

SHL5-08

On Solid Grounds

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

Version 1.0

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The Black Breath of Iuz is a terrible affliction that has ravaged the Shield Lands for nearly a year now. Was the plague moves across the lands, wiping out peasant and noble alike, hope fades from the once proud eyes of the Shield Landers. But in a sea of darkness rests a glimmer of hope. A cure for the plague may exist. A specially selected army regiment has been constructed to travel to the mysterious Sidhee forest in hopes of finding this cure. An adventure for parties of APL 2-12.

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

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For questions specific to this document and your region, please e-mail your triad point of contact (POC) at jeff@shieldlands.net; for LIVING GREYHAWK campaign questions, email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK™ campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2006.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

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 dogs trained for war), other than those brought

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	5	6	7
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

by virtue of a class ability (such as animal companions, familiars, paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each

character's animals separately. Animals with different CRs are determined separately using the chart; then, take the highest CR animal (or animals), and add 2 (drop fractions). This result is the effective character level for a mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.

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

Throughout this adventure, APLs categorize the level of challenge the PCs 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 and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in the Bandit Kingdoms. Characters native to the Bandit Kingdoms 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. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

Adventure Background

The Black Breath of Iuz has ravaged the Shield Lands for the past year. It drains both the life and the spirit of the lands and threatens everything the valiant Shield Landers have gained. With the need so dire, all the resources of the Restored Holy Realm were put into effect to find a cure for this dread plague. Through research and divinations a clear path was discovered, three great artifacts of evil must be discovered and used in cleansing the lands.

They artifacts were discovered in SHL5-02, *The Book of Dark Alchemy*, SHL5-05, *As Long as Were Here*, and SHL5-06, *Running out of Time*.

Adventure Summary

In this adventure the party is selected for a secret mission of critical importance. They must bring the three artifacts to the center of the Sidhee Nation and wake the Earth Mother, a powerful druid. Using her magic in conjunction with the artifacts should destroy the plague once and for all. But, such a prize has its price.

In Encounter One the party meets at a rural farm house in the middle of the night. There they meet their contact, Captain Delus. Captain Delus is single-minded in

his duty and will let nothing detract him from his goal. He realizes the importance of destroying the plague and is willing to sacrifice anything, including himself, to that cause. The party finds out here they will be traveling to the Sidhee forest.

Encounter two begins when the party arrives on the edge of the forest. The party finds a group of elves being attacked by an Iuzian patrol. Captain Delus orders the group to not engage and go around the fighting. If the party obeys, the Elves are slaughtered to a man. If the party disobeys his command, he will attempt to help in the battle, but will lose his life in the process; disobedience has its price as well. If the party wins, they are stunned to find the elves turn on them!

In Encounter three the party finds a group of evil aligned forest creatures. The creatures offer to aid the party in their journey if they can answer their riddle correctly.

The next clearing brings Encounter Four, a pixie fighter who waits in ambush in an attempt to deprive the party of their mission via memory loss arrows.

Encounter Five is a game of wits with the local dryads as she attempts to charm or put the party to sleep. Failing that, they order the plant denizens of the forest to do their part in stopping the party.

In encounter Six the party must solve another puzzle to successfully gain entrance to the inner clearing at the heart of the forest.

Encounter Seven is a mini puzzle that must be solved while fending off an angry druid who throws wave after wave of summoned animals at the party. Once the puzzle is solved, the attacks stop as the Druid of the Earth rises to the call. The party learns from the lady of the forest that it is her power that is keeping the forest hidden from Iuz and that in waking her and using her abilities to cleanse the plague and the artifacts, the forest and her will cease to be. They also learn the nature of the mysterious obelisks and the consequences of their actions.

In the conclusion, the party is contacted by Lord Enerick with thanks of a successful mission. The party has destroyed the plague that ravaged the lands, they are heroes...

Preparation for Play

The Black Breath of Iuz: Various characters in the Shield Lands may have the Black Breath of Iuz. It is a nasty virus that seems to be magical in nature. Players should have campaign documentation that explains the details more completely. Non-player characters may have their reaction to infected characters spelled out in the adventure. If not, their reaction will vary from fear and loathing to pity and everything in between. At the end of the adventure, if there are any party members who have this disease, the other party members might catch it! Characters immune to disease are also immune to this disease. Characters must make a fortitude save DC 12 to avoid catching the disease.

Players receive one of three messages to begin play. Anyone who is a Pathfinder of Torkeep receives Player's Handout #1, anyone in the Standing Army of Critwall receives Player's Handout #2, and any member of the Sidhee Nation will receive Player's Handout #3.

Introduction –

The past few weeks in the Shield Lands have been uncommonly quiet. The local harvests have been plentiful, Iuz's raids have become less frequent, and no cultists of Hextor have popped up. It is almost as if evil was on holiday, or maybe gathering strength, for one final blow against the bulwarks of the Shield Lands... If not for the devastation caused by the Black Breath of Iuz plague, the country might actually be described as peaceful.

So it was with anxious excitement that you greeted the official messenger of the council of lords at your door. The letter sent to you created more questions than it answered and told you to meet, at the midnight hour, at a small farmhouse outside of Critwall.

Encounter One – In the Army Now

It is a warm night in the Shield Lands. But, despite the warmth, a biting wind gusts every few minutes, causing the hairs on the back of your neck to stand on edge. You have gathered here with six other people. Though you all wear regular clothing, each has the air of respect and seems battle-hardened. A large, red-

headed man in full plate with piercing green eyes steps forward. He looks at each of you and loosens his sword belt. "I know none of your faces, so let's get this over with." He pulls out a small piece of parchment and begins reading off it. "When I call your name, sound off."

The Captain does not know any of the people here or any of the names on his list. He will run through the names of the players affixing the Sergeant title to all of them. If any of the players are "Wanted by the Council", he will pseudo-recognize that person, asking if they've served together before and other prodding questions. This is simply a role playing addition to the encounter though. Have the PC make a Bluff check and keep them on their toes. After he finishes introductions, read or paraphrase the following.

"Good we're all here, listen up. The priests and those wizard types have come to a conclusion on a way to get rid of the darned plague that's been bothering us." He goes over, removes a hay bale from the floor, and opens a trap door. He pulls out a large sack and dumps its contents on the ground. Inside is a black mace etched with arcane runes, a black bound book, and a small lantern etched with symbols of power. "Our mission is to take these artifacts of evil to some magic lady in the forest, wake her up, and have her use these items to fashion a spell or something that will stop the plague in its tracks. That's it, simple and straight forward. Nobody else knows about this, so I don't expect anyone to come looking for us. But, we'll be in Iuz territory so need to be on our toes. Any questions?"

The Captain will answer any questions the group has to the best of his ability, but he is just a soldier and knows little of "magic stuffs." He will treat the party members strictly, but fairly and expects them all to behave in a military manner.

"Any other questions? Good. Horses were commandeered from Mr. Jacob here. They say only the pointy ears can find this forest of theirs so a few of the magic using types cooked up this little device." He pulls out a small acorn with a few arcane runes placed upon it. "Apparently it's suppose to point us in the direction of where we need to go. Everyone understand our mission? Good, then lets move out."

The journey to the Sidhee forest will take five days. During the trip the captain will use various military jargon. "Take point." (ride in front and scout a ways) "Let's rest the meat. (take a break to give the horses a rest) "Everyone drain your skins" (drink the rest of your water and refill it at this water spot) He also frequently uses the

acorn by placing it upon his open palm. After a few seconds the acorn turns slowly to face one direction.

The captain will assign watch as he sees fit. Three watches, two a piece per watch. If ever a party member seems confused about an order, he will yell, jolt, ridicule, or generally break down the offender in one of his tirades. A successful DC 15 Diplomacy check will end his tantrum.

RANDOM ENCOUNTERS

Every day there is a 20% chance of a random encounter. These encounters are meant to be role playing encounters and the DM is free to use her own discretion regarding any combat or role playing. If an encounter is rolled more than once, reroll the encounter. Because these encounters are non-combat or can easily be avoided, the PC's earn no additional experience for any of the encounters.

2) A pack of 5 Vrock's, 2 Nalfeshnee, and 1 Marilith examine a broken down wagon. They will not see the party unless the party does something stupid. If the party is seen, the demons will smile wickedly and than teleport away.

3-4) A pack of 2D6 vultures fly overhead and seem to follow the PC's for several minutes.

5-6) A lone goblin runner is seen running north-westward in the distance.

7) The party stumbles upon a group of dead elves. The elves have been dead for several weeks and most of their bodies are either gone or decaying.

8-9) A pack of 2D4+1 kobolds is seen off to the west foraging.

10-11) An injured Ogre drags itself northward. It is at 25% HP with a broken leg (50% movement) and will seek to avoid combat.

12) A gang, (1+1d3), of ghouls head northward from the PC's. They will fight if the party makes their presence known, but will otherwise not see the party.

A note on EL's:

Canny observers that the EL's for the encounters appear slightly under what they would normally be calculated at. This is to simulate the addition of Captain Delus to the group. He will spend most battles shouting orders and trying to command the battles. PC's are free to ignore his commands. The captain is a bit of a blow horn, but quickly backs down in the presence of genuine force.

Encounter Two – Into the Forest

After nearly a week of traveling, your destination lies in sight. Just over the next hill you spot the edge of a large, lush forest. Birds chirp noisily and the entire area is alive with the sounds of wild life. Listening to the birdcalls, you are surprised to hear one bird whose voice sounds like metal meeting metal. You listen closely then realize it is not a bird at all, but the sounds of combat coming from over the hill.

The captain will order everyone to dismount and crawl to the top of the hill. Once at the top, read or paraphrase the following.

You crest the top of the hill and see a battle has indeed ensued. A group of roughly a dozen orcs, goblins, and gnolls is engaged with some half dozen elves. The elves are holding their own. One, who seems to be in charge, yells "Flank, now!" in elven. His troops are quick to respond to his command.

Captain Delus looks back at you all. "Stay low. Everyone watch and remember the pointy ears' tactics, it may help us in the future."

The captain will not hear a word about helping the elves. He is not interested in "giving up their position" and says the creatures are "their problem, not ours." If anyone disobeys his order, he will yell at them and continue to order them back to their hiding position.

Let a few rounds pass before continuing.

You watch the elves fight with grace and agility for a few seconds and they seem to be gaining the upper hand. Their commander dodges in and slashes the ankle out from one gnoll, then ducks back before it has time to respond. The elf's smile is crushed off as a large rock crashes horribly against his head. You look up and see a second wave of some three ogres charging down at the elves.

The captain will still refuse to help the elves. If the party does not help the elves, they will be slaughtered to a man in roughly five rounds. The ogres will cut up the bodies and distribute the meat amongst themselves before heading off in another direction.

If the group does help the elves, they will fight hard until the last of the Ogres fall. Two of the first boulders in the round will critically hit the captain, either seriously injuring him or killing him. Such is the price of disobedience in the army. If he does survive the combat,

he will continue is duty of leading the party through the forest. His statistics are provided in appendix one.

Ogres (3); hp 29; See page 199 of the Monster Manual

As the last of the Ogre falls, one of the elves moves over and says a quick prayer over their dead leader. She stands after a moment and approaches you, "Thank you friends, if only you had arrived a bit-" His words trail off when she looks at Captain Delus. "You..." She takes a step back and yells out in elven. "It's them!" The remaining four elves regroup upon one another and draw bow and blade.

APL 6 (EL 6)

Elves (4), Ftr 2; hp 13; See Appendix One.

APL 8 (EL 8)

Elves (4) Ftr 4; hp 26; See Appendix One.

APL 10 (EL 9)

Elves (4) Ftr 5; hp 33; See Appendix One.

APL 12 (EL 10)

Elves (4) Ftr 6; hp 38; See Appendix One.

The elves were patrolling the area looking for a party with a leader fitting the description of Captain Delus. They were told the party is here to destroy the forest and must be dealt with harshly. The elves will give no quarter and expect none in turn. Though they are wounded, they will fight to the death. A DC 30 Diplomacy check will halt their attack long enough for the party to engage in conversation for two rounds. The elves will demand the party surrender and give up their weapons.

If the party does surrender, something Captain Delus will not allow, they will be stripped off all their possessions, bound, and escorted to Encounter 2.

If the party kills the elves, the second box text of encounter three should be used.

A note on the forest. Throughout this adventure, the forest will conspire to stop the PC's from traveling it. For that reason, paths and game trails will appear to close up and only one route will be available to the party. This route was created by the evil sprites who are attempting to help the party with their task. PC's with special abilities such as *woodland stride* will be immune to this effect, but anyone attempting to follow such a party member will find it impossible.

In addition, any mounts will not be able to traverse the existing paths as they are far too tight for creatures of large size to move freely.

Encounter Three – Puzzling Pixies

Depending on how the PC's get here read or paraphrase one of the following:

If the party allows itself to be captured by the elves.

The elves escort you down the main path of the forest and into a clearing. It is obvious they do not mean to stop here and instead to continue down the same trail. However, one of the elves comes to a stop and motions for the others to stop as well. She looks around, scanning the trees for movement. Suddenly the leaves explode with movement, small, deadly arrows rain down on your party. The elves go down, each riddled with the tiny bolts, but oddly enough, none seem to hit any of you.

You contemplate your luck for a second as an odd looking sprite jumps down from a tree into the clearing. He looks much like a sprite would, but its skin is much darker and its eyes shine with a sort of malevolent mirth.

In a high pitched voice it says, "Good day my lords and ladies. I am Jarstalvan, and me and my merry band have been sent to help you upon your way. That is, if you can answer what I say. Answer true and our wisdom will guide you, answer not and here you will remain to rot."

Development:

If the party can interrupt the box text and somehow save, the elves the encounter will have to be altered in small ways. As soon as the elves see the evil sprites, they will attack. Play out the encounter using the following numbers and making sure the party realizes they are not being attacked at all, just the elves.

APL 6 (EL 6)

Elves (4), Ftr 2; hp 13; See Appendix One.

APL 8 (EL 8)

Elves (4) Ftr 4; hp 26; See Appendix One.

APL 10 (EL 9)

Elves (4) Ftr 5; hp 33; See Appendix One.

APL 12 (EL 10)

Elves (4) Ftr 6; hp 38; See Appendix One.

Evil Pixies (15) hp: 3, See Monster Manual page 236

Combat

The pixies will immediately go invisible and begin ranged combat with the elves. They will rely upon their DR and superior numbers to defeat the elves. Their leader Jarstalvan will, throughout the course of the battle, ask the party for assistance and make use of his *otto's irresistible dance* ability.

If the party has killed the elves.:

As you walk down the only path that allows you movement, an odd looking sprite jumps down from a tree into the clearing. He looks much like a sprite would, but its skin is much darker and its eyes shine with a sort of malevolent mirth.

In a high pitched voice it says, "Good day my lords and ladies. I am Jarstalvan, and me and my merry band have been sent to help you upon your way. That is, if you can answer what I say. Answer true and our wisdom will guide you, answer not and here you will remain to rot."

The evil pixies will not attack the party. If attacked they will flee in all directions, using their abilities to escape detection. If captured, they know only that their master, one named Lolinkamp, sent them here to clear the party's path of any mangy elven types. It was Jarstalvan's idea to have some fun with the party and ask them a riddle. The pixies are for all intents and purposes identical to the pixies in the monster manual, except their alignment is neutral-evil.

Evil pixies (7); hp Monster Manual page 236

If the party allows Jarstalvan to continue, read or paraphrase the following.

Jarstalvan smiles with glee and jumps 360 degrees in excitement. "Excellent, excellent, true beings I see who do not flee." He clears his throat and sings in a horrible singing voice;

The number of deer in a dozen

Ran into a field with their cousin

Seven mice quickly did appear

Riding Jonin, the mighty steer

Together they joined an Ox named Mel

To drink from a hunter's well

The hunter fired his bow twice

But hit nothing but mice.

The number of creatures alive is true

For us to be able to aid you.

Speak your answer but one time

Or away we will go with this rhyme

The answer to the riddle is 21; (12 deer + 1 cousin + 7 mice + 1 steer + 1 ox + 1 hunter -2 dead mice) the trick is to remember the hunter is a creature as well and thus counts for the final tally.

Read one of the following depending on what answer the party gives.

Correct Answer:

*The sprite's eyes light up and he twirls again in the air, this time in the opposite direction. "Smart are those who can answer my riddles. You have gained our help, to assist when you *yelp*!"*

The Sprite actually yelps there at the end.

Wrong Answer:

The sprite looks at the ground and kicks some dirt. "I told him you were not the smartest bunch. You all are no fun. Let's leave these tallings to the elven folk." The sprite spins around and they all begin to flutter back into the forest.

The party is now free to continue into the forest along the path they have in front of them.

Encounter Four – Plentiful Pixies?

Your journey through the forest has brought you to another clearing. On the far side, barring your advance down the path is a rather large looking beaver. It sits in the middle of the path, chewing on a small piece of wood.

The beaver is just a beaver. He was lured here as a distraction by the pixie. Once the party asks about the beaver, have them make spot checks. The spot checks are actually regarding the pixie, but the effect should be that the party is trying to see something about the beaver. A

DC 50 spot check is needed to notice the pixie, with a +40 bonus for being invisible.

As you stare at this well fed beaver, you are surprised when a flight of arrows comes zooming down from the trees. They are small things and look like they could barely pierce your skin.

APL 6 (EL 6)

Pixie fighter 4 (1); hp: 30; See Appendix one.

APL 8 (EL 8)

Pixie fighter 6 (1); hp: 43; See Appendix one

APL 10 (EL 10)

Pixie fighter 8 (1); hp: 56; See Appendix one

APL 12 (EL 12)

Pixie fighter 10 (1); hp: 69; See Appendix one

Tactics: The pixie's main goal is to make the party forget why they are here. He has twenty-four memory loss arrows and twelve sleep arrows. He will begin combat some thirty feet up and use his many shot ability. He strikes as an invisible creature, +4 to attack rolls, and after the first round will use his manyshoot feet to fire and then move to another hiding spot.

If his invisibility is suppressed somehow, he will continue his barrage, attempting to snipe the group with his natural hiding abilities.

Developments: If all the PC's fall victim to the sprite's memory loss or sleep arrows, they will wake up in a clearing and not remember their mission. The Sprite will become visible and try to convince them to head back to Critwall (their homes.) If the party was successful in encounter three, the evil sprites will stop them on their way back home and try to convince them of their real mission. Each party member must decide for themselves which of the two creatures they believe, but remember, they have no memory to draw conclusions off of!

Encounter Five – Even the Trees?

Your journey through the forest has led you to another clearing. This one has a roaring waterfall flowing over a high cliff to splash lazily in a lake near your feet. Bathing in the pool of water are several small, slender, elven shapes. They hum to themselves and seem completely oblivious to your arrival.

These creatures are dryads. A Knowledge (Nature) DC 15 will reveal this to the PC's. The dryads will wait until the PC's make contact with them and then begin combat. If they do not begin conversation, they will wait until the plant creature(s) start(s) combat at the far side of the clearing.

A PC may make a DC 20 Spot check to notice the plant creature as well. However, a DC 20 Knowledge (Nature) or Survival check is needed to identify it as anything out of the ordinary.

APL 6: (EL 5)

Dryad (2) hp:14; See Monster Manual page 90

Assassin Vine hp: 30, See Monster Manual page 20

APL 8: (EL 7)

Dryad (2) hp:14; See Monster Manual page 90

Shambling Mound (1) hp: 60; See Monster Manual page 222

APL 10: (EL 9)

Dryad (2) hp:14; See Monster Manual page 90

Treant (1) hp:66; See monster manual page 244

APL12: (EL 11)

Dryad (2) hp:14; See Monster Manual page 90

Treant (2) hp:66; See monster manual page 244

Shambling Mound (1) hp: 60; See Monster Manual page 222

Tactics: The dryads will avoid combat, trying to use their *Suggestion* and *charm person* abilities. If near death, they will flee using their *tree stride* ability. They begin the encounter in the center of a fifty foot pool of water and have one-half cover from it.

The plant creatures begin next to the exit path and will move to block the path at the beginning of the encounter. The Treant will animate nearby trees to begin the fight.

Encounter Six –

Puzzling Procedures

Finally, after hours of wandering around down game paths and side trails, you finally find what must be the center of the forest. A large group of ancient oaks stand side by side in a ring of wood. Through the cracks between the trees you can discern a lush green

field of grass. Carved in the ground is a plaque made of stone. Chiseled in it are ancient words.

The words are old elven. A PC who speaks elven has a percent chance equal to the sum of their Intelligence and Wisdom + 10 to correctly decipher the text. So, a PC with a Wisdom of 12 and an Intelligence of 16 would have a 38% of correctly reading the text. (12+16+10 = 38) It can also be read with a DC 25 Decipher Script check. The plaque reads;

Four trees all in a row; maple, oak, pine, and willow

Each has a color atop its head; green, yellow, brown, and red

Stand upon the stone; say to which each color is grown

Oak says it is never Brown

Maple says it is red when Pine is not

Willow says it is either yellow or red.

Pine says it is only red when oak is brown

Oak always says the opposite of what is true

The party is free to answer as many times as they desire. There is no penalty for wrong answers. The correct answer is: **oak is brown, pine is red, willow is yellow, maple is green.** Once the party has come to the correct conclusion, read or paraphrase the following;

You stand upon the stone plaque and utter what you hope to be the correct answer to the tree's odd riddle. After a few, quiet seconds the two trees in front of you seem to bend and shift until they part and their branches create an arc-way. Inside lays a large, grassy clearing.

Encounter Seven –

Let's Find out What All This is About

You enter the clearing and are surprised to find it completely calm. The temperature is just about perfect and a shining sun illuminates everything even though a dense forest canopy completely obscures the sky some fifty feet in the air. In the center of the clearing is an ancient oak, whose trunk rises all the way up to the canopy above and on the far side of the

grassy knoll is what appears to be a large, marble shrine. It consists of two parallel, marble slabs, one above the other, with a pool of calm water resting in a depression in the top one. The entire place radiates a calming effect upon you.

The party is free to explore the area. The oak has a small hole in it about half way up that an owl houses in. This can be found with a successful DC 10 Search check or DC 15 Spot check. If disturbed, the owl will “woo” and fly up to the canopy.

Have anyone who stares into the pool of water make a Concentration check. A DC 15 or higher reveals shimmering words in the pool. Read or paraphrase the following;

You stare into the pool and strain to see the words come in and out of focus. The words fade out, but then suddenly enter your mind, as clear as day.

One to the mother, with her do cover;

One to the sky, place it upon high;

The last to the middle, to end the riddle.

The riddle is referring to where the artifacts go to wake the Earth Druid. One must be placed in the ground, one in the tree at the center of the clearing, and the last tossed into the sky (it will in fact, hang in the sky.) It does not matter which artifact is placed where, only that the three conditions are fulfilled. However, as soon as you finish the riddle, read or paraphrase the following;

“Stop!” A man’s voice booms across the open clearing. You turn to see an elderly elf dressed in green robes standing at the entrance. It looks as if he has been running for some time and sweat pours from his brow. Standing next to him is a large, brown bear that looks extremely agitated. “You’ll doom us all you fools!” He spits out between labored breaths.

“I am Triosterp, keeper of this shrine. If you wake the Earth Mother, profound destruction will be wrecked upon the forest. You can not imagine what destruction your actions will have.”

As you contemplate his words, the dark skinned pixie from earlier buzzes into the clearing. It lands on the tree and is also nearly out of breath. “Hurry, finish it, he tricks you. A host of elves ride this way to destroy you, you must hurry.”

The man will answer questions and appear to be stalling the party. He will answer truthfully. He is in fact, the vanguard for an approaching elven force. They will be here momentarily to stop the party. If the party does

anything he sees as aggressive or attempts to take out any of the artifacts, he will order his bear to attack and begin casting spells.

APL 6 (EL 6)

Triosterp, druid 7 (1); hp: 41; See Appendix One

Brown bear animal companion (1); hp ##, See Appendix One.

APL 8 (EL 8)

Triosterp, druid 9 (1); hp: 54; See Appendix One

Brown bear animal companion (1); hp ##, See Appendix One.

APL 10 (EL 10)

Triosterp, druid 10 (1) hp: 60; See Appendix One

Brown bear animal companion (1); hp ##, See Appendix One.

APL 12 (EL 12)

Triosterp, druid 12 (1) hp: 73; See Appendix One

Brown bear animal companion (1); hp ##, See Appendix One.

Tactics: Once combat begins, Triosterp will step behind the trees, out of sight and begin casting spells. He has *bull’s endurance* up already and will start summoning in creatures to fight the party. He will start with his highest level *summon nature’s ally* spell and continue down the list until he is out of spells, at which time he will use his other spells, *call lighting*, *warp wood*, *etc.* to assist his creatures. Because of his summoning abilities, his summoned creatures receive a +4 bonus to their strength and constitution scores. This is effectively a +2 to attacks, damage rolls, fortitude saves, and 2 hp per hit die of the creature. He will summon the following creatures per spell;

Summon nature’s ally VI: Dire bear

Summon nature’s ally V: Dire Lion

Summon nature’s ally IV: Bear, brown

Summon nature’s ally III: Dire wolf

Summon nature’s ally II: Bear, black

Summon nature’s ally I: Wolf

His bear will stand guard and intercept attacks aimed at Triosterp.

Developments:

After five rounds of combat, the elven force will begin to arrive. 1D4-1 elves will arrive every round until the party either succeeds or is over whelmed. If the party successfully gathered the help of the "evil pixies" in encounter two, the elven force will begin to arrive after ten rounds.

The party will eventually be overwhelmed through sheer numbers. If they surrender, the elves will demand the artifacts from the party and escort them out of the forest. They're other option is to complete the riddle and wake the Earth Druid. If this happens all combat will immediately stop; read or paraphrase the following;

You place the last of the artifacts where you believe they go. For a few seconds, nothing happens. Then, finally, the earth begins to tremble and all combat comes to a stop. The alter splits in twain and tumbles to the ground, spilling the pool of water onto the lush grass. The ancient oak at the center of the clearing, trembles for a second, then splits in two, straight down the center. Out from the center of the split trees strides a being.

She yawns a deep yawn and looks around, her eyes showing a hint of sadness in them they appear as if they have gazed upon the earth since ancient times. Eventually she settles her gaze upon you and sits down in the grass. "You've come because of the darkness that plagues your land. I foresaw this day coming, but had hoped it would be a bit longer." She rolls her shoulders and points to the grass, "Please sit and I will try to answer what questions of you I may."

"I am known as the Earth Mother. It was my dreams that kept the Old One from entering our forest, well, to say correctly, it was my dreaming that kept our forest upon this world. Without those dreams, this forest will quickly fade from your world, which is the reason some of my friends have been trying to stop you. But they do not see the bigger picture, the balance that must and always shall be maintained."

"I will use the evil in these instruments of destruction to fashion an appropriate response to this plague of the Old One's. Perhaps he will enjoy it if I turn the plague back upon his own people." She chuckles softly to herself at the thought and smiles.

"You are familiar with the obelisks, scattered around your lands? These devices were constructed by the Ur-Flan long ago, as a method of controlling souls. Activating their power steals a little bit of one's life essence, eventually turning one into a mindless undead."

"In order to negate this plague, I will use the powers of the artifacts in conjunction with the obelisks to turn it back upon its maker. However, in doing so, the obelisks will no longer function and their ability to repel evil will fail. Such is the nature of balance, when one thing is gained, another is always lost."

With that she stands and stretches, looking up at the sun. "I think I will miss this world, but maybe one day we'll return. Do you have any other questions before I begin the ritual?"

The Druid will answer any questions the party may have to the best of her ability. She knows much about these lands and has endured countless decades of war, peace, suffering, and joy. Allow the players time to digest everything she has had to say before continuing. If the party attempts to talk her out of her actions, she will simply say, *"This course was set upon long ago, it is as it should be."* Once the party is ready, read or paraphrase the following;

The druid crouches to the ground and runs her hand upon the grass, seeming to take great pleasure at its feel. She mumbles a few small words under her breath than spreads her hands wide. The three artifacts you brought appear in her hands and take on a radiant glow. The glow continues to increase until it is so bright you are forced to shield your eyes. Eventually the glow subsides and you are able to look back. The woman's golden hair has turned to snow white and the three artifacts rest at her feet.

She smiles at you as the oak in the center of clearing begins to fade away, as if turning invisible. "It is done." She says in her same radiant voice. "Tell your people what the Sidhee have done for them. Tell them of their sacrifice and courage. I have changed the artifacts you've brought me; use them to bring balance back into your land." With that she steps back and begins chanting an archaic phrase.

When completed, you notice your form has changed to a gaseous-like substance. You float upward a bit than feel a tugging sensation, pulling you toward the south, toward home.

The Druid has cast wind walk on the party. Moving at maximum speed they should arrive back in Critwall in six or seven hours. If anyone checks, one of the PC's will have the artifacts in their backpack.

Development:

If, for some reason, the party wishes to fight the Druid, they are in for a world of hurt. She will use all of her magical and physical abilities to defend herself from their aggression. She will fall back to a safe location (the

impassable trees or the ground in elemental form) before casting all her preparatory spells.

Earth Mother, druid 20 (1); hp 130; See Appendix One.

Conclusion – End of Life

It has been two days sense you returned to Critwall and reported to the council. They were curt, but thankful. The plague of evil that spread through the lands, the Black Breath of Iuz, seemed to disappear overnight. Their was celebration in the streets that night and more than one tavern had to bring up its reserves of ale to quell the celebration of those who had received a new lease on life. As you watched the celebration though, you noticed no real joy in the eyes of every elf you met. Somehow, they all seemed to feel something was wrong.

A messenger from Lord Bladehome finds you eventually. "Greetings sire", he says bowing low to you. "A message from Lord Bladehome." He hands you a small piece of paper along with a small sack and turns. As he begins to leave, he turns back and says, "Thank you my friend. My daughter and wife were close to death with the plaque. I'm told you had something to do with their recovery. Thank you." He wipes a tear away that was forming in his eye and quickly leaves you to your thoughts.

The message simply reads;

Well done noble "soldiers." Though our plan did not go as we had foreseen, your actions have been extremely productive to the continued reclamation of the Shield Lands. Please accept this humble bonus to your pay and enjoy some well earned time off from your duties. I also extend to you an offer of dinner this evening at my residence as I may have yet one last boon for you.

Lord Bladehome.

If a PC accepts Lord Bladehome's invitation and has both The Strange Rock from *The Book of Dark Alchemy* and The Strange Stick from *The Man from DYVERS*, Lord Bladehome can construct these into a +1 *Dwarven Thrower*. Only one PC may receive this gift per table. Lord Bladehome selects a PC based on the following criteria; whatever PC satisfies the majority of these qualifications receives the item:

- Character is a dwarf
- Character worships a dwarven deity

- Character has most of his/her levels in fighter, paladin, cleric, or favored soul

Only dwarves may receive the favor. See, Thanks of Lord Bladehome.

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 Two

Defeating the Ogres / obeying orders & not engaging the Ogres.

APL6: 180xp 6

APL8: 240xp 8

APL10: 270xp 9

APL12: 300xp 10

Encounter Three

Solving the Pixie's Puzzle

APL6: 180xp 6

APL8: 240xp 8

APL8: 270xp 9

APL10: 300xp 10

Encounter Four

Defeating the pixie-fighter

APL6: 180xp 6

APL8: 240xp 8

APL10: 300xp 10

APL12: 360xp 12

Encounter Five

Defeating the forest denizens

APL6: 150xp 5

APL8: 210xp 7

APL10: 270xp 9

APL12: 330xp 11

Encounter Seven

Defeating the Druid

APL6: 180xp 6

APL8: 240xp 8

APL10: 300xp 10

APL12: 360xp 12

Story Award

Objective: Waking the Druid and clearing the land of the Black Breath.

APL6: 30xp

APL8: 30xp

APL10: 30xp

APL12: 30xp

Total possible experience:

APL6: 900xp

APL8: 1,125xp

APL10: 1,350xp

APL12: 1,575xp

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 adventure, 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 Seven:

APL 6: L: ogp; C: ogp; M: 633gp

APL 8: L: ogp; C: ogp; M: 1050gp

APL 10: L: ogp; C: ogp; M: 2000gp

APL 12: L: ogp; C: ogp; M: 2666gp

Conclusion:

APL 6: L: ogp; C: 167gp; M: ogp

APL 8: L: ogp; C: 200gp; M: ogp

APL 10: L: ogp; C: 100gp; M: ogp

APL 12: L: ogp; C: 334gp; M: ogp

Total Possible Treasure

APL 6: 800gp

APL 8: 1,250gp

APL 10: 2,100gp

APL 12: 3,000gp

Items for the Adventure Record

Special

Black Breath Removed: If a player has ever contracted the Black Breath of Iuz plague, they are instantly healed of the affliction. In addition, the disease mutates and actually becomes a boon to the player. The PC now has a permanent +2 sacred bonus to all saves vs. poison or disease.

A Sidhee Connection: The Sidhee are gone from Oerth, or it seems. A nagging feeling of guilt and loss seems to plague you. This results in a -2 penalty to Concentration checks. However, it has also filled you with a quiet resolve. This grants you a +2 Morale bonus to fear saves.

The Wrath of Heironeous: This heavy flail is encrusted various symbols and pictures each depicting the worship and ideology of Hextor. The weapon was once an artifact of evil dedicated to Hextor, but was transformed into an instrument of good. It is rumored that the size and powers manifested by The Wrath of Heironeous are dependent upon the good within the wielder. The Wrath is a +1 merciful heavy flail that also makes the wielder immune to domination effects. Against agents of Hextor it loses the Merciful quality and gains the Wounding quality. **Market Price: 12,315 gp.**

No Memory! You have lost your memory! As far as you can discern, your life started in the center of the Sidhee forest. All of your abilities remain the same (though sometimes your not entirely sure what those abilities are!) This memory will persist until you receive a *heal* spell or memory restoration with *limited wish*, *wish*, or *miracle*.

Only one dwarven PC per table may receive the following gift. The dwarven PC must meet the criteria in the adventure to be offered it. Cross the following favor off for all other PCs.

Thanks of Lord Bladehome: Lord Bladehome wishes to thank you for a job well done. If you have the Strange Rock from the Book of Dark Alchemy and the Strange Stick from The Man from DYVERS, Lord Bladehome can construct these into a +1 *Dwarven Thrower*. However, the repair requires faith in the dwarven gods. The power of the throwing hammer will fade without continual thanks. You must tithe 5% of all your earnings in any venture or the hammer will lose its power.

Item Access

APL 6:

- *figurine of wondrous power, silver raven*
- The Wrath of *Heironeous*

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

- *bag of tricks, tan*
- *Wand of Web*

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

- *goggles of night*

APL 12 (all of APLs 6-10 plus the following):

- *periapt of wisdom +4*
- *Wand of Slow*

Appendix One

Encounter One

All APL's

Captain Delus / Ftr 6; CR 6; Medium Humanoid (human); HD 6d10+12; hp 45; Init +2; Spd 30 ft.; AC 21 (+8 full plate, +1 Dex, +2 Shield) touch 11, flat-footed 20; Base Atk/Grp +6/+8; Atk +8 melee (1d8+2/19-20, longsword), or +7 ranged (1d8/19-20, light crossbow) Full Atk +8/+3 melee (1d8+2, longsword) or +7 ranged (1d8/19-20/ light crossbow); Face/Reach 5 ft./5ft.; SA None; SQ None; AL LG; SV Fort +7, Ref +3, Will +2; Str 15, Dex 12, Con 15, Int 11, Wis 10, Cha 13.

Skills and Feats: Handle Animal +9, Ride +10; Weapon Focus lance, Weapon Specialization lance, Leadership, Mounted Combat, Ride-by Attack, Spirited Charge, Trample

Possessions: half plate, large steel shield, longsword, light crossbow.

Encounter Two

APL 6

Elves / Ftr 2; CR 2; Medium Humanoid (elf); HD 2d10; hp 11; Init +2; Spd 30 ft.; AC 18 (+4 chain shirt, +2 Dex, +2 Shield) touch 12, flat-footed 16; Atk/ Grp +2/+4; Atk. +5 melee (1d8+2/19-20, longsword), or +5 ranged (1d8, longbow) Full Atk. +5 melee (1d8+2/19-20, longsword) or +5 ranged (1d8, longbow); Face/Reach 5 ft./5ft.; SA None; SQ Elven traits; AL CG; SV Fort +3, Ref +2, Will +0; Str 14, Dex 14, Con 10, Int 10, Wis 10, Cha 8.

Skills and Feats: Handle Animal +2, Ride +4, Spot +2, Listen +2; Weapon Focus longsword, Weapon Focus longbow

APL 8

Elves / Ftr 4; CR 4; Medium Humanoid (elf); HD 4d10; hp 22; Init +2; Spd 30 ft.; AC 18 (+4 chain shirt, +2 Dex, +2 Shield) touch 12, flat-footed 16; Atk/ Grp +4/+6; Atk. +7 melee (1d8+4/19-20, longsword), or +7 ranged (1d8, longbow) Full Atk. +7 melee (1d8+4/19-20, longsword) or +7 ranged (1d8, longbow); Face/Reach 5 ft./5ft.; SQ Elven traits; AL CG; SV Fort +4, Ref +3, Will +1; Str 14, Dex 14, Con 11, Int 10, Wis 10, Cha 8.

Skills and Feats: Handle Animal +4, Ride +4, Spot +3, Listen +2; Feats: Weapon Focus longsword,

Weapon Focus longbow, Weapon Specialization longsword, Quickdraw

APL 10

Elves / Ftr 5; CR 5; Medium Humanoid (elf); HD 5d10; hp 27; Init +2; Spd 30 ft.; AC 18 (+4 chain shirt, +2 Dex, +2 Shield) touch 12, flat-footed 16; Atk/ Grp +5/+7; Atk. +8 melee (1d8+4/19-20, longsword), or +8 ranged (1d8, longbow) Full Atk. +8 melee (1d8+4/19-20, longsword) or +8 ranged (1d8, longbow); Face/Reach 5 ft./5ft.; SQ Elven traits; AL CG; SV Fort +4, Ref +3, Will +3; Str 14, Dex 14, Con 11, Int 10, Wis 10, Cha 8.

Skills and Feats: Handle Animal +5, Ride +5, Spot +3, Listen +2; *Feats:* Weapon Focus longsword, Weapon Focus longbow, Weapon Specialization longsword, Quickdraw, Iron Will

APL 12

Elves / Ftr 6; CR 6; Medium Humanoid (elf); HD 6d10; hp 32; Init +2; Spd 30 ft.; AC 18 (+4 chain shirt, +2 Dex, +2 Shield) touch 12, flat-footed 16; Atk/ Grp +6/+8; Atk. Longsword +9 melee (1d8+4), or longbow +9 ranged (1d8) Full Atk. Longsword +9/+4 melee (1d8+4) or longbow +9/+4 ranged (1d8); Face/Reach 5 ft./5ft.; SQ Elven traits; AL CG; SV Fort +5, Ref +4, Will +4.

Str 14, Dex 14, Con 11, Int 10, Wis 10, Cha 8.

Skills: Handle Animal +6, Ride +6, Spot +3, Listen +2 *Feats:* weapon focus longsword, weapon focus longbow, weapon specialization longsword, quickdraw, iron will, Cleave

Encounter Four

APL 6

Pixie / Ftr 4; CR 8; Small Fey; HD 4d10+1d4+7; hp 30; Init +4; Spd 20 ft., fly 60ft. (good); AC 22 (+4 chain shirt, +6 Dex, +1 natural, +1 size); Atk/ Grp +5/+0; Atk. +11 ranged (0 + memory loss or 1d4+1, longbow), or +7/+7 ranged (0 + memory loss or 1d4+1, shortbow) Full Atk. +9/+9/+7 ranged (0 +memory loss or 1d4+1, shortbow); Face/Reach 5 ft. x 5 ft.; SA Spell-like Abilities, special arrows; SQ Damage reduction 10/cold iron, greater invisibility, low-light vision, spell resistance 21; AL NG; SV Fort +5, Ref +7, Will +6; Str 8, Dex 22, Con 12, Int 16, Wis 17, Cha 22.

Skills and Feats: Handle Animal +12, Hide +9, Ride +10, Survival +6, Knowledge (nature) +6, Sleight of Hand +9, Search +5, Spot +8, Listen +7, Swim +5; *Feats:* Dodge, Weapon Focus shortbow, Weapon Specialization shortbow, Point Blank Shot, Precise Shot, Manyshot, Rapid Shot

SLA: 1 / day- lesser confusion (DC 14), dancing lights, detect chaos, detect good, detect evil, detect law, detect thought (DC 15), dispel magic, entangle (DC 14), permanent image (DC 19 visual and auditory elements only), polymorph (self). (Caster level 8th)

Greater invisibility (Su): A pixie remains invisible even when it attacks. This ability is constant, but the pixie can suppress or resume it as a free action.

Special Arrows (Ex): Pixies sometimes employ arrows that deal no damage but can erase memory or put a creature to sleep.

Memory Loss: An opponent struck by this arrow must succeed on a DC 19 Will save or lose all memory. The save is Charisma-based and includes a +2 racial bonus. The subject retains skills, languages, and class abilities but forgets everything else until he or she receives a heal spell or memory restoration with limited wish, wish, or miracle.

Sleep: Any opponent struck by this arrow, regardless of Hit Dice, must succeed on a DC 19 Fortitude save or be affected as though by a sleep spell. The save DC is Charisma-based and includes a +2 racial bonus.

APL 8

Pixie / Ftr 6: CR 10; Small Fey; HD 6d10+1d4+7; hp 43; Init +4; Spd 20 ft., fly 60ft. (good); AC 22 (+4 chain shirt, +6 Dex, +1 natural, +1 size); Atk/ Grp +7/+2; Atk. +13 ranged (0 + memory loss or 1d4+1, shortbow), or +9/+9 ranged (0 + memory loss or 1d4+1, shortbow) Full Atk. +11/+11/+9 ranged (0 +memory loss or 1d4+1, shortbow); Face/Reach 5 ft. x 5 ft.; SA Spell-like Abilities, special arrows; SQ Damage reduction 10/cold iron, greater invisibility, low-light vision, spell resistance 21; AL NG; SV Fort +6, Ref +8, Will +7; Str 8, Dex 22, Con 12, Int 16, Wis 17, Cha 22.

Skills and Feats: Handle Animal +14, Hide +10, Ride +12, Survival +7, Knowledge (nature) +7, Sleight of Hand +10, Search +5, Spot +9, Listen +8, Swim +5; *Feats:* Dodge, Weapon Focus shortbow, Weapon Specialization, shortbow, Point Blank Shot, Precise Shot, Manyshot, Rapid Shot, Quick Draw

SLA: 1 / day- lesser confusion (DC 14), dancing lights, detect chaos, detect good, detect evil, detect law, detect thought (DC 15), dispel magic, entangle (DC 14), permanent image (DC 19 visual and auditory elements only), polymorph (self). (Caster level 8th)

Greater invisibility (Su): A pixie remains invisible even when it attacks. This ability is constant, but the pixie can suppress or resume it as a free action.

Special Arrows (Ex): Pixies sometimes employ arrows that deal no damage but can erase memory or put a creature to sleep.

Memory Loss: An opponent struck by this arrow must succeed on a DC 19 Will save or lose all memory. The save is Charisma-based and includes a +2 racial bonus. The subject retains skills, languages, and class abilities but forgets everything else until he or she receives a heal spell or memory restoration with limited wish, wish, or miracle.

Sleep: Any opponent struck by this arrow, regardless of Hit Dice, must succeed on a DC 19 Fortitude save or be affected as though by a sleep spell. The save DC is Charisma-based and includes a +2 racial bonus.

APL 10

Pixie / Ftr 8: CR 12; Small Fey; HD 8d10+1d4+9; hp 56; Init +4; Spd 20 ft., fly 60ft. (good); AC 22 (+4 chain shirt, +6 Dex, +1 natural, +1 size); Atk/ Grp +9/+4; Atk. +15 ranged (0 + memory loss or 1d4+1, shortbow), or +11/+11 ranged (0 + memory loss or 1d4+1, shortbow) Full Atk. +13/+13/+11 ranged (0 +memory loss or 1d4+1, shortbow); Face/Reach 5 ft. x 5 ft.; SA Spell-like Abilities, special arrows; SQ Damage reduction 10/cold iron, greater invisibility, low-light vision, spell resistance 21; AL NG; SV Fort +7, Ref +8, Will +7; Str 8, Dex 23, Con 12, Int 16, Wis 17, Cha 22.

Skills and Feats: Handle Animal +15, Hide +11, Ride +13, Survival +8, Knowledge (nature) +7, Sleight of Hand +10, Search +6, Spot +10, Listen +10, Swim +5; *Feats:* Dodge, Weapon Focus shortbow, Weapon Specialization, shortbow, Point Blank Shot, Precise Shot, Manyshot, Mobility, Rapid Shot, Quick Draw

SLA: 1 / day- lesser confusion (DC 14), dancing lights, detect chaos, detect good, detect evil, detect law, detect thought (DC 15), dispel magic, entangle (DC 14), permanent image (DC 19 visual and auditory elements only), polymorph (self). (Caster level 8th)

Greater invisibility (Su): A pixie remains invisible even when it attacks. This ability is constant, but the pixie can suppress or resume it as a free action.

Special Arrows (Ex): Pixies sometimes employ arrows that deal no damage but can erase memory or put a creature to sleep.

Memory Loss: An opponent struck by this arrow must succeed on a DC 19 Will save or lose all memory. The save is Charisma-based and includes a +2 racial bonus. The subject retains skills, languages, and class abilities but forgets everything else until he or she receives a heal spell or memory restoration with limited wish, wish, or miracle.

Sleep: Any opponent struck by this arrow, regardless of Hit Dice, must succeed on a DC 19 Fortitude save or be affected as though by a sleep spell. The save DC is Charisma-based and includes a +2 racial bonus.

APL 12

Pixie / Ftr 10; CR 14; Small Fey; HD 10d10+1d4+11; hp 69; Init +4; Spd 20 ft., fly 60ft. (good); AC 22 (+4 chain shirt, +6 Dex, +1 natural, +1 size); Atk/ Grp +11/+6; Atk.+17 ranged (0 + memory loss or 1d4+1, shortbow), or +13/+13 ranged (0 + memory loss or 1d4+1, shortbow) Full Atk. +15/+15/+13 ranged (0 +memory loss or 1d4+1, shortbow); Face/Reach 5 ft. x 5 ft.; SA Spell-like Abilities, special arrows; SQ Damage reduction 10/cold iron, greater invisibility, low-light vision, spell resistance 21; AL NG; SV Fort +8, Ref +9, Will +8; Str 8, Dex 23, Con 12, Int 16, Wis 17, Cha 22.

Skills and Feats: Handle Animal +16, Hide +13, Ride +13, Survival +9, Knowledge (nature) +8, Sleight of Hand +10, Search +6, Spot +11, Listen +11, Swim +8; **Feats:** Dodge, Weapon Focus shortbow, Weapon Specialization, shortbow, Point Blank Shot, Precise Shot, Manyshot, Mobility, Rapid Shot, Shot on the Run, Quick Draw

SLA: 1 / day- lesser confusion (DC 14), dancing lights, detect chaos, detect good, detect evil, detect law, detect thought (DC 15), dispel magic, entangle (DC 14), permanent image (DC 19 visual and auditory elements only), polymorph (self). (Caster level 8th)

Greater invisibility (Su): A pixie remains invisible even when it attacks. This ability is constant, but the pixie can suppress or resume it as a free action.

Special Arrows (Ex): Pixies sometimes employ arrows that deal no damage but can erase memory or put a creature to sleep.

Memory Loss: An opponent struck by this arrow must succeed on a DC 19 Will save or lose all memory. The save is Charisma-based and includes a +2 racial bonus. The subject retains skills, languages, and class abilities but forgets everything else until he or she receives a heal spell or memory restoration with limited wish, wish, or miracle.

Sleep: Any opponent struck by this arrow, regardless of Hit Dice, must succeed on a DC 19 Fortitude save or be affected as though by a sleep spell. The save DC is Charisma-based and includes a +2 racial bonus.

Encounter Seven

APL 6

Triosterp / Drd 7; CR 7; Medium Humanoid (Elf); HD 7d8+14; hp 41; Init +2; Spd 30 ft.; AC 19 (Armor +4, Deflection +1, +2 Dex, Shield +2); Atk/ Grp +5/+5; Atk. +5 melee (1d6, Quarterstaff), or +7 ranged (1d6, shortbow) Full Atk. +5 melee (1d6, Quarterstaff) or +7 ranged (1d6, shortbow); Face/Reach 5 ft. x 5 ft.; SA Spells; SQ Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape, Venom Immunity; AL NG; SV Fort +7, Ref +4, Will +8; Str 10, Dex 14, Con 14, Int 12, Wis 16, Cha 8.

Skills and Feats: Concentration +10, Handle Animal +11, Knowledge (nature) +9, Listen +11, Spot+11, Survival +10; **Feats:** Natural Spell, Spell Focus (conjunction), Augment Summoning

Spells Prepared (6/4/3/2/1); DC = 13+ spell level, conjuration spells DC = 14 + spell level) 0-- *create water, detect magic x2, light x2, read magic, detect poison*; 1st-- *cure light wounds,, shillelagh, summon nature's ally I, obscuring mist*; 2nd-- *summon nature's ally II x2, bull's endurance*; 3rd-- *summon nature's ally III x2*; 4th-- *summon nature's ally IV*

Possessions: *figurine of wondrous power, silver raven*, leather armor, large wooden shield

Brown Bear; Large Animal; HD 6d8+24; hp 51; Init +1; Spd 40 ft.; AC 15 (-1 size, +1 Dex, +5 natural) touch 10 flat footed 14; Atk/Grp +4/+16; Atk. +11 melee (1d8+8, claw); Full Atk. +11 melee (1d8+8, 2 claws) and +6 melee (2d6+4, bite); Face/Reach 10 ft. x 5 ft.; SA Improved grab; SQ Low-Light vision, scent; AL N; SV

Fort +9, Ref +6, Will +3; Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6

Skills and Feats: Listen +4, Spot +7, Swim +12; Feats Endurance, Run, Track

Improved Grab (EX): To use this ability, a brown bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

APL 8

Triosterp / Drd 9: CR 9; Medium Humanoid (Elf); HD 9d8+18; hp 54; Init +2; Spd 30 ft.; AC 19 ((Armor +4, Deflection +1, +2 Dex, Shield +2); Atk/ Grp +6/+6; Atk. +6 melee (1d6, quarterstaff) or +8 ranged (1d6, shortbow) Full Atk. +6/+1 melee (1d6, quarterstaff) or +8/+3 ranged (1d6, shortbow); Face/Reach 5 ft. x 5 ft.; SA Spells; SQ Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape, Venom Immunity; AL NG; SV Fort +8, Ref +7, Will +9; Str 10, Dex 14, Con 14, Int 12, Wis 16, Cha 8.

Skills and Feats: Concentration +12, Handle Animal +13, Knowledge (nature) +11, Listen +13, Spot+13, Survival +13; *Feats:* Natural Spell, Spell Focus (conjunction), Augment Summoning, Lighting Reflexes

Spells Prepared (6/4/4/3/2/1); DC = 13+ spell level, conjunction spells DC = 14 + spell level) 0th— *create water, detect magic x2, light x2, read magic, detect poison*; 1st— *cure light wounds,, shillelagh, summon nature's ally I, obscuring mist*; 2nd— *summon nature's ally II x2, warp wood, bull's endurance*; 3rd— *summon nature's ally III x2, protection from energy*; 4th— *freedom of movement, summon nature's ally IV*; 5th— *call lightning storm*

Possessions: bag of tricks, tan, leather armor, large wooden shield

Brown Bear; Large Animal; HD 6d8+24; hp 63; Init +1; Spd 40 ft.; AC 15 (-1 size, +1 Dex, +5 natural)touch 10 flat footed 14; Atk/Grp +4/+16; Atk. +11 melee (1d8+8, claw); Full Atk. +11 melee (1d8+8, 2 claws) and +6 melee (2d6+4, bite); Face/Reach 10 ft. x 5 ft.; SA Improved grab; SQ Low-Light vision, scent; AL N; SV Fort +9, Ref +6, Will +3; Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6

Skills and Feats: Listen +4, Spot +7, Swim +12; Feats Endurance, Run, Track

Improved Grab (EX): To use this ability, a brown bear must hit with a claw attack. It can then attempt to

start a grapple as a free action without provoking an attack of opportunity.

APL 10

Triosterp / Drd 10: CR 10; Medium Humanoid (Elf); HD 10d8+20; hp 60; Init +2; Spd 30 ft.; AC 16 ((Armor +2, +2 Dex, Shield +2)touch 12 flat footed 14; Atk/ Grp +7/+7; Atk. +7 melee (1d6, quarterstaff),+9 ranged (1d6 shortbow); Full Atk. +7/+2 melee (1d6, quarterstaff) or +9/+4 ranged (1d6, shortbow); Face/Reach 5 ft. x 5 ft.; SA Spells; SQ Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape, Venom Immunity; AL NG; SV Fort +9, Ref +7, Will +12; Str 10, Dex 14, Con 14, Int 12, Wis 17, Cha 8.

Skills and Feats: Concentration +14, Handle Animal +15, Knowledge (nature) +13, Listen +14, Spot+14, Survival +15; *Feats:* Natural Spell, Spell Focus (conjunction), Augment Summoning, Lighting Reflexes, Iron Will

Spells Prepared (6/4/4/3/3/2); DC = 13 + spell level, conjunction spells DC = 14 + spell level) 0th— *create water, detect magic x2, light x2, read magic, detect poison*; 1st— *cure light wounds,, shillelagh, summon nature's ally I, obscuring mist*; 2nd— *summon nature's ally II x2, warp wood, bull's endurance*; 3rd— *summon nature's ally III x2, protection from energy*; 4th— *freedom of movement, summon nature's ally IV x2*; 5th— *call lightning storm, summon nature's ally V*

Possessions: goggles of night, leather armor, large wooden shield

Brown Bear; Large Animal; HD 8d8+32; hp 84; Init +1; Spd 40 ft.; AC 18 (-1 size, +2 Dex, +7 natural)touch 11 flat footed 16; Atk/Grp +5/+17; Atk. +12 melee (1d8+9, claw); Full Atk. +12 melee (1d8+9, 2 claws) and +6 melee (2d6+5, bite); Face/Reach 10 ft. x 5 ft.; SA Improved grab; SQ Evasion, Low-Light vision, scent; AL N; SV Fort +9, Ref +7, Will +3; Str 28, Dex 14, Con 19, Int 2, Wis 12, Cha 6

Skills and Feats: Listen +4, Spot +7, Swim +13; Feats Endurance, Run, Track

Improved Grab (EX): To use this ability, a brown bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

APL 12

Triosterp / Drd 12: CR 12; Medium Humanoid (Elf); HD 12d8+24; hp 73; Init +2; Spd 30 ft.; AC 16 (Armor +2, +2 Dex, Shield +2) touch 12, flat footed 14; Atk/Grp +9/+9; Atk. +9 melee (1d6, quarterstaff), +11 ranged (1d6, shortbow) Full Atk. +9/+4 melee (1d6, quarterstaff) or +11/+6 ranged (1d6, shortbow); Face/Reach 5 ft. x 5 ft.; SA Spells; SQ Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape, Venom Immunity; AL NG; SV Fort +12, Ref +8, Will +15; Str 10, Dex 14, Con 14, Int 12, Wis 22, Cha 8.

Skills and Feats: Concentration +16, Handle Animal +19, Knowledge (nature) +15, Listen +18, Spot +18, Survival +18. *Feats:* Natural Spell, Spell Focus (conjunction), Augment Summoning, Lighting Reflexes, Iron Will, Great Fortitude

Spells Prepared (6/5/4/4/3/3/2); DC = 16 + spell level, conjunction spells DC = 17 + spell level); o- *create water, detect magic x2, light x2, read magic, detect poison*; 1st- *cure light wounds x2, shillelagh, summon nature's ally I, obscuring mist*; 2nd- *summon nature's ally II x2, warp wood, bull's endurance*; 3rd- *cure moderate wounds, summon nature's ally III x2, protection from energy*; 4th- *freedom of movement, summon nature's ally IV x2*; 5th- *call lightning storm, summon nature's ally V, cure critical wounds*; 6th- *fire seeds, summon nature's ally VI*.

Possessions: periapt of wisdom +4, leather armor, large wooden shield

Brown Bear; Large Animal; HD 8d8+32; hp 84; Init +1; Spd 40 ft.; AC 18 (-1 size, +2 Dex, +7 natural) touch 11 flat footed 16; Atk/Grp +5/+17; Atk. +12 melee (1d8+9, claw); Full Atk. +12 melee (1d8+9, 2 claws) and +6 melee (2d6+5, bite); Face/Reach 10 ft. x 5 ft.; SA Improved grab; SQ Evasion, Low-Light vision, scent; AL N; SV Fort +9, Ref +7, Will +3; Str 28, Dex 14, Con 19, Int 2, Wis 12, Cha 6

Skills and Feats: Listen +4, Spot +7, Swim +13; Feats Endurance, Run, Track

Improved Grab (EX): To use this ability, a brown bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Encounter Seven

Earth Mother / Drd 20: CR 20; Medium Humanoid (Elf); HD 20d8+40; hp 130; Init +2; Spd 30 ft.; AC 12 (Dex +2) touch 12 flat footed 10; Atk/Grp +15/+15;

Atk. +15 melee (1d6, quarterstaff) Full Atk. +15/+10/+5 melee (1d6, quarterstaff); Face/Reach 5 ft. x 5ft.; SA Spells; SQ Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape, Venom Immunity, A Thousand Faces, Timeless Body; AL NG; SV Fort +12, Ref +6, Will +12; Str. 10, Dex 14, Con 14, Int 14, Wis 20, Cha 18.

Skills and Feats: Concentration +25, Handle Animal +20, Heal +17, Knowledge (Nature) +25, Swim +11, Spot +17, Listen +16, Survival +28, Spellcraft +10. *Feats:* Natural Spell, Sudden Silent, Sudden Still, Spell Penetration, Greater Spell Penetration, Quicken Spell, Close Quarters Fighting.

Spells Prepared (6/7/6/6/6/6/4/4/4/4/4); DC = 15 + spell level); o- *create water, detect magic, mending, light, read magic, detect poison* 1st- *shillelagh, speak with animals x2, cure light wounds, entangle, longstrider, produce flame* 2nd- *warp wood, bull's strength, cat's grace, owl's wisdom, bear's endurance, lesser restoration* 3rd- *cure moderate wounds, dominate animal, poison, protection from energy, wind wall, speak with plants* 4th- *command plants, control weather, cure serious wounds, flame strike, ice storm, rusting grasp*. 5th- *wall of thorns, cure critical wounds, insect plague, tree stride, control winds, call lightning storm* 6th- *transport via plant, greater dispel magic, antilife shell, summon nature's ally VI* 7th- *heal, creeping doom, fire storm, quickened freedom of movement* 8th- *repel metal or stone, word of recall, reverse gravity, quickened flamethrower* 9th- *storm of vengeance, summon nature's ally IX, quickened cure critical wounds, regenerate*.

Player's Handout #1

Pathfinder,

I must request of you a small boon. Knowledge has come to me that the council of lords has found a way to wipe out the plague that has smothered our lands. However, they have chosen to send only army personnel to carry out this vital task. This, I see has a great mistake. We can not let our one chance to end this evil slip from our fingers. I have, through discrete channels, managed to get you into the group that will be traveling to the Sidhee forest to partake in the destruction of the plague. You will be traveling as a Sergeant in the standing army. Please use this guise as long as possible in order to maximum our chances at success. You will meet one Captain Delus this evening at midnight at the Jacob's farm barn-house. Thank you noble pathfinder, and may Heironeous guide your way.

Lord Torkeep

Player's Handout #2

Solider,

You're skills and abilities are required for a special mission vital to the success of the reclamation of the Shield Lands. You are here-by ordered to report to Captain Delus Fortain, at midnight this evening at the Jacob's farm. Because of the secrecy of this mission, your identity will be covered by changing your name and rank. The light shine upon you and illuminate your deeds.

Player's Handout #3

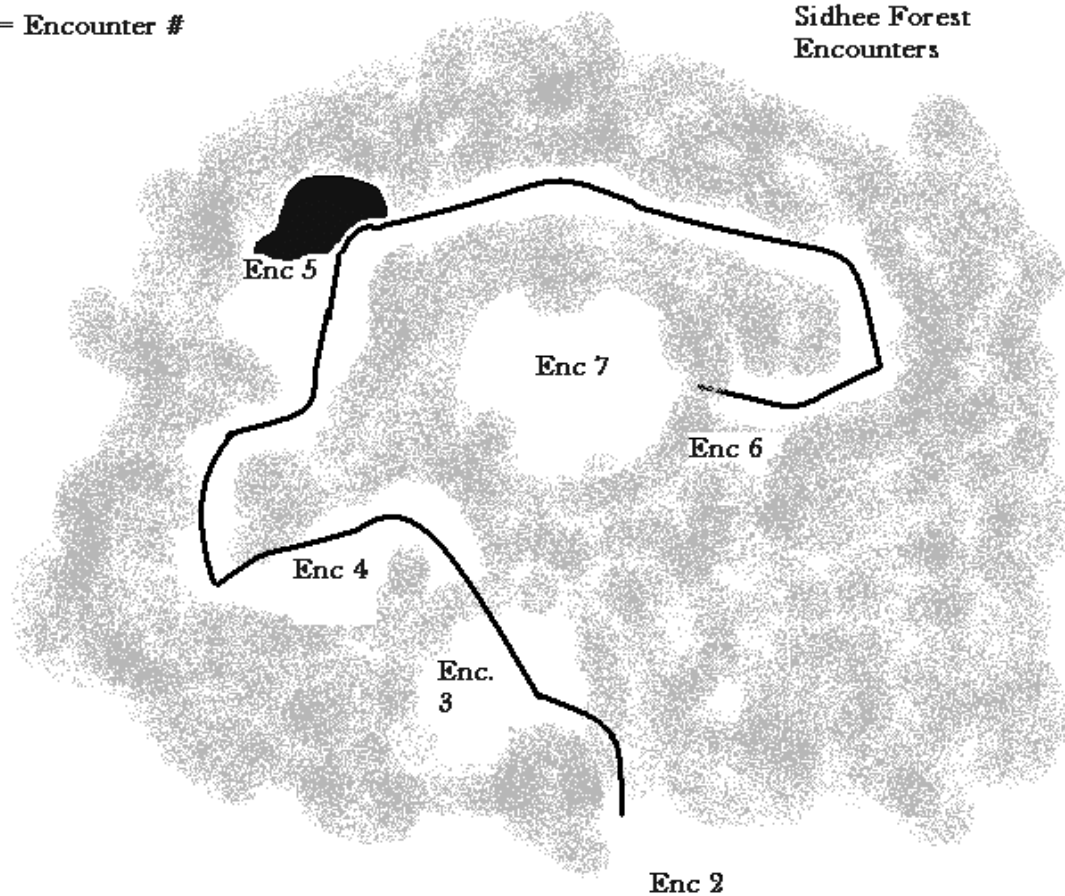
Dear brother / sister,

Something is very wrong. Our connections with the Council of Lords tell us the council is sending a patrol of soldiers to our forest for an unknown reason. We request you take on the guise of a soldier in the army and join this patrol. Find out what information you can and report it to us when possible. We have arranged for you to take on this guise, though we had to give you an alias. You will meet the others of this patrol this evening at the midnight hour at a small farm outside of Critwall known as Jacob's farm. Good luck in your mission.

A friend.

Enc = Encounter #

Sidhee Forest
Encounters



Encounter 7

