumstance penalty (beastfolk hate evil humanoids, and view the lineage of any such PC present as suspect).
- 🦋 If the heroes possess (and openly wear) the *Favor of Marrgrawl*, they get a +2 circumstance bonus for each party member that wears the vine necklace.
- 🦋 The DM may assign a bonus or penalty of up to 4 points for appropriate or inappropriate comments made to the beastfolk. Appropriate comments include emphasizing their respect for nature, and taking a servile position. ("We are humble in the presence of the great warriors of the Tree Hunter Tribe. Your prowess has spread to the thin-haired ones outside of your domain.") Inappropriate comments are any kind of threatening posture, and the show or talk of magic.

The DC of the check to move their reaction to indifferent (and thus, give them passage) is 15. To move them to friendly, the Diplomacy check DC is 25. A DC 40 Diplomacy check moves them to helpful. No matter what the check result (as long as it is at least indifferent), the beastfolk only let the heroes pass for now (they provide no other assistance), but make a note of the impression they left on Onturr and his band.

If the PCs fail in the check (by having a result less than 15), the beastfolk order the heroes to leave their forest. They are given one opportunity to turn around, and never return (Gnarl Garr is told to go home to his tribe). If they do not comply, the beastfolk attack, using the tactics as described above. The beastfolk immediately attack (without giving the PCs a chance to leave) if the Diplomacy check was a 4 or less.

The party receives full XP for defeat of the beastfolk, or negotiating passage with them. Once they've passed by the Tree Hunters, go to Encounter 2.

Encounter Two: The Black Guardian

The heroes journey on for another day, heading deeper and deeper, into the heart of the forest. Read the following:

After another long day of travel, the thick wood gives way to a marshy area, full of bogs that spurt nauseating gases and thick, grey mud that coats much of your clothes and gear. Towards the end of the day, the ground gets firmer, and the trees thin out a little. On the horizon, you see nothing but a mist-shrouded mass ahead, and you can hear the lapping sounds of water close by.

The heroes have reached the shores of the Lake of Gloom. The hags living on the island in the center are aware of the heroes' arrival (either through the use of their hag covey spell-like abilities such as *vision*, or because one of the heroes is wearing the aquamarine clasp). Their guardian, Blackhorn, a half-black dragon troll has been alerted as well, and is currently prowling the southern shoreline for the heroes.

Clear vision here is reduced to 10 feet, and shapes can be made out to 30 feet (giving the target concealment). After that, the mists are too thick to see beyond. Have the heroes roll Listen checks (DC 13) to hear Blackhorn moving toward them just on the outskirts of their vision. If any heroes succeed, inform them that they hear something walking their way just ahead, and let them have a surprise round action.

Otherwise, have the heroes make Spot checks (DC 16) to see Blackhorn once he gets in range of their (and his) sight. Have Blackhorn make the same Spot check to notice the heroes right away. Anyone successful may act in the surprise round.

Read the following when the heroes see Blackhorn:

From out of the mists ahead, a nine-foot tall black-scaled monstrosity bears down on your group, bellowing a sharp war cry. The creature walks upright, has sharp fangs, long claws, and a pair of curved horns that jut forward from his head. His scaly body is rippled with muscle, and even without the claws, he looks like he could rip a man in two with brute strength alone.

APL 6 (EL 8)

🐉 **Blackhorn:** hp 102. See Appendix 1 for statistics.

APL 8 (EL 10)

🐉 **Blackhorn:** hp 132. See Appendix 1 for statistics.

APL 10 (EL 12)

🐉 **Blackhorn:** hp 162. See Appendix 1 for statistics.

APL 12 (EL 14)

🐉 **Blackhorn:** hp 192. See Appendix 1 for statistics.

Tactics: At APLs 10 and 12, Blackhorn carries one or more specially prepared rocks, made by the hag druidess Ergatha. They are hollowed out boulders that contain a gray ooze (hp 31 each; see the *Monster Manual*, pages 201-202 for statistics), sealed shut by *stone shape* spells. The boulders hit for the normal damage listed in Blackhorn's statistics block, but the rocks burst open on a successful hit, covering the target in a gray ooze. The character immediately takes 1d6 points of acid damage and 1d3 pieces of armor or other outer clothing (armor first; then shield, cloak, vest/shirt, bracers, belt, boots, and necklace/brooch in that order; disregard any piece a hero does not have) must succeed on a DC 16 Reflex save or become immediately dissolved and useless. The gray ooze (or oozes) can then attack normally; roll initiative for them, making certain it goes after Blackhorn in the round it bursts out.

Blackhorn leads off with his rock throwing, and then engages in melee, overconfident in his massive strength. If he sees an opportunity to catch 3 or more heroes in his breath weapon, he uses it. Otherwise, Blackhorn tears into the heroes, attacking obvious arcane spellcasters first (he's had experience with pyromancers before). He only retreats if he's lost more than 75% of his hit points to fire attacks. At that point, he makes a run for his underwater lair.

Development: If the heroes manage to coerce Blackhorn with magic, he knows the following:

- He is the guardian of the Lake of Gloom, and he follows the instructions of the hags that live on the island.
- It is rare for him to see other humanoids trespass, but occasionally the hags that live on the isle bring him a fresh victim to play with until he's bored, and eats them.
- The hags know that the PCs are coming, and they sent him to stop them, and retrieve their pretty gem eye.
- The hags have two captives that he's hoping will soon be discarded. One is a human, the other is a little sprite. The human has been here for a long time, but the sprite has only been here for a short while.
- The mist of the lake is dangerous, and only the clear path across should be taken. Only by defeating Blackhorn is the path revealed.

Once the heroes have defeated Blackhorn, go to Encounter 3.

Blackhorn's Lair

It is possible that the heroes may wish to retrace Blackhorn trail to find out where he came. A character with the Track feat may make a Search check (DC 12) to follow Blackhorn's tracks back to a water-filled sinkhole only about 600 feet from the shoreline. If one or more of the PCs decides to enter the depression, a brackish water-filled tunnel descends into the earth about 80 feet. There is no light, so swimmers need to provide their own, or have their movement halved (quartered if they do not possess a swim speed). Characters that swim the entire distance (DC 10 Swim check) find that it opens up into a small underground cavern.

Amidst the bones of previous victims, swamp muck, and useless belongings, gems and jewelry can be found, as well as some items of magic.

Treasure: Inside the lair of the Blackhorn, the heroes find riches in gems and jewelry worth 3000 gold pieces. In addition, they can find a small silver sphere studded with rubies (a magic item called a *hammersphere*), and at APLs 10 and higher, a crude magic staff (a *staff of fauna*). See the Treasure Summary and Appendix 2 for more information.

Encounter Three: The Lake of Gloom

Upon Blackhorn's defeat, read the following:

As you look out into the mists ahead, you notice that they part a bit, revealing a path upon the water that stretches to some sort of island at the far range of your sight. It is wide enough for two to walk abreast, but yet you see no bridge or support – just a straight trail across the surface of the lake.

The mist surrounding the lake is a powerful magical ward designed to keep intruders out. If a character flies, *water walks*, or uses a boat to cross any part of the lake shrouded in mist, the fog envelops the PC and acts exactly like a *Bigby's grasping hand* spell, pushing the hero back towards the shore. As many mist-hands can come into being as needed, and their existence is supernatural rather than originating from a spell.

If the heroes choose to walk along the path, they need to come up with some means of conveyance to cross the lake to the island. Swimming is fine, but it alerts Ergatha's animal companion at higher APLs (10 and up) – a monster of the lake, which appears very similar to an elasmosaurus. This monster also attacks the heroes if they use a boat or similar means of crossing. The creature is

immune to the effects of the mists, as it is a natural part of the lake. If all of the heroes fly, and do not diverge from the clear path, the elasmosaurus doesn't attack. Also, if the heroes decide to *teleport* across, they suffer no ill effects.

This creature is not present at APLs 6 and 8, and the heroes can boat or swim across using the path without difficulty.

APL 10

🐉 **Elasmosaurus:** hp 150. See the *Monster Manual*, page 60, for statistics.

APL 12

🐉 **Elasmosaurus:** hp 180. This elasmosaurus has 12 HD, and has an attack bonus of +14. It is otherwise identical to the one presented in the *Monster Manual*, page 60.

Tactics: The creature furiously attacks the heroes until it has been reduced to less than 20 hit points. It then attempts to grapple the smallest possible target, and submerge into the depths of the lake with the character. Unless a PC has a swim speed, it can drag the hero underwater without much difficulty, once it has established a hold (no grapple check necessary to move half its speed). If the hero has a swim speed, the creature needs to succeed in an opposed grapple check in order to move the hero with it (see page 156 of the *Player's Handbook*). Because the elasmosaurus' neck is so long, it does not need to move into an opponent's space to maintain the grapple on subsequent rounds. Note that the elasmosaurus does not have improved grab, so a hero may get an attack of opportunity when the creature attempts this maneuver.

Once the heroes have crossed to the island, go to Encounter 4.

Encounter Four: Three Furies

You reach the shore of a small island. A tangle of swampy vegetation grows all about, and there are numerous brown-leaved swamp trees leering this way and that. You can smell some sort of foul, acrid stench wafting to your nostrils. It smells like hair and old leather being boiled. To one side, a crude mud-and-twig hut is visible; just south of it is a fire pit, with a black cauldron resting atop the red-hot coals. Wisps of steam trail up into the air from the cauldron. It appears there is something cooking, indeed.

Just beyond the cauldron is an iron cage, pitted and rusty from time and use. Inside the cage, there is

some form of movement – from this distance it appears to be a pair of animals.

The three hags are here, lying in wait for the heroes, anxious to retrieve their eye, and cook themselves a nice supper. The bellowing of Blackhorn when the heroes fought him has certainly alerted the hags to the heroes' presence, or the hags were able to view the heroes as they fought the half-dragon troll through the aquamarine clasp (their eye).

In preparation for the PCs, the hags used a covey spell-like ability to cast *veil* on the two residents of the cage – a battered, worn, and unconscious Elrenn Walthair (who has been polymorphed into an orc), and a new resident of the island (whom they haven't gotten around to eating just yet), Butterlily (a core eladrin who went looking for the Lord Marshal). Both are under the effects of the *veil*, appearing as two mangy wolves. The hags are hiding near their hut, under the cover of *invisibility* (and at APLs 8+, Ergatha has cast *tree shape* on herself). The hags themselves have used *disguise self* to appear as three beautiful, dark-haired human women.

Butterlily, upon seeing the heroes enter, uses her tinkling little voice to cry for help in the Common tongue, asking for the heroes to free her and Elrenn. The hags take this moment to pounce on the heroes, cackling with glee as they cast spells and prepare themselves for melee.

APL 6 (EL 8)

➤ **Ergatha, Druidess:** hp 49. See the *Monster Manual*, pages 143-144, for statistics.

➤ **Greta, Sorceress:** hp 49. See the *Monster Manual*, pages 143-144, for statistics.

➤ **Olghi, Cleric of the Old One:** hp 49. See the *Monster Manual*, pages 143-144, for statistics.

APL 8 (EL 10)

➤ **Ergatha, Druidess:** hp 117. See Appendix 1 for statistics.

➤ **Greta, Sorceress:** hp 79. See Appendix 1 for statistics.

➤ **Olghi, Cleric of the Old One:** hp 104. See Appendix 1 for statistics.

APL 10 (EL 12)

➤ **Ergatha, Druidess:** hp 149. See Appendix 1 for statistics.

➤ **Greta, Sorceress:** hp 116. See Appendix 1 for statistics.

➤ **Olghi, Cleric of the Old One:** hp 149. See Appendix 1 for statistics.

APL 12 (EL 14)

➤ **Ergatha, Druidess:** hp 173. See Appendix 1 for statistics.

➤ **Greta, Sorceress:** hp 134. See Appendix 1 for statistics.

➤ **Olghi, Cleric of the Old One:** hp 173. See Appendix 1 for statistics.

Tactics: The three hags use what spells they know to prepare themselves for the PCs' arrival. If they have gained intelligence on the heroes through the aquamarine clasp, they are familiar with the characters' capabilities (having seen them in more than one fight), and take advantage of this in any way possible. If you have been the DM for the party through the previous two scenarios, and you're running this as a special play option, feel free to utilize any counter-tactics necessary to defeat the heroes. If you're running this as a stand-alone, and a hero had the aquamarine clasp visible in the battle with Blackhorn, use what information you could have gleaned from that fight to prepare the hags for combat.

Generally, if possible, Ergatha uses wild shape to assume a more combative animal form, Greta casts spells from a hiding position (or at APL 12, she may assume *gaseous form* and use Silent Spell and Still Spell to cast on the party), and Olghi wades into combat after preparing spells on herself.

The crones cackle, laugh, and speak in dreadful rhymes and riddles the whole time while they fight, threatening to make the heroes their next meal. They do not retreat from their island home, as their desire to have the eye retrieved clouds their judgment. If the hag's eye (the aquamarine clasp) is shattered, each hag takes 1d10 points of damage, and the one who sustained the most damage from the shattering is blinded for 24 hours. If that occurs, the hags try to flee from the isle at the earliest possible opportunity.

Development: If the heroes defeat the hags, they may wish to question them. However, they are not very forthcoming, and only a Diplomacy check (DC 35), Intimidate check (DC 35), or magical coercion gets them to talk.

☞ **Why are you here?** He has bid us to come here, to find the ranger that they fear. (Field Marshal Azrin made a deal with the hags to lay a trap for Elrenn.)

☞ **What "ranger"?** You know the one of which I speak – his tears fell upon his cheek. He was easy enough to break, yet our hunger is hard to slake. (The hags are trying to scare the heroes into believing that they ate him.)

☞ **Who is "he"?** The one who was once of your kind, but he now sees and is not blind. (Azrin

used to be a Knight of the High Forest, but betrayed the order, and joined forces with Iuz.)

- **Where is Elrenn?** Drink from our bubbling brew, and answers are yours, always true. (The hags are trying to get the heroes to drink from their cursed brew; see below for more information.)
- **Who are you?** We are the children of the Witch-Queen, and her son we now serve as king. In mountains west we came to be, and all we wish is to set her free. (Iuz's mother, Iggwilv, created these crones through a magical experiment over 150 years ago in the Yatil Mountains, where she used to reside. Iggwilv's true progeny, Iuz, seeks her freedom from imprisonment by Graz'zt. These crones wish to aid Iuz and his minions in this effort.)

The hags really don't expound much more on the above information. They were approached by Azrin, who knew of their background, and asked them to aid him in capturing a very large thorn in his side – the Lord Marshal of the Vesve. They set a trap in their home, knowing that if they preyed upon the beastfolk more aggressively, Elrenn would come to deal with the problem. Once he did, they captured him with their magic, and began to slowly torture and break his spirit. Although Elrenn would not break on his own, the application of magic was enough to wear him down, and he eventually took a magic brew that *charmed* him. The hags seized the opportunity, and turned him into an orc with a *polymorph* spell.

The hags really are just waiting for Azrin to come and pick him up, but it appears that he's content with leaving him to their devices. Elrenn has not been truly interrogated, as the hags really don't know what information is useful to Azrin (and Azrin believes Elrenn a fool whose presence is worth far more than his knowledge of the forest).

Over the past week, another visitor came to their realm unannounced. A coure named Butterlily was ensnared by the mist, and it seems that she was looking for the Lord Marshal as well. Butterlily was snatched up by the hags, and put in the magic cage with Elrenn. The hags were going to eat her tonight but fortunately, the heroes came along just in time.

Treasure: The hags possess a number of items, which they carry on their person. In addition, after defeating the hags, any character who succeeds in a Knowledge (arcana) check (DC 20) knows that hag's eyeteeth can be a valuable component in the unraveling of certain curses. Up to three eyeteeth can be obtained, and if they are harvested, each character that chooses to keep them

should record this under the "Play Notes" section of the Adventure Record for this scenario.

Elrenn, Butterlily, and the Cage

Elrenn is currently unconscious (and may be disguised through a *veil* spell), and has been polymorphed into an orc (the hags thought that a fitting form for the leader of the Rangers of the Vesve). This particular *polymorph* is quite potent, as it was reinforced from the magic of the hag's brew – the effect is permanent. Elrenn has retained all of his faculties, and if conscious, tells the heroes what happened (the hags eventually charmed him and he accepted their brew, which changed him into an orc). Elrenn tells the heroes that they'll need to change him back if he is to take them back with him to the Woodshaper Tribe's lands, otherwise they may attack him on sight (beastfolk hate evil humanoids). This particular *polymorph* effect can be dispelled, removed with a *remove curse* spell, or unraveled with a *break enchantment*. The caster level is 11.

Butterlily is greatly relieved to see the heroes, and upon her release, she gives them all a hug as big as a little coure can. She explains that she came to the Woodshaper Tribe's camp looking for Elrenn a few days ago (she visits from time to time). The beastfolk told her that he had been missing for a long time, and the last they heard, he had left for the Lake of Gloom. Being a curious sort, and concerned about the welfare of her friend, she flew off to the lake to find Elrenn, where she was promptly captured and thrown in the magic cage. The entire time she's been here, the hags have told her how delicious her beautiful wings will taste when plucked fresh from her still writhing body as she's boiled in their cauldron.

If Gnarl Garr is present, he doesn't understand why the heroes are talking to an orc, or why that orc is claiming to be Elrenn (or, as his people call him, the "first-ranger"). Even after magic is used to reverse his condition, Gnarl Garr seems wary of him for a few hours until he is convinced that the Lord Marshal is truly himself.

The cage itself acts as a sort of modified *magic circle against good* (caster level 9), and it keeps Butterlily from flying out, which she could easily do if the magic didn't prevent her. A few good whacks from a sturdy weapon, or a successful Open Lock check (DC 25) free both captives from their prison.

Once the heroes have revived and freed Elrenn and Butterlily, go to Encounter 5. If the heroes free Elrenn, but are not able to dispel the magic upon him, go to the Conclusion.

The Cauldron

Should a hero foolishly drink from the cauldron of the hags, one of the following things happen:

- If the character is male, they immediately fall over, wracked with horrific pain, as blood begins to pour out of every orifice. The character takes 5d6 Constitution damage. There is no saving throw allowed.
- If the character is a female, they feel nothing at first, but have unknowingly been overcome by the hag's curse. See the Treasure Summary for details of the curse. The curse is printed on a separate Adventure Record. Notify the Highfolk Triad if a character becomes cursed, so they can distribute the AR to the player. Make certain to read the text of the curse to the player before the conclusion of the scenario, so he/she knows what it entails (and how to remove it). The curse becomes active as soon as they receive the AR.

Encounter Five: A Time for War

If the heroes are able to unravel Elrenn's "orcishness" (which might take several days), he suggests they head to the Woodshaper Tribe's lands, where he has many friends. Butterlily also flits along with the heroes telling jokes and playing innocent pranks. She especially bonds with a hero who has a good sense of humor.

Along the way, Elrenn asks the heroes what has become of the conflict that was brewing with Iuz's forces, and is greatly disturbed to hear the current events. Read the following:

The Lord Marshal of the Vesve leads you to another area of the beastfolk's woods. You are admitted entrance to their community once they notice the Lord Marshal's presence.

Rugged wooden living platforms dot the thickest trees, while below small wicker huts house many other members of the Woodshaper Tribe. The beastfolk here talk little to most of you, save Elrenn and any bearing the gift of Marrgrawl's vine necklace. Any that are friends of the Woodshapers are greeted with feral grins and grasps of the shoulder and arm, and are made to feel as though they're being welcomed home.

After some time, Elrenn arranges a platform for you to sleep on, high in the boughs of an oak tree. The climb up is eased by the beastfolk's vine ropes, and after you're settled, you get some rest, letting the music and laughter of these primitive folk relax your

minds and hearts. It is truly an honor to be so welcome into their home.

Late at night, Elrenn wakes you. "My friends, please come with me. Marrgrawl and other elders of the tribe wish to speak to you on matters." You rouse yourselves, and climb down to the forest floor. The Lord Marshal explains more as he walks with you. "I have asked my good friend Marrgrawl to summon a council of the elders of the tribe. The news of the battle with the Old One is most disturbing. I have spoken to them about ending their isolation, just for a time, to help aid Quaalsten. They have listened to my words, but they also know I have been away for a long time, and wish to hear more from those who have seen things with their own eyes. I have said all I can say, but they wish to talk to you. What you tell them may convince them to come to the aid of the Quaalfolk.

"Please, I implore you, those of you who can, speak with them and tell them of the situation, and the need of our people. Any that do not speak the Sylvan tongue may come as well; you can act as advisors to those who can communicate with the elders. Do not use magic in their presence; if you must cast spells for translation, do it now before we arrive."

Elrenn waits for the heroes to respond, and hopes that several will come to the meeting. Read the following to those PCs that choose to continue on to the meeting:

Flickering torchlight bathes a small clearing in an orange autumn glow. Several beastfolk – old, young, male, and female – stand about the edges of the clearing, forming a circle. One of the beastfolk breaks from the shadow of the foliage, and approaches you. Some of you recognize him, and to those heroes, he smiles. He addresses you in the Sylvan tongue.

"I am Marrgrawl, an elder of the Woodshaper Tribe. My heart is glad at your coming. The first-ranger has said many words, but his words come from one who has not seen. You have seen what he speaks of, so we want to hear your words. Why should we leave our home, to fight and die for men of towns and foolish elves? All are not as you, most do not have the ranger's heart. You may speak to us as you would speak to your own. Hide nothing in your words."

Have each PC who can speak Sylvan address the elders, and explain why they think that the beastfolk should aid Quaalsten. The beastfolk carefully listen to everyone, and they do not interrupt a hero's speech.

Once this is completed, judge each character's speech, and how well of a job they do at convincing an

isolated race of good-hearted creatures from leaving their homeland to aid people they don't even know. Mentioning magic in a good light or deities does nothing to help convince them. After everyone that can talk has said their peace, have one of the speakers roll a Diplomacy check (DC 15). Each other speaker may also make a roll to assist (or take 10). In addition, you may assign a circumstance bonus of up to +4 (or a penalty of up to -4) for the overall performance of the group's speeches.

Once the heroes finish, and the Diplomacy checks are made, read the following:

Marrgrawl speaks again. "We have heard your words, and must talk on them. We will tell you of our choice at dawn. For now, go back and rest."

The heroes retire to sleep the rest of the night. Go to the Conclusion.

Conclusion

If the Heroes Failed to Convince the Beastfolk

You should also use this conclusion if the heroes do not unravel the magic that has turned Elrenn into an orc. If this is the case, modify the text below as appropriate, starting the read-aloud portion with the third paragraph.

In the morning, you awaken. Elrenn is gone. An hour later, he returns, and has a look of concern on his face.

"They will not aid us", he says. "The beastfolk do not believe that their small tribe can make a difference in this large war." He sighs. "Well, let's hope that our presence there can at least be good enough for something. Are you ready to leave?"

Packing up your gear, you leave the beastfolk, perhaps never to see them again. They bid you a fond farewell, and you make your way west towards Quaalsten, and its hopeful liberation.

Butterlily decides to fly with you, and offer what support she can in the coming days. After another day's travel, you reach a small hillock in the woods. Below, the armies of the Old One and his allies camp, waiting for word to strike again at the already battered palisades of Quaalsten. The stench coming from the horrible array of evil only serves to strengthen your resolve in what surely will be the last great battle for this town. Either the good folk of the forest will prevail, or Quaalsten will suffer a fate far worse than Flameflower to the south.

Elrenn smiles broadly and says, "It's good to be back home."

If a hero particularly impressed Butterlily, she gives them a kiss, and says, "You're my favorite, so if you need me, you need only ask". This particular PC receives the *Kissed by Butterlily* favor on the Adventure Record.

If the heroes played this adventure as part of a special play option, or played all the scenarios from the Three Furies series in the proper order, Butterlily gives a gift of three unicorn hairs to each hero for their service. "A good mare gave me these once for helping her through a tough time. I'm giving them to you, for doing the same for me." Each PC receives the *Unicorn Tail Hair* item on the Adventure Record. If the PCs didn't play the scenarios in order, they do not receive this gift.

Also, characters that possess the *Favor of Marrgrawl*, and played the scenarios in the Three Furies series in order (or as a special play option) receive the *Member of the Woodshaper Tribe* favor. Characters without the *Favor of Marrgrawl*, or that have not played the Three Furies series in order do not receive this favor.

Go to the Dénouement.

If the Heroes Convince the Beastfolk

In the morning, you awaken. You hear much commotion, and looking down from your perch high in the trees you see Elrenn with several beastfolk, armed with spears and nets. The Lord Marshal calls up to you.

"You have done well, my friends! They are gathering provisions and weapons as we speak to march to Quaalsten. This is certainly a day to remember. Come down and begin it, there is much work to do."

You pack up your gear, and head down to help with the preparations. One hundred beastfolk from the Woodshaper Tribe will be at your side when you reach sight of the town of Quaalsten. One hundred magic resilient forest warriors that can naturally camouflage themselves. One hundred surprises with poison tipped spears. Things are looking up.

If the heroes managed to negotiate with the Tree Hunter beastfolk when they first entered the forest, and received a result of at least "friendly" on the Diplomacy check, read the following:

More good news reaches your ears. It seems that last night's meeting had an emissary from the Tree Hunter Tribe, a more martial group of beastfolk that you encountered soon after entering the Beastman Forest. He was impressed by your words, or motivated

to show up the Woodshapers in battle, and has promised his people will send another one hundred warriors to help battle the evil humanoids that surround Quaalsten. Apparently, you made a very good impression in your first run-in with Onturr several days ago.

The heroes receive access to trade with the Tree Hunter Tribe for terinav root poison, their favored poison. If the heroes did not receive a Diplomacy result of at least “friendly”, cross this item off of the Adventure Record (including the Item Access section).

In any case, continue with the following:

Butterlily decides to fly with you, and offer what support she can in the coming days. After another day's travel, you reach a small hillock in the woods. The dozens and dozens of beastfolk, armed for war, look in awe as they gaze down the hill. Below, the armies of the Old One and his allies camp, waiting for word to strike again at the already battered palisades of Quaalsten. The stench coming from the horrible array of evil only serves to strengthen your resolve in what surely will be the last great battle for this town. Either the good folk of the forest will prevail, or Quaalsten will suffer a fate far worse than Flameflower to the south.

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Go to the Dénouement.

Dénouement

The following, read immediately after the text of the conclusion, is an exposition (as in the beginning of the first scenario in this series, HIG4-07 *Cult of the Stone Serpent*).

Across the filthy camps of foul beings feeding on hate and suffering, past the palisades of the good folk who hold despite their desperate state, the Hearth of the Unicorn's Heart stands.

Inside this place, which has served as a beacon of hope for countless warriors, priests, pilgrims, craftsmen, and common folk, an ancient half-elven woman lies in bed, motionless. At once, she rises upright from her slumber, as if she was drowning and has finally found air. Maegla the Dreamer is awake, and in her first moments of consciousness renewed with her eyes wide, she whispers quietly, as if speaking to someone very close. “They're coming.”

The End

Experience Point Summary

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

Encounter One

Defeat or negotiate with the beastfolk
APL 6 240 xp; APL 8 300 xp; APL 10 360 xp;
APL 12 420 xp.

Encounter Two

Defeat Blackhorn, Guardian of the Lake
APL 6 240 xp; APL 8 300 xp; APL 10 360 xp;
APL 12 420 xp.

Encounter Four

Defeat the “Dark Women”
APL 6 240 xp; APL 8 300 xp; APL 10 360 xp;
APL 12 420 xp.

Story Award

Freeing Elrenn Walthair, Lord Marshal of the Vesve
APL 6 90 xp; APL 8 90 xp; APL 10 90 xp;
APL 12 90 xp.

Story Award

Convincing the beastfolk to ally with Quaalsten
APL 6 90 xp; APL 8 135 xp; APL 10 180 xp;
APL 12 225 xp.

Total possible experience:

APL 6 900 xp; APL 8 1125 xp; APL 10 1350 xp;
APL 12 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.

Encounter Three:

APL 6: L: 0 gp; C: 500 gp; M: *hammersphere* (208 gp per character).

APL 8: L: 0 gp; C: 500 gp; M: *hammersphere* (208 gp per character).

APL 10: L: 0 gp; C: 500 gp; M: *hammersphere* (208 gp per character), *staff of fauna* (1617 gp per character).

APL 12: L: 0 gp; C: 500 gp; M: *hammersphere* (208 gp per character), *staff of fauna* (1617 gp per character).

Encounter Four:

APL 6: L: 0 gp; C: 0 gp; M: 2 *beads of force* (250 gp per bead per character).

APL 8: L: 0 gp; C: 0 gp; M: 2 *beads of force* (250 gp per bead per character), +1 *adamantine greatsword* (421 gp per character), *ring of protection +3* (1500 gp per character).

APL 10: L: 0 gp; C: 0 gp; M: 2 *beads of force* (250 gp per bead per character), +2 *adamantine greatsword* (921 gp per character), *ring of protection +3* (1500 gp per character), *bag of tricks (rust)* (250 gp per character).

APL 12: L: 0 gp; C: 0 gp; M: 2 *beads of force* (250 gp per bead per character), +2 *wounding adamantine greatsword* (2921 gp per character), *ring of protection +3* (1500 gp per character), *bag of tricks (rust)* (250 gp per character), *rod of negation* (3083 gp per character).

Total Possible Treasure

APL 6: L: 0 gp; C: 500 gp; M: 708 gp –
Total 1,208 gp (maximum 900 gp)

APL 8: L: 0 gp; C: 500 gp; M: 2629 gp –
Total 3,129 gp (maximum 1,300 gp)

APL 10: L: 0 gp; C: 500 gp; M: 4996 gp –
Total 5,496 gp (maximum 2,300 gp)

APL 12: L: 0 gp; C: 500 gp; M: 10,079 gp –
Total 10,579 gp (maximum 3,300 gp)

Special

Terinav Root Poison: For settling matters peacefully with the Tree Hunter Tribe of beastfolk, their elders have agreed to trade goods for their hunting poison. You may purchase terinav root poison (contact, Fortitude DC 16, initial damage 1d6 Dex, secondary damage 2d6 Dex) for the standard *Dungeon Master's Guide* price of 750 gp per dose.

Unicorn Tail Hair: Given to you as a gift for your service, these tail hairs can be used as a component when casting spells. A spell to which this component is applied has a 20% chance of having its duration doubled. No more than three of these can be received per character, and they can be added to a character's equipment at no cost. Check off as used. [] [] []

Member of the Woodshaper Tribe: Your noble bearing and compassion for the beastfolk of the Vesse have forever earned you a place by their side. You are now considered a member of the Woodshaper Tribe, and akin to family. The beastfolk respect you and honor you as a person of great wisdom, and you always have counsel with the elders when you seek it. In addition, one of the beastfolk, fascinated with your ways, has agreed to accompany you in your journeys if you so choose it. You can choose this beastfolk as a cohort if you have the Leadership feat (without class levels, counts as a 3rd level character) – he can take levels in barbarian, fighter, or rogue (and any prestige classes that do not grant supernatural or spell-like abilities). Only a character with the *Favor of Marrgraw* may receive this favor.

Kissed by Butterlily: You have garnered the favor of Butterlily, a coure eladrin. If you are able to cast *lesser planar ally*, you may specifically call for Butterlily (75% chance she'll answer). The first time you successfully call for Butterlily, she'll serve for free, but she won't do anything that would violate her alignment (CG), or cause people sorrow. Butterlily talks often about you in Arborea, and if you ever take the Leadership feat, you may choose a coure eladrin as your cohort (without class levels, counts as a 7th level character). The coure eladrin can be found in the *Book of Exalted Deeds*, pages 168-169, or a copy of the write-up can be requested from the DM. Only one character per table may receive this favor.

Legendary Deed (10%), Rescue of Lord Marshal Elrenn Walthair: You have saved the commander of the Rangers of the Vesse from a terrible fate, and as such, have brought hope to the town of Quaalsten. When this legendary deed is used, spellcasting services in Quaalsten are free of charge. Rules for using legendary deeds can be found on the Highfolk website at www.highfolk.net.

Special (Separate AR)

Hag's Curse: You have tasted the brew in the hag's cauldron, and with the death of the hags that created the foul elixir, you have succumbed to its horrible curse. Your skin becomes wrinkled and green, and ugly warts protrude here and there in obvious places. Your eyes become black as coals, and your laugh sounds more like a cackle. Your hideous visage gives you a -4 penalty on all Charisma-based skills, except Intimidate, which you receive a +4 bonus.

In addition, your type changes to monstrous humanoid, and you gain the supernatural ability to use a weakening touch attack once per day. This attack deals 2d4 points of Strength damage to the target, who can

resist the attack with a successful Fortitude saving throw (DC is 10 + your Charisma modifier). Lastly, as a spell-like ability, you can cast *disguise self* once per day, with a caster level equal to your character level.

Of course, the price you pay is your soul, as you slide further down the path of evil. At the end of every adventure (except this one), you must make a Will saving throw (DC 25), or your alignment shifts one degree towards evil (good becomes neutral, neutral becomes evil). Each adventure after you've successfully saved, you receive a -2 penalty to the next adventure's saving throw. This effect is cumulative, until you fail a save; then, it resets. If you ever reach an evil alignment, your character is immediately removed from play. No matter what, after 10 adventures, you automatically fail a saving throw, as your desire to heed the dark callings in your soul is too great. After 20 adventures, if you haven't turned evil, you do so then (and are removed from play). While affected by the curse, you may not change your alignment voluntarily.

This curse can only be removed in a few ways. Resolve attempts to remove the curse at the end of the adventure, before resolving the Will save. A good-aligned divine caster capable of casting *remove curse* can unravel it (restoring you to your former self), but ten hag's eyeteeth must be consumed in the casting of the spell. Otherwise, the curse can be removed by a *limited wish*, *wish*, or *miracle* spell – using any one of these three spells restores you to your former state, but a strange unsettling air follows you, and forever after, you have a -1 penalty to all Charisma-based skills, except Intimidate, of which you have a +1 bonus.

Only female characters can receive the curse, and the gender of the character cannot be changed by any means while under the effect of the hag's curse.

Items for the Adventure Record

Item Access

APL 6:

Terinav root poison (Regional, see above)

Bead of force (Adventure, DMG)

Hammersphere (Adventure, Arms and Equipment Guide)

APL 8: (All of APL 6 plus the following)

+1 *adamantine greatsword* (Adventure, 5,050 gp, DMG)

Ring of protection +3 (Adventure, DMG)

APL 10: (All of APLs 6-8 plus the following)

+2 *adamantine greatsword* (Adventure, 11,050 gp, DMG)

Bag of tricks (rust) (Adventure, DMG)
Staff of fauna (Adventure, Complete Divine)

APL 12: (All of APLs 6-10 plus the following)
+2 wounding adamantite greatsword (Adventure, 35,050 gp, DMG)
Rod of negation (Adventure, DMG)

Appendix 1: NPCs and Monsters

Gnarlgarr: Male beastfolk; Medium Humanoid; HD 2d8+2; hp 11; Init +2; Spd 30 ft; AC 12 (touch 12, flat-footed 10) [+2 Dex]; BA/G +1/+2; Atk +2 melee (1d6+1, quarterstaff); Full Atk +2 melee (1d6+1, quarterstaff); SQ Low-light vision, spell resistance 20; AL NG; SV Fort +1, Ref +5, Will +3; Str 13, Dex 15, Con 12, Int 9, Wis 12, Cha 8.

Skills and Feats: Climb +2, Hide +4, Move Silently +4; Iron Will.

Encounter One

APL 6

Onturr, Huntmaster: Male beastfolk Ftr4; CR 5; Medium Humanoid; HD 4d10+8 + 2d8+4; hp 52; Init +2; Spd 30 ft; AC 12 (touch 12, flat-footed 10) [+2 Dex]; BA/G +5/+7; Atk +8 melee (1d8+4/x3, spear) or +7 melee (1d4+2/19-20, dagger) or +7 ranged (1d4+2 plus poison, dart); Full Atk +8 melee (1d8+4/x3, spear) or +7 melee (1d4+2/19-20, dagger) or +7 ranged (1d4 plus poison, dart); SQ Low-light vision, spell resistance 20; AL N; SV Fort +6, Ref +6, Will +6; Str 15, Dex 14, Con 14, Int 10, Wis 16, Cha 14.

Skills and Feats: Climb +9, Diplomacy +4, Hide +2, Intimidate +6, Knowledge (nature) +5, Move Silently +2, Speak Sylvan; Dodge, Iron Will, Toughness, Weapon Focus (spear), Weapon Specialization (spear).

Poison (Ex): Terinav root (contact, Fortitude DC 16, initial damage 1d6 Dex, secondary damage 2d6 Dex) coats a Tree Hunter beastfolk's darts.

Possessions: Spear, dagger, 10 poisoned darts.

Beastfolk Hunters (8): Male beastfolk; CR 1; Medium Humanoid; HD 2d8+2; hp 11 each; Init +2; Spd 30 ft; AC 12 (touch 12, flat-footed 10) [+2 Dex]; BA/G +1/+2; Atk +1 melee (1d8/x3, spear) or +3 ranged (1d4 plus poison, dart) or +3 ranged (entangle, net); Full Atk +1 melee (1d8/x3, spear) or +3 ranged (1d4 plus poison, dart) or +3 ranged (entangle, net); SQ Low-light vision, spell resistance 20; AL CN; SV Fort +1, Ref +5, Will +3; Str 10, Dex 15, Con 11, Int 10, Wis 13, Cha 10.

Skills and Feats: Climb +2, Hide +4, Move Silently +5; Iron Will.

Poison (Ex): Terinav root (contact, Fortitude DC 16, initial damage 1d6 Dex, secondary damage 2d6 Dex) coats a Tree Hunter beastfolk's darts.

Possessions: Spear, 10 poisoned darts, net.

APL 8

Onturr, Huntmaster: Male beastfolk Ftr7; CR 8; Medium Humanoid; HD 7d10+14 + 2d8+4; hp 76; Init +2;

Spd 30 ft; AC 12 (touch 12, flat-footed 10) [+2 Dex]; BA/G +8/+10; Atk +11 melee (1d8+4/x3, spear) or +10 melee (1d4+2/19-20, dagger) or +10 ranged (1d4+2 plus poison, dart); Full Atk +11/+6 melee (1d8+4/x3, spear) or +10/+5 melee (1d4+2/19-20, dagger) or +10 ranged (1d4 plus poison, dart); SQ Low-light vision, spell resistance 20; AL N; SV Fort +7, Ref +7, Will +7; Str 15, Dex 14, Con 14, Int 10, Wis 16, Cha 14.

Skills and Feats: Climb +12, Diplomacy +4, Hide +2, Intimidate +9, Knowledge (nature) +5, Move Silently +2, Speak Sylvan; Diehard, Dodge, Endurance, Iron Will, Toughness, Weapon Focus (spear), Weapon Specialization (spear).

Poison (Ex): Terinav root (contact, Fortitude DC 16, initial damage 1d6 Dex, secondary damage 2d6 Dex) coats a Tree Hunter beastfolk's darts.

Possessions: Spear, dagger, 10 poisoned darts.

Beastfolk Hunters (8): Male beastfolk; CR 1; Medium Humanoid; HD 2d8+2; hp 11 each; Init +2; Spd 30 ft; AC 12 (touch 12, flat-footed 10) [+2 Dex]; BA/G +1/+2; Atk +1 melee (1d8/x3, spear) or +3 ranged (1d4 plus poison, dart) or +3 ranged (entangle, net); Full Atk +1 melee (1d8/x3, spear) or +3 ranged (1d4 plus poison, dart) or +3 ranged (entangle, net); SQ Low-light vision, spell resistance 20; AL CN; SV Fort +1, Ref +5, Will +3; Str 10, Dex 15, Con 11, Int 10, Wis 13, Cha 10.

Skills and Feats: Climb +2, Hide +4, Move Silently +5; Iron Will.

Poison (Ex): Terinav root (contact, Fortitude DC 16, initial damage 1d6 Dex, secondary damage 2d6 Dex) coats a Tree Hunter beastfolk's darts.

Possessions: Spear, 10 poisoned darts, net.

APL 10

Onturr, Huntmaster: Male beastfolk Ftr10; CR 11; Medium Humanoid; HD 10d10+20 + 2d8+4; hp 100; Init +2; Spd 30 ft; AC 12 (touch 12, flat-footed 10) [+2 Dex]; BA/G +11/+14; Atk +15 melee (1d8+5/19-20/x3, spear) or +14 melee (1d4+3/19-20, dagger) or +13 ranged (1d4+3 plus poison, dart); Full Atk +15/+10/+5 melee (1d8+5/19-20/x3, spear) or +14/+9/+4 melee (1d4+3/19-20, dagger) or +13 ranged (1d4+3 plus poison, dart); SQ Low-light vision, spell resistance 20; AL N; SV Fort +8, Ref +9, Will +8; Str 16, Dex 14, Con 14, Int 10, Wis 16, Cha 14.

Skills and Feats: Climb +16, Diplomacy +4, Hide +2, Intimidate +12, Knowledge (nature) +5, Move Silently +2, Speak Sylvan; Diehard, Dodge, Endurance, Improved Critical (spear) Iron Will, Power Attack, Toughness, Weapon Focus (spear), Weapon Specialization (spear).

Poison (Ex): Terinav root (contact, Fortitude DC 16, initial damage 1d6 Dex, secondary damage 2d6 Dex) coats a Tree Hunter beastfolk's darts.

Possessions: Spear, dagger, 10 poisoned darts.

Beastfolk Hunters (8): Male beastfolk; CR 1; Medium Humanoid; HD 2d8+2; hp 11 each; Init +2; Spd 30 ft; AC 12 (touch 12, flat-footed 10) [+2 Dex]; BA/G +1/+2; Atk +1 melee (1d8/x3, spear) or +3 ranged (1d4 plus poison, dart) or +3 ranged (entangle, net); Full Atk +1 melee (1d8/x3, spear) or +3 ranged (1d4 plus poison, dart) or +3 ranged (entangle, net); SQ Low-light vision, spell resistance 20; AL CN; SV Fort +1, Ref +5, Will +3; Str 10, Dex 15, Con 11, Int 10, Wis 13, Cha 10.

Skills and Feats: Climb +2, Hide +4, Move Silently +5; Iron Will.

Poison (Ex): Terinav root (contact, Fortitude DC 16, initial damage 1d6 Dex, secondary damage 2d6 Dex) coats a Tree Hunter beastfolk's darts.

Possessions: Spear, 10 poisoned darts, net.

APL 12

Onturr, Huntmaster: Male beastfolk Ftr12; CR 13; Medium Humanoid; HD 12d10+24 + 2d8+4; hp 116; Init +2; Spd 30 ft; AC 12 (touch 12, flat-footed 10) [+2 Dex]; BA/G +13/+16; Atk +17 melee (1d8+5/19-20/x3, spear) or +16 melee (1d4+3/19-20, dagger) or +15 ranged (1d4+3 plus poison, dart); Full Atk +17/+12/+7 melee (1d8+5/19-20/x3, spear) or +16/+11/+6 melee (1d4+3/19-20, dagger) or +15 ranged (1d4+3 plus poison, dart); SQ Low-light vision, spell resistance 20; AL N; SV Fort +9, Ref +10, Will +9; Str 16, Dex 15, Con 14, Int 10, Wis 16, Cha 14.

Skills and Feats: Climb +16, Diplomacy +4, Hide +2, Intimidate +12, Knowledge (nature) +5, Move Silently +2, Speak Sylvan; Cleave, Diehard, Dodge, Endurance, Great Cleave, Improved Critical (spear), Iron Will, Power Attack, Toughness, Weapon Focus (spear), Weapon Specialization (spear).

Poison (Ex): Terinav root (contact, Fortitude DC 16, initial damage 1d6 Dex, secondary damage 2d6 Dex) coats a Tree Hunter beastfolk's darts.

Possessions: Spear, dagger, 10 poisoned darts.

Beastfolk Hunters (8): Male beastfolk; CR 1; Medium Humanoid; HD 2d8+2; hp 11 each; Init +2; Spd 30 ft; AC 12 (touch 12, flat-footed 10) [+2 Dex]; BA/G +1/+2; Atk +1 melee (1d8/x3, spear) or +3 ranged (1d4 plus poison, dart) or +3 ranged (entangle, net); Full Atk +1 melee (1d8/x3, spear) or +3 ranged (1d4 plus poison, dart) or +3 ranged (entangle, net); SQ Low-light vision, spell resistance 20; AL CN; SV Fort +1, Ref +5, Will +3; Str 10, Dex 15, Con 11, Int 10, Wis 13, Cha 10.

Skills and Feats: Climb +2, Hide +4, Move Silently +5; Iron Will.

Poison (Ex): Terinav root (contact, Fortitude DC 16, initial damage 1d6 Dex, secondary damage 2d6 Dex) coats a Tree Hunter beastfolk's darts.

Possessions: Spear, 10 poisoned darts, net.

Encounter Two

APL 6

Blackhorn: Male black half-dragon troll Ftr1; CR 8; Large Dragon (Augmented Giant); HD 7d10+56; hp 102; Init +4; Spd 30 ft, fly 60 ft. (average); AC 22 (touch 13, flat-footed 18) [-1 size, +4 Dex, +9 natural]; BA/G +5/+21; Atk +16 melee (1d6+12, claw); Full Atk +16 melee (1d6+12, 2 claws) and +11 melee (1d8+6, bite); Space/Reach 10 ft./10 ft.; SA Breath weapon, rend 2d6+18; SQ Darkvision 90 ft., immunity to acid, immunity to sleep and paralysis, low-light vision, regeneration 5, scent; AL CE; SV Fort +13, Ref +6, Will +2; Str 35, Dex 18, Con 27, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +17, Jump +15, Listen +10, Spot +10, Swim +17; Awesome Blow, Cleave, Improved Bull Rush, Power Attack.

Breath Weapon (Su): 30-foot line, once per day, damage 6d8 acid, Reflex DC 21 half. The save DC is Constitution-based.

Rend (Ex): If Blackhorn hits with both claw attacks, he latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+18 points of damage.

Regeneration (Ex): Fire deals normal damage to Blackhorn. If he loses a limb or body part, the lost portion regrows in 3d6 minutes. Blackhorn can reattach the severed member instantly by holding it to the stump.

APL 8

Blackhorn: Male black half-dragon troll Ftr1/War Hulk2; CR 10; Large Dragon (Augmented Giant); HD 7d10+56 + 2d12+16; hp 132; Init +4; Spd 30 ft, fly 60 ft. (average); AC 22 (touch 13, flat-footed 18) [-1 size, +4 Dex, +9 natural]; BA/G +5/+23; Atk +18 melee (1d6+14, claw); Full Atk +18 melee (1d6+14, 2 claws) and +16 melee (1d8+7, bite); Space/Reach 10 ft./10 ft.; SA Breath weapon, great swing, rend 2d6+21; SQ Darkvision 90 ft., immunity to acid, immunity to sleep and paralysis, low-light vision, regeneration 5, scent; AL CE; SV Fort +16, Ref +6, Will +2; Str 39, Dex 18, Con 27, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +20, Jump +18, Listen +10, Spot +10, Swim +19; Awesome Blow, Cleave, Improved Bull Rush, Multiattack, Power Attack.

Breath Weapon (Su): 30-foot line, once per day, damage 6d8 acid, Reflex DC 21 half. The save DC is Constitution-based.

Great Swing (Ex): Starting at 2nd level, a war hulk is able to make a great, sweeping swing with a melee weapon. As a full-round action, the war hulk can choose three squares adjacent to one another (he must threaten all of them). His attack applies to all creatures in those squares. Make one attack roll and apply that roll as an attack against each defender. If the war hulk uses a special attack (such as disarm, trip, or sunder), this special attack affects only the first target; the other creatures are attacked normally.

Walls and similar obstacles can block a great swing. Start with one square that the war hulk threatens. Each successive square chosen must be adjacent to the previous square and have line of effect from that square. Two squares separated by a wall, for instance, can't be chosen as adjacent targets for a great swing.

The war hulk may skip creatures, attacking only those he wants to. For example, if there are three creatures in a row – an enemy, an ally, and another enemy – the war hulk can choose those three squares for the great swing but strike only the two enemies.

If a war hulk drops one of his foes with a great swing, he may make a cleave attack normally. However, he may do so only once for every time he swings, even if he drops more than one foe.

Rend (Ex): If Blackhorn hits with both claw attacks, he latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+21 points of damage.

Regeneration (Ex): Fire deals normal damage to Blackhorn. If he loses a limb or body part, the lost portion regrows in 3d6 minutes. Blackhorn can reattach the severed member instantly by holding it to the stump.

APL 10

Blackhorn: Male black half-dragon troll Ftr1/War Hulk4; CR 12; Large Dragon (Augmented Giant); HD 7d10+56 + 4d12+32; hp 162; Init +4; Spd 30 ft., fly 60 ft. (average); AC 22 (touch 13, flat-footed 18) [-1 size, +4 Dex, +9 natural]; BA/G +5/+26; Atk +21 melee (1d6+17, claw) or +21 ranged (2d8+17, gray ooze stone); Full Atk +21 melee (1d6+17, 2 claws) and +19 melee (1d8+8, bite) or +21 ranged (2d8+17, gray ooze stone); Space/Reach 10 ft./10 ft.; SA Breath weapon, great swing, mighty swing, rend 2d6+25; SQ Darkvision 90 ft., immunity to acid, immunity to sleep and paralysis, low-light vision, regeneration 5, scent; AL CE; SV Fort +17, Ref +7, Will +3; Str 44, Dex 18, Con 27, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +24, Jump +22, Listen +10, Spot +10, Swim +22; Awesome Blow, Cleave, Improved Bull Rush, Multiattack, Power Attack.

Breath Weapon (Su): 30-foot line, once per day, damage 6d8 acid, Reflex DC 21 half. The save DC is Constitution-based.

Great Swing (Ex): Starting at 2nd level, a war hulk is able to make a great, sweeping swing with a melee weapon. As a full-round action, the war hulk can choose three squares adjacent to one another (he must threaten all of them). His attack applies to all creatures in those squares. Make one attack roll and apply that roll as an attack against each defender. If the war hulk uses a special attack (such as disarm, trip, or sunder), this special attack affects only the first target; the other creatures are attacked normally.

Walls and similar obstacles can block a great swing. Start with one square that the war hulk threatens. Each successive square chosen must be adjacent to the previous square and have line of effect from that square. Two squares separated by a wall, for instance, can't be chosen as adjacent targets for a great swing.

The war hulk may skip creatures, attacking only those he wants to. For example, if there are three creatures in a row – an enemy, an ally, and another enemy – the war hulk can choose those three squares for the great swing but strike only the two enemies.

If a war hulk drops one of his foes with a great swing, he may make a cleave attack normally. However, he may do so only once for every time he swings, even if he drops more than one foe.

Mighty Rock Throwing (Ex): Starting at 3rd level, a war hulk gains a powerful rock throwing ability. The character can throw rocks that deal 2d8 points of damage with a range increment of 50 feet. (Like all thrown weapons, they have a maximum range of five range increments.) The war hulk uses his Strength modifier instead of his Dexterity modifier on the attack roll. The rock must weigh approximately 50 pounds.

Mighty Swing (Ex): Starting at 4th level, a war hulk can make a mighty swing. A mighty swing is like a great swing, except that it is a standard action rather than a full-round action. Thus, the character can move and make a mighty swing or (if he can make multiple attacks) make multiple mighty swings in a single round.

Rend (Ex): If Blackhorn hits with both claw attacks, he latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+25 points of damage.

Regeneration (Ex): Fire deals normal damage to Blackhorn. If he loses a limb or body part, the lost portion regrows in 3d6 minutes. Blackhorn can reattach the severed member instantly by holding it to the stump.

Possessions: Gray ooze stone.

Blackhorn: Male black half-dragon troll Ftr1/War Hulk6; CR 12; Large Dragon (Augmented Giant); HD

7d10+56 + 6d12+48; hp 192; Init +4; Spd 30 ft., fly 60 ft. (average); AC 22 (touch 13, flat-footed 18) [-1 size, +4 Dex, +9 natural]; BA/G +5/+28; Atk +23 melee (1d8+19, claw) or +23 ranged (2d8+19, gray ooze stone); Full Atk +23 melee (1d8+19, 2 claws) and +21 melee (1d8+9, bite) or +23 ranged (2d8+19, gray ooze stone); Space/Reach 10 ft./10 ft.; SA Breath weapon, great swing, mighty swing, rend 2d8+28, sweeping boulder; SQ Darkvision 90 ft., immunity to acid, immunity to sleep and paralysis, low-light vision, regeneration 5, scent; AL CE; SV Fort +17, Ref +7, Will +3; Str 48, Dex 18, Con 27, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +23, Jump +25, Listen +10, Spot +10, Swim +24; Awesome Blow, Cleave, Improved Bull Rush, Improved Natural Attack (claw), Multiattack, Power Attack.

Breath Weapon (Su): 30-foot line, once per day, damage 6d8 acid, Reflex DC 21 half. The save DC is Constitution-based.

Great Swing (Ex): Starting at 2nd level, a war hulk is able to make a great, sweeping swing with a melee weapon. As a full-round action, the war hulk can choose three squares adjacent to one another (he must threaten all of them). His attack applies to all creatures in those squares. Make one attack roll and apply that roll as an attack against each defender. If the war hulk uses a special attack (such as disarm, trip, or sunder), this special attack affects only the first target; the other creatures are attacked normally.

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Mighty Rock Throwing (Ex): Starting at 3rd level, a war hulk gains a powerful rock throwing ability. The character can throw rocks that deal 2d8 points of damage with a range increment of 50 feet. (Like all thrown weapons, they have a maximum range of five range increments.) The war hulk uses his Strength modifier instead of his Dexterity modifier on the attack roll. The rock must weigh approximately 50 pounds.

Mighty Swing (Ex): Starting at 4th level, a war hulk can make a mighty swing. A mighty swing is like a great

swing, except that it is a standard action rather than a full-round action. Thus, the character can move and make a mighty swing or (if he can make multiple attacks) make multiple mighty swings in a single round.

Rend (Ex): If Blackhorn hits with both claw attacks, he latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d8+28 points of damage.

Regeneration (Ex): Fire deals normal damage to Blackhorn. If he loses a limb or body part, the lost portion regrows in 3d6 minutes. Blackhorn can reattach the severed member instantly by holding it to the stump.

Sweeping Boulder (Ex): Starting at 6th level, a war hulk is able to throw his rocks with such force that they affect two adjacent squares. (The second square must be farther away from the war hulk than the first – they cannot be equidistant from him.) Make one attack roll and apply the result to each target.

As with great swing, the war hulk must have line of effect from one square to the next.

Possessions: Two gray ooze stones.

Encounter Four

APL 6

All three green hags are as presented in the *Monster Manual*, except Greta has two *beads of force*.

APL 8

Ergatha, Druidess: Female green hag Drd4; CR 7; Medium Monstrous Humanoid; HD 13d8+39; hp 117; Init +0; Spd 30 ft., swim 30 ft.; AC 21 (touch 10, flat-footed 21) [+11 natural]; BA/G +12/+16; Atk +16 melee (1d4+4, claw) or +16 melee (1d6+4, club); Full Atk +16 melee (1d4+4, 2 claws) or +16/+11/+6 (1d6+4, club); SA Mimicry, spell-like abilities, spells, weakness; SQ Darkvision 90 ft., nature sense, resist nature's lure, spell resistance 18, trackless step, wild empathy, woodland stride; AL NE; SV Fort +12, Ref +7, Will +14; Str 18, Dex 10, Con 16, Int 14, Wis 18, Cha 15.

Skills and Feats: Concentration +19, Craft (alchemy) +10, Hide +8, Knowledge (nature) +9, Listen +19, Spot +19, Survival +8, Swim +12; Alertness, Blind-Fight, Brew Potion, Combat Casting, Great Fortitude.

Spell-Like Abilities: At will—*dancing lights*, *disguise self*, *ghost sound* (DC 12), *invisibility*, *pass without trace*, *tongues*, *water breathing*. Caster level 9th. The save DC is Charisma-based.

Weakness (Su): A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a DC 16 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

Mimicry (Ex): A green hag can imitate the sounds of almost any animal found near its lair.

Skills: A green hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Possessions: Club, mistletoe.

Spells Prepared (5/4/3; base DC = 14 + spell level): 0—*create water, cure minor wounds, detect poison, know direction, mending*; 1st—*entangle, faerie fire, hide from animals, shillelagh*; 2nd—*summon swarm, tree shape, warp wood*.

Greta, Sorceress: Female green hag Sor4; CR 7; Medium Monstrous Humanoid; HD 9d8+18 + 4d4+8; hp 79; Init +3; Spd 30 ft., swim 30 ft.; AC 27 (touch 16, flat-footed 24) [+3 Dex, +3 deflection, +11 natural]; BA/G +11/+15; Atk +15 melee (1d4+4, claw) or +15 melee (1d6+4, quarterstaff); Full Atk +15 melee (1d4+4, 2 claws) or +15/+10/+5 melee (1d6+4, quarterstaff); SA Mimicry, spell-like abilities, spells, weakness; SQ Darkvision 90 ft., spell resistance 18; AL CE; SV Fort +8, Ref +10, Will +10; Str 18, Dex 16, Con 15, Int 14, Wis 10, Cha 20.

Skills and Feats: Concentration +16, Knowledge (arcana) +16, Hide +11, Listen +10, Spellcraft +11, Spot +10, Swim +12; Alertness, Blind-Fight, Combat Casting, Great Fortitude, Practiced Spellcaster**.

Spell-Like Abilities: At will—*dancing lights, disguise self, ghost sound* (DC 15), *invisibility, pass without trace, tongues, water breathing*. Caster level 9th. The save DC is Charisma-based.

Weakness (Su): A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a DC 19 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

Mimicry (Ex): A green hag can imitate the sounds of almost any animal found near its lair.

Skills: A green hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Possessions: Dagger, *ring of protection* +3, 2 *beads of force*.

Spells Known (6/8/4; caster level 8th; base DC = 15 + spell level): 0—*acid splash, daze, detect magic, mage hand, message, read magic*; 1st—*alarm, mage armor, magic missile*; 2nd—*touch of idiocy*.

Olghi, Cleric of the Old One: Female green hag Clr4; CR 7; Medium Monstrous Humanoid; HD 13d8+26; hp 104; Init +0; Spd 30 ft., swim 30 ft.; AC 21 (touch 10, flat-footed 21) [+11 natural]; BA/G +12/+19; Atk +19 melee (1d4+7, claw) or +20 melee (2d6+11/19-20, +1 *greatsword*); Full Atk +19 melee (1d4+7, 2 claws) or

+20/+15/+10 melee (2d6+11/19-20, +1 *greatsword*); SA Mimicry, rebuke undead, spell-like abilities, spells, weakness; SQ Darkvision 90 ft., spell resistance 18; AL CE; SV Fort +11, Ref +7, Will +14; Str 24, Dex 10, Con 15, Int 12, Wis 18, Cha 14.

Skills and Feats: Concentration +16, Hide +8, Knowledge (local) +7, Listen +16, Spot +16, Swim +15; Alertness, Blind-Fight, Combat Casting, Great Fortitude, Martial Weapon Proficiency (greatsword).

Spell-Like Abilities: At will—*dancing lights, disguise self, ghost sound* (DC 15), *invisibility, pass without trace, tongues, water breathing*. Caster level 9th. The save DC is Charisma-based.

Weakness (Su): A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a DC 19 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

Mimicry (Ex): A green hag can imitate the sounds of almost any animal found near its lair.

Skills: A green hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Possessions: +1 *adamantine greatsword*, unholy symbol of Iuz.

Spells Prepared (5/4+1/3+1; base DC = 14 + spell level): 0—*cure minor wounds, detect magic, detect poison, purify food and drink, read magic*; 1st—*bless, curse water, divine favor, protection from good**, *shield of faith*; 2nd—*augury, desecrate**, *hold person, sound burst*.

*Domain spell. Domains: Evil (evil spells +1 caster level) and Trickery (Bluff, Disguise, and Hide are class skills).

**See Appendix 2 for information.

APL 10

Ergatha, Druidess: Female green hag Drd8; CR 9; Medium Monstrous Humanoid; HD 17d8+51; hp 149; Init +0; Spd 30 ft., swim 30 ft.; AC 21 (touch 10, flat-footed 21) [+11 natural]; BA/G +15/+19; Atk +19 melee (1d4+4, claw) or +19 melee (1d6+4, club); Full Atk +19 melee (1d4+4, 2 claws) or +19/+14/+9 (1d6+4, club); SA Mimicry, spell-like abilities, spells, weakness, wild shape (3/day, Large); SQ Darkvision 90 ft., nature sense, resist nature's lure, spell resistance 18, trackless step, wild empathy, woodland stride; AL NE; SV Fort +14, Ref +8, Will +16; Str 18, Dex 10, Con 16, Int 14, Wis 18, Cha 16.

Skills and Feats: Concentration +23, Craft (alchemy) +15, Hide +8, Knowledge (nature) +11, Listen +24, Spot

+24, Survival +11, Swim +12; Alertness, Blind-Fight, Brew Potion, Combat Casting, Great Fortitude, Natural Spell.

Spell-Like Abilities: At will—*dancing lights, disguise self, ghost sound* (DC 13), *invisibility, pass without trace, tongues, water breathing*. Caster level 9th. The save DC is Charisma-based.

Weakness (Su): A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a DC 17 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

Mimicry (Ex): A green hag can imitate the sounds of almost any animal found near its lair.

Skills: A green hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Possessions: Club, *bag of tricks* (rust), mistletoe.

Spells Prepared (6/5/4/4/3; base DC = 14 + spell level): 0—*create water, cure minor wounds, detect magic, detect poison, know direction, mending*; 1st—*entangle, faerie fire, hide from animals, shillelagh, speak with animals*; 2nd—*barkskin, summon swarm, tree shape, warp wood*; 3rd—*call lightning, dominate animal, greater magic fang, poison*; 4th—*command plants, dispel magic, giant vermin*.

Greta, Sorceress: Female green hag Sor8; CR 9; Medium Monstrous Humanoid; HD 9d8+27 + 8d4+24; hp 116; Init +3; Spd 30 ft., swim 30 ft.; AC 27 (touch 16, flat-footed 24) [+3 Dex, +3 deflection, +11 natural]; BA/G +13/+17; Atk +17 melee (1d4+4, claw) or +17 melee (1d6+4, quarterstaff); Full Atk +17 melee (1d4+4, 2 claws) or +17/+12/+7 melee (1d6+4, quarterstaff); SA Mimicry, spell-like abilities, spells, weakness; SQ Darkvision 90 ft., spell resistance 18; AL CE; SV Fort +10, Ref +11, Will +12; Str 18, Dex 16, Con 16, Int 14, Wis 10, Cha 20.

Skills and Feats: Concentration +23, Knowledge (arcana) +21, Hide +11, Listen +10, Spellcraft +15, Spot +10, Swim +12; Alertness, Blind-Fight, Combat Casting, Great Fortitude, Practiced Spellcaster**, Silent Spell.

Spell-Like Abilities: At will—*dancing lights, disguise self, ghost sound* (DC 15), *invisibility, pass without trace, tongues, water breathing*. Caster level 9th. The save DC is Charisma-based.

Weakness (Su): A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a DC 19 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

Mimicry (Ex): A green hag can imitate the sounds of almost any animal found near its lair.

Skills: A green hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check,

even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Possessions: Dagger, *ring of protection* +3, 2 *beads of force*.

Spells Known (6/8/7/6/4; caster level 12th; base DC = 15 + spell level): 0—*acid splash, daze, detect magic, detect poison, mage hand, message, ray of frost, read magic*; 1st—*alarm, identify, mage armor, magic missile, ray of enfeeblement*; 2nd—*blindness/deafness, detect thoughts, touch of idiocy*; 3rd—*clairaudience/clairvoyance, slow*; 4th—*fear*.

Olghi, Cleric of the Old One: Female green hag Clr8; CR 9; Medium Monstrous Humanoid; HD 17d8+51; hp 149; Init +0; Spd 30 ft., swim 30 ft.; AC 21 (touch 10, flat-footed 21) [+11 natural]; BA/G +15/+22; Atk +22 melee (1d4+7, claw) or +24 melee (2d6+12/19-20, +2 *adamantine greatsword*); Full Atk +22 melee (1d4+7, 2 claws) or +24/+19/+14 melee (2d6+12/19-20, +2 *adamantine greatsword*); SA Mimicry, rebuke undead, spell-like abilities, spells, weakness; SQ Darkvision 90 ft., spell resistance 18; AL CE; SV Fort +14, Ref +8, Will +16; Str 24, Dex 10, Con 16, Int 12, Wis 18, Cha 14.

Skills and Feats: Concentration +20, Hide +8, Knowledge (local) +7, Listen +20, Spot +20, Swim +15; Alertness, Blind-Fight, Combat Casting, Great Fortitude, Martial Weapon Proficiency (greatsword), Power Attack.

Spell-Like Abilities: At will—*dancing lights, disguise self, ghost sound* (DC 15), *invisibility, pass without trace, tongues, water breathing*. Caster level 9th. The save DC is Charisma-based.

Weakness (Su): A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a DC 19 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

Mimicry (Ex): A green hag can imitate the sounds of almost any animal found near its lair.

Skills: A green hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Possessions: +2 *adamantine greatsword*, unholy symbol of Iuz.

Spells Prepared (6/5+1/4+1/4+1/3+1; base DC = 14 + spell level): 0—*cure minor wounds, detect magic, detect poison, guidance, purify food and drink, read magic*; 1st—*bless, curse water, divine favor, doom, protection from good*, shield of faith*; 2nd—*augury, desecrate*, hold person, sound burst, undetectable alignment*; 3rd—*bestow curse, dispel magic, locate object, magic circle against good*, magic vestment*; 4th—*confusion*, divine power, restoration, spell immunity*.

*Domain spell. Domains: Evil (evil spells +1 caster level) and Trickery (Bluff, Disguise, and Hide are class skills).

**See Appendix 2 for information.

APL 12

Ergatha, Druidess: Female green hag Drd11; CR 11; Medium Monstrous Humanoid; HD 20d8+60; hp 173; Init +0; Spd 30 ft., swim 30 ft.; AC 21 (touch 10, flat-footed 21) [+11 natural]; BA/G +17/+21; Atk +21 melee (1d4+4, claw) or +21 melee (1d6+4, club); Full Atk +21 melee (1d4+4, 2 claws) or +21/+16/+11/+6 (1d6+4, club); SA Mimicry, spell-like abilities, spells, weakness, wild shape (4/day, Large, Tiny); SQ Darkvision 90 ft., nature sense, resist nature's lure, spell resistance 18, trackless step, venom immunity, wild empathy, woodland stride; AL NE; SV Fort +15, Ref +9, Will +17; Str 18, Dex 10, Con 16, Int 14, Wis 18, Cha 16.

Skills and Feats: Concentration +26, Craft (alchemy) +20, Hide +8, Knowledge (nature) +13, Listen +27, Spot +27, Survival +13, Swim +12; Alertness, Blind-Fight, Brew Potion, Combat Casting, Craft Rod, Great Fortitude, Natural Spell.

Spell-Like Abilities: At will—*dancing lights, disguise self, ghost sound* (DC 13), *invisibility, pass without trace, tongues, water breathing*. Caster level 9th. The save DC is Charisma-based.

Weakness (Su): A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a DC 17 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

Mimicry (Ex): A green hag can imitate the sounds of almost any animal found near its lair.

Skills: A green hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Possessions: Club, *bag of tricks* (rust), mistletoe.

Spells Prepared (6/6/5/5/4/2/1; base DC = 14 + spell level): 0—*create water, cure minor wounds, detect magic, detect poison, know direction, mending*; 1st—*entangle, faerie fire, hide from animals, longstrider, shillelagh, speak with animals*; 2nd—*barkskin, hold animal, summon swarm, tree shape, warp wood*; 3rd—*call lightning, dominate animal, greater magic fang, poison, protection from energy*; 4th—*command plants, dispel magic, freedom of movement, giant vermin*; 5th—*animal growth, baleful polymorph*; 6th—*mass bear's endurance*.

Greta, Sorceress: Female green hag Sor11; CR 11; Medium Monstrous Humanoid; HD 9d8+27 + 11d4+33;

hp 134; Init +3; Spd 30 ft., swim 30 ft.; AC 24 (touch 13, flat-footed 21) [+3 Dex, +11 natural]; BA/G +14/+18; Atk +18 melee (1d4+4, claw) or +18 melee (1d6+4, quarterstaff); Full Atk +18 melee (1d4+4, 2 claws) or +18/+13/+8 melee (1d6+4, quarterstaff); SA Mimicry, spell-like abilities, spells, weakness; SQ Darkvision 90 ft., spell resistance 18; AL CE; SV Fort +11, Ref +12, Will +13; Str 18, Dex 16, Con 16, Int 14, Wis 10, Cha 20.

Skills and Feats: Concentration +26, Knowledge (arcana) +25, Hide +11, Listen +10, Spellcraft +20, Spot +10, Swim +12; Alertness, Blind-Fight, Combat Casting, Great Fortitude, Practiced Spellcaster**, Silent Spell, Still Spell.

Spell-Like Abilities: At will—*dancing lights, disguise self, ghost sound* (DC 15), *invisibility, pass without trace, tongues, water breathing*. Caster level 9th. The save DC is Charisma-based.

Weakness (Su): A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a DC 19 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

Mimicry (Ex): A green hag can imitate the sounds of almost any animal found near its lair.

Skills: A green hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Possessions: Dagger, *ring of protection* +3, *rod of negation*, 2 *beads of force*.

Spells Known (6/8/7/7/7/5; caster level 15th; base DC = 15 + spell level): 0—*acid splash, arcane mark, daze, detect magic, detect poison, mage hand, message, ray of frost, read magic*; 1st—*alarm, identify, mage armor, magic missile, ray of enfeeblement*; 2nd—*blindness/deafness, blur, detect thoughts, minor image, touch of idiocy*; 3rd—*clairaudience/clairvoyance, gaseous form, haste, slow*; 4th—*confusion, fear, phantasmal killer*; 5th—*feeblemind, telekinesis*.

Olghi, Cleric of the Old One: Female green hag Clr11; CR 11; Medium Monstrous Humanoid; HD 20d8+60; hp 173; Init +0; Spd 30 ft., swim 30 ft.; AC 21 (touch 10, flat-footed 21) [+11 natural]; BA/G +17/+24; Atk +24 melee (1d4+7, claw) or +26 melee (2d6+12/17-20, +2 wounding adamantite greatsword); Full Atk +24 melee (1d4+7, 2 claws) or +26/+21/+16/+11 melee (2d6+12/17-20, +2 wounding adamantite greatsword); SA Mimicry, rebuke undead, spell-like abilities, spells, weakness; SQ Darkvision 90 ft., spell resistance 18; AL CE; SV Fort +15, Ref +9, Will +17; Str 24, Dex 10, Con 16, Int 12, Wis 18, Cha 14.

Skills and Feats: Concentration +23, Hide +8, Knowledge (local) +7, Listen +23, Spot +23, Swim +15;

Alertness, Blind-Fight, Combat Casting, Great Fortitude, Improved Critical (greatsword), Martial Weapon Proficiency (greatsword), Power Attack.

Spell-Like Abilities: At will—*dancing lights, disguise self, ghost sound* (DC 15), *invisibility, pass without trace, tongues, water breathing*. Caster level 9th. The save DC is Charisma-based.

Weakness (Su): A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a DC 19 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

Mimicry (Ex): A green hag can imitate the sounds of almost any animal found near its lair.

Skills: A green hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Possessions: +2 *wounding adamantite greatsword*, unholy symbol of Iuz.

Spells Prepared (6/6+1/5+1/5+1/4+1/2+1/1+1; base DC = 14 + spell level): 0—*cure minor wounds, detect magic, detect poison, guidance, purify food and drink, read magic*; 1st—*bless, curse water, divine favor, doom, obscuring mist, protection from good**, *shield of faith*; 2nd—*align weapon, augury, desecrate**, *hold person, sound burst, undetectable alignment*; 3rd—*bestow curse, dispel magic, locate object, magic circle against good**, *magic vestment, protection from energy*; 4th—*confusion**, *discern lies, divine power, restoration, spell immunity*; 5th—*dispel good**, *greater command, righteous might*; 6th—*mislead, word of recall*.

*Domain spell. Domains: Evil (evil spells +1 caster level) and Trickery (Bluff, Disguise, and Hide are class skills).

**See Appendix 2 for information.

Appendix 2: New Rules

Serpentine Curse

Any humanoid hit by an ophidian's bite attack must succeed on a Fortitude save (DC 11) or contract a curse that will turn the victim into an ophidian. Starting 1d4+1 days after infection, the victim slowly becomes more snakelike: Its skin grows scaly, its legs begin to shrink and fuse together, and its tongue becomes forked. After two weeks, the victim is fully transformed into an ophidian, with no memory of its previous existence. To stop the transformation, the victim must receive a *remove disease* or *remove curse* spell before the process is complete, although these spells do not undo any transformation that has already begun. A *heal*, *regeneration*, *limited wish*, *wish* or *miracle* spell is required to reverse the transformation. Once the transformation is complete, nothing short of a *wish* or *miracle* can return the victim to its previous state. The save DC is Constitution-based.

Fiend Folio, pages 133-134.

Practiced Spellcaster [General]

Choose a spellcasting class that you possess. Your spells cast from that class are more powerful.

Prerequisite: Spellcraft 4 ranks.

Benefit: Your caster level for the chosen spellcasting class increases by 4. This benefit can't increase your caster level to higher than your Hit Dice. However, even if you can't benefit from the full bonus immediately, if you later gain Hit Dice in levels of nonspellcasting classes, you might be able to apply the rest of the bonus.

For example, a human 5th-level sorcerer/3rd-level fighter who selects this feat would increase his sorcerer caster level from 5th to 8th (since he has 8 Hit Dice). If he later gained a fighter level, he would gain the remainder of the bonus and his sorcerer caster level would become 9th (since he now has 9 Hit Dice).

A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the feat's effect.

This feat does not affect your spells per day or spells known. It increases your caster level only, which would help you penetrate spell resistance and increase the duration and other effects of your spells.

Special: You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4th-level cleric/5th-level wizard who had selected this feat twice would cast cleric spells as an 8th-level caster and wizard spells as a 9th-level caster.

Complete Divine, pages 82-83.

Hammersphere

This magic sphere is 4 inches in diameter, made of silver, and covered in small rubies. Etched into it in four places is the hammer-and-anvil symbol of the deity Moradin. When held aloft and activated with a command word, the sphere conjures forth a giant hammer. The hammer functions as a *spiritual weapon* except that it deals 3d6 points of damage per hit. The user of the *hammersphere* does not have to concentrate on the hammer or keep the sphere aloft while the hammer attacks. The *hammersphere* is usable once per day.

Caster Level: 7th; **Prerequisites:** Craft Wondrous Item, *spiritual weapon*, *greater magic weapon*; **Market Price:** 2,500 gp; **Weight:** -.

Arms and Equipment Guide, page 133.

Staff of Fauna

This staff, often created by druids to store spells for their animal companions, allows use of the following spells:

- *Animal growth* (2 charges)
- *Barkskin* (1 charge)
- *Greater magic fang* (1 charge)

Moderate transmutation; CL 9th; Craft Staff, *animal growth*, *barkskin*, *greater magic fang*; Price 19,406 gp.

Complete Divine, page 104.

Unicorn Tail Hair

A spell to which this component is applied has a 20% chance of having its duration doubled.

Book of Exalted Deeds, pages 37-38.

Appendix 3: Beastfolk

Beastfolk

Medium-Size Humanoid

Hit Dice: 2d8 (9 hp)

Initiative: +2

Speed: 30 ft. (6 squares)

Armor Class: 12 (+2 Dex), touch 12, flat-footed 10

Base Attack/Grapple: +1/+1

Attack: Spear +1 melee (1d8), or dart +3 ranged (1d4 plus poison), or net +3 ranged

Full Attack: Spear +1 melee (1d8), or dart +3 ranged (1d4 plus poison), or net +3 ranged

Space/Reach: 5 ft./5 ft.

Special Attacks: Poisoned darts

Special Qualities: Low-light vision, spell resistance 20

Saves: Fort +0, Ref +5, Will +3

Abilities: Str 10, Dex 15, Con 11, Int 10, Wis 13, Cha 10

Skills: Climb +2, Hide +4*, Move Silently +5

Feats: Iron Will

Climate/Terrain: Warm forest

Organization: Band (2-12) or tribe (30-60)

Challenge Rating: 1

Treasure: ½ standard

Alignment: Usually neutral

Advancement: By character class

Level Adjustment: +1

Beastfolk are highly magic-resistant primitive humanoids adept at camouflage. They have a cooperative society that does not believe in the supernatural.

Beastfolk have a fine coat of dark green or olive hair covering their entire bodies. Underneath this outer coat is a layer of coarse black fur. They can cause the outer hairs to raise or lower, exposing the darker hair in patterns that help them hide in their forest environment. Beastfolk wear very few if any clothes, and prefer to keep themselves far from hostile creatures, living peacefully in their remote villages.

Beastfolk speak a very limited form of Sylvan, augmented by hand and body gestures and alterations in the color patterns of their fur. A speaker of Sylvan can communicate rudimentary concepts but usually cannot master the nonverbal aspects of beastfolk communication.

COMBAT

Beastfolk usually attack from ambush, but rarely fight except for food or to defend their territory. On rare occasions they choose to take prisoners rather than slay enemies outright, capturing them with nets. Captured prisoners are stripped of all possessions and then released outside the beastfolk territory, although subdued

opponents that are considered a serious threat are put to a painless death rather than released.

Poison Darts: Beastfolk typically use greenblood oil (injury, Fortitude DC 13, initial damage 1 Con, secondary damage 1d2 Con) on their darts against creatures they consider a serious threat (rather than food). Vesve beastfolk often make use of karoka root poison (injury, Fortitude DC 13, initial damage unconsciousness, no secondary damage) or terinav root (contact, Fortitude DC 16, initial damage 1d6 Dex, secondary damage 2d6 Dex) instead of greenblood oil (which is not common in the Vesve Forest).

Skills: *When in areas of thick greenery, such as their forest habitat, beastfolk have a +8 racial bonus to Hide checks.

BEASTFOLK SOCIETY

Male and female beastfolk are treated equally, they divide tasks so that each utilizes its best skills. The tribal leader changes often, with the most talented individual for a given situation taking charge as long as needed. A village holds young equal to 30% of the adult population. Because of their high spell resistance, beastfolk are rarely harmed by magic and therefore largely discount its existence. They have no spellcasters, relying on herbs and other mundane methods to treat their sick and injured.

BEASTFOLK CHARACTERS

A beastfolk's favored class is rogue; however, most Vesve beastfolk are fighters (if they possess PC classes at all). They have no concept of deities (or anything they cannot directly see or touch) and so even beastfolk exposed to creatures that worship deities are very unlikely to ever gain levels in classes that feature divine spellcasting.

When creating a beastfolk character, they have a +4 bonus to Dexterity, and a +2 bonus to Wisdom.

The beastfolk entry is found in the *Living Greyhawk Journal* #5, pages 23-24 (adapted to v3.5 rules).

Appendix 4: Coure Eladrin

Coure

Tiny Outsider (Chaotic, Eladrin, Extraplanar, Good)

Hit Dice: 2d8+2 (11 hp)

Initiative: +7

Speed: 20 ft. (4 squares), fly 60 ft. (perfect)

Armor Class: 23 (+2 size, +7 Dex, +4 natural), touch 18, flat-footed 15

Base Attack/Grapple: +2/-8

Attack: Tiny dagger +11 melee (1d2-2)

Full Attack: Tiny dagger +11 melee (1d2-2)

Space/Reach: 2 1/2 ft./0 ft.

Special Attacks: Spell-like abilities

Special Qualities: Alternate form, eladrin subtype, immunity to electricity and petrification, magic circle against evil, resistance to acid 10 and cold 10, tongues (always active, 14th level)

Saves: Fort +4 (+8 against poison), Ref +10, Will +3

Abilities: Str 6, Dex 24, Con 12, Int 12, Wis 10, Cha 14

Skills: Concentration +6, Diplomacy +9, Escape Artist +12, Hide +24, Knowledge (the planes) +6, Listen +5, Move Silently +16, Sense Motive +5, Spot +5, Survival +0 (+2 on other planes), Use Rope +7 (+9 bindings)

Feats: Weapon Finesse

Climate/Terrain: Olympian Glades of Arborea

Organization: Solitary, pair, or squad (3-6)

Challenge Rating: 2

Treasure: Standard

Alignment: Always chaotic good

Advancement: 3-6 HD (Small)

Level Adjustment: +5

This sprightly creature appears as a tiny, slender elf clad in bright apparel with unruly, glistening hair and long, gossamer wings that trail from its shoulders.

The smallest of the eladrins, the spritlike coures embody carefree wandering celebrating life as a joyous dance. They often serve more powerful beings as messengers and scouts, provided those they serve can tolerate their erratic humor and near endless pranks. Coures exist to laugh. They prefer a star-filled night in the open to any other time or place, preferring to reveal their pranks and dance only in their own faerie light.

Coure eladrins appear in a variety of improbable colors and are fond of wearing bright apparel of questionable taste. A coure can also assume the shape of an incorporeal ball of light at will.

Coures stand 2 feet tall and weigh 20 pounds. They speak Celestial and Common.

COMBAT

Coures avoid physical combat, knowing that their small frames and tiny weapons are no match for many larger foes. Unless directly confronting minor evil outsiders such as imps, coures see combat as a prompt to seek out and befriend larger and more powerful celestials.

Any weapons a coure wields are treated as having the chaotic and good alignments for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*dancing lights*, *detect evil*, *detect magic*, *faerie fire*, 3/day—*magic missile*, *sleep* (DC 13). Caster level 4th. The save DCs are Charisma-based.

Alternate Form (Su): A coure can assume the form of an incorporeal ball of light at will. This transformation counts as a standard action. In this form, the coure can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like abilities, and supernatural abilities. In this form, the coure has a 50% chance to ignore any damage from a corporeal source, except for force effects or attacks made with *ghost touch* weapons. A coure in this form can pass through solid objects, but not force effects, at will. While incorporeal, its attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against them. In this form, a coure always moves silently and cannot be heard with Listen checks if it doesn't wish to be. While incorporeal, the coure sheds light if it wishes, providing illumination with any radius it wishes up to 30 feet. Changing the amount of light it sheds is a free action that the coure can perform once per round.

Magic Circle Against Evil (Su): A magic circle against evil effect always surrounds the coure, as the *magic circle against evil* spell cast by an 8th-level sorcerer. (The defensive benefits of the circle are not included in the statistics above.)

Skills: Coures have a +4 racial bonus on Hide and Move Silently checks (included in the statistics above).

The coure entry is found in the *Book of Exalted Deeds*, pages 168-169.

Map: The Isle of the Dark Women

