

URC6–S01

Into the Dreerwode

A One–Round D&D Living Greyhawk® County of Urnst Regional Introduction Adventure

Version 1.4

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The Dreerwode is one of the County’s largest forests, and one of the most mysterious. Many criminals, animals, and other foul beasts call this place home. This is an introduction wilderness adventure for 1st–level characters only.

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

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Introduction

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

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well,

you cannot have more than 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.

Reporting

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out a reporting form. After the form is filled out it should be given to the senior DM.

Living Greyhawk

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

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

Living Greyhawk Levels of Play

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

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

LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

5. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
6. 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 One-round Regional Introductory adventure, set in Tusmit. Characters native to Tusmit pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich

	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

Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

Kwengai on the loose

A family of forest giants has moved to some new hunting ground, near the edge of the forest. Game is abundant here so the giants have found the place suitable.

The mated pair lives with their young baby daughter, Kwengai, in a rocky recess. The baby is roughly two or three years old in human terms, but she is already quite large. One day while her parents were not looking, the adventurous giantess wandered off into the forest, eager to find some new toys with which to play. The woods are filled with playthings little Kwengai never saw before.

Kwengai first found a Halfling scout working for the County's army. She played with her new doll quite roughly. The poor Halfling never had a chance to escape the giantess' grasp. She saw a nice furry animal, and wanting to dress up her dolly, she picked the animal up and tried to skin it as her parents do. Unfortunately, she picked up a wolverine. When the creature went berserk, the giantess ran off into the woods.

While walking around the woods, she disturbed the local wildlife. She stopped to rest for a moment, and she woke up she saw Terol, the young half-elf boy, playing around his house. Not having a doll to play with, she decided to take him as her new doll. Therefore, she boldly strolled out of the woods, took the boy, and returned to the safety of the woods.

While she has no ill intent, her childish ways can be deadly for many of the indigenous folk of the forest and those living nearby. She wandered the woods for about a day before her parents realized she was missing and started looking for her.

What it should look like

Until the heroes actually meet Kwengai, keep them thinking they are looking for an ogre, a troll

or something similar: a large dangerous somewhat savage creature. Don't hint out that whatever took Terol is anything but a large evil creature.

Timeframe

The entire adventure should take no more than an afternoon. If at the end of the afternoon, the heroes have not found Terol by nightfall, he is dead. Kwengai's parents will have found their daughter and returned her home. Unlike the girl, they are very adept at hiding their tracks.

Inside the forest

The canopy is very dense in most parts of the Dreerwode, making visibility very difficult. Heroes with low-light vision can see normally while those without are considered to be in lighting similar to a lantern in the dark (30 feet + 30feet of twilight). Due to the thick foliage at ground level, anyone without low-light suffers a -4 penalty to all Spot checks.

Yes, it is a very elf-friendly place!

DM Tips

The entire adventure takes place in the forest. It can definitely be good to prepare your battle mat ahead of time with a wooded area consisting of mostly large-sized trees and more (10x10ft).

Adventure Summary

Introduction Hired to serve as patrolmen to keep an eye out for any dangerous creatures coming out of the forest, the party is out on patrol. As they skirt the forest, they can see a woman running towards them. She tells the heroes that her son, a half-elf, has been taken away into the woods by some large creature. She is too afraid to enter the forest on her own, and begs the heroes to help her.

Encounter One: The trail The heroes try to find clues as to what happened and have an opportunity to look

Encounter Two: Dead Spy the party comes upon a dead Halfling killed by a wolverine. After serving

as Kwengai's play toy for a while (and getting almost killed), the Halfling was sacrificed to the enraged wolverine by the Giantess.

Encounter Three: Enraged the party encounters the wolverine. Kwengai pulled its fur in many places has seriously roughed it up. When the wolverine became enraged, the young giantess ran off leaving the wolverine with her previous toy (thus forcing her to get a new one!).

Encounter Four: Patrol the heroes encounter a patrol of kobolds. How this plays out is entirely up to the heroes.

Encounter Five: The Spider The heroes cross the path of a hunting spider

Encounter Six: Kwengai Finally, the heroes find the little giantess near a pond. She is about to give a bath to her new dolly, which is very likely to be the end of the poor half-elf. The party has a number of options here on what to do with the giantess.

Encounter Seven: Mom & Dad once the heroes have settled what they wanted to do with the giantess, Kwengai's parents arrive on the scene. As long as the heroes did not kill or seriously harm the little girl, the parents let them go in peace. Otherwise, very few heroes leave the area alive. The giants' hunting nature makes sure of that.

Sequence of play

The numeric sequence of encounters supposes the heroes do not have a tracker with them, or at least that they failed their initial Track check.

If the heroes have a way to track Kwengai quickly, (such as by making a good Track check at the start), the encounters should be played in the following order: 1, 4, 5, 6, 7, 2 and 3.

Introduction

The Dreerwode is a dangerous place. It houses all kinds of criminals, dangerous animals, and all other of creatures, small and large. Since the Civil War ended in 594CY, the place has also seen the occasional devil.

To strengthen their military forces, the council of Brotton hired a number of adventurers to patrol the edges of the woods.

You have been lucky enough to be hired to patrol the edge of the forests. While you encountered the occasional creature stepping out of the woods, nothing has really broken the monotony of the patrol work.

You are about halfway through your daily patrol with constant rain as your companion. Feeling cold and wet, you nevertheless persevered. For a number of weeks now you have patrolled this stretch of land and done very little. While not glamorous, you have been promised a nice pay, which you are to receive at the end of the day.

Passing a bend in the road, you spot a woman standing in the rain facing the forest. As she sees you, she turns and rushes toward you.

The woman is in her late 20s and is dressed in the simple garment of a peasant. She is attractive without being a great beauty. She is rounded in all the right places. Her long copper hair is normally kept in a tight knot, but the knot has loosened somewhat and her loose curls are now glued to her face with mud and rain. She is a non-combatant and should be very easy to take down if the party decides to do so.

Borana is quite hysterical when first encountered, she babbles incoherently about monsters, the woods, her son, and elves. When playing her, speak as fast as you can, and do not worry if the heroes understand you too well. Cry some and wail whenever mentioning your boy. Make sure they do not get much information from her while in this stage.

To calm her down, the party has to play it out. Finally making a Diplomacy check [DC15]. Give a bonus for good role-playing, up to a +4, and any priests of Corellon Larethian or Elhonna receive a +2 bonus to their check. The heroes can retry as often as they want, but must role-play the scene of calming the mother down.

Once calmed down, she explains the following. Mix that into a conversation.

- Her name is Borana Cloudleaf. She was the wife of the wood elf Torralieth Cloudleaf.
- She and her husband elected to live outside Brotton, near the forest.
- She was tending to her garden harvesting some radishes and pickles when she heard screams.
- She rushed back to the house, where she only managed to see an ogre, or some kind of large green humanoid monster, enter the woods with her son in hand.
- Her son's name is Terol Cloudleaf, he is a half-elf born to an elven father. Terol's father was killed during the Civil War.
- Terol has just turned 9 years old and is a vivacious and strong young boy.
- Neither she nor her husband had any known enemies. In fact, most people were indifferent about the boy.
- She can give the heroes broad directions for where the ogre left with her son.

She begs the adventurers to save her son. She cannot offer anything to them, but begs and pleads. The party is free to refuse. In that case, Borana heads into the forest alone and dies. Her son is not rescued from Kwengai's grasp either and dies as well. And they call themselves "heroes."

If the party spends too much time and the encounter drags out, Borana begins the search for her son. This is the heroes' call to act.

Borana herself is a follower of Elhonna, but understands and respects the teachings of Corellon Larethian.

🔮 **Borana Cloudleaf:** Oeridian female, Com1, hp4, NG.

Development: it is important that you impress on the players the urgency of the situation. They must act NOW. If they decide to report to their superiors, then the adventure is over, and they receive **Incompetent** AR reward.

Once they decide to look for Terol, continue with Encounter One: The trail.

Encounter One: The trail

Now the party has a number of options. Borana does tell the heroes where the creature entered the wood with her son. That should be their starting point.

Make sure you have read and understand the flow of the adventure as described in Adventure Summary under Sequence of play. The adventure makes more sense that way.

Looking around Borana's house

The heroes may wish to look around Borana's house (maybe suspecting foul play). The house is but a few hundred feet from the edge of the woods. The house is a common log cabin with a straw roof. A holy symbol of Elhonna hangs over the door (Knowledge (Religion) DC15, automatic for worshipper of Elhonna). The garden where Borana was working is about 300 feet from the house next to a small stream.

There is nothing of real interest to find here. However, if the heroes think of asking for one of Terol's outfits, Borana can easily get one for them.

The only major feature of the house is the large hole punched through the ceiling. There are large tracks around the back of the house. Due to the rain, there is little one can say other than "large tracks" the entry point is clearly the best point to start from.

Searching the entry point

The heroes may wish to search around the entry point. Have them make search checks and compare them to the following chart. Note that if they are assisting for tracking, they are assumed to look for tracks and are not "searching around."

- **DC5** Something large seemed to have passed through here not long ago
- **DC15** A bit of fur has been ripped from what seemed like the creatures' clothing (a Knowledge (Arcana) check [DC16] identifies it as mantichore fur). Whatever it was, it was dressed in animal fur.

- **DC20** It seems the creature stopped here for a while. From here, there is a great vantage point to Borana's house. The dense foliage provides decent cover. From the size, it is easy to guess that the creature is one of large size. (Truth: Kwengai took a nap here, using the foliage to protect herself from the rain.)
- **DC25** There are small traces of blood nearby. (The blood is the wound inflicted by the wolverine.)

Tracking

Parties with a Tracker have an advantage in this scenario. Kwengai is not old enough to think of hiding her tracks so her trail is easy to follow.

Allow the heroes to make a Track check [DC15], make sure the rest of the party understand they can help the tracker by making a successful Search check, each assistance thus give a +2 bonus to the roll. Succeeding at this check, tells the heroes that something large and bipedal made these tracks.

We **STRONGLY** recommend the DM make this check in secret so the heroes don't know if they made it or if they failed. Enjoyment of this module can be greatly diminished if the heroes know or do not know the result of this check.

If the tracker also succeeds at a Knowledge (Nature) check [DC23], they can figure that the tracks were made by a forest giant, but clearly not a fully-grown one.

If the heroes fail the roll, they have still found the trail, but rather than going where Kwengai is going TO, they follow the trail to where she came FROM. Somewhat lucky for them, the little girl is going around in circles.

Tracking with Dogs

While dogs can track, the DC for them to follow is harder because they easily get confused with the mixture of scents in the woods. Dogs must succeed at a Track check [DC20]. If the heroes procure a piece of clothing from Terol or find something belonging to Kwengai (such as her clothing), the dog receives a +10 circumstance bonus.

Refer to the Tracking section for where the heroes are heading.

No Trackers

If no one in the party can track, you can hint to them that they think they could follow the path left by the creature, but that it may take sometime. If they do so, assume they automatically fail their Tracking check in the Tracking section.

If they wish to backtrack and get a dog or a tracker, have Borana insist there is no time and that her son is in danger. If they still decide to head back, they were warned, adventure over.

Refer to the Tracking section for where the heroes are heading.

Into the forest

When the heroes enter the Dreerwode, they will discover it is dark, but sheltered from the rain. Refer to the Adventure Background, Inside the forest, for the lighting conditions within the forest.

Encounter Two: Dead Spy

Have each of the heroes make a Spot check [DC10] to notice a small shape tangled up in some thorns. If none of the heroes sees it, continue with Encounter Three: Enraged.

If they decide to investigate it, they can quickly ascertain that the body is not that of Terol, but that of a Halfling. His body is covered in bruises and completely covered in blood.

To get the body safely out of the thorns requires a small character making an Escape Artist check [DC10] or a medium-sized character making it at [DC20]. Otherwise, the hero who fetches the body takes 1 point of damage from the thorns.

Allow for Heal checks and compare the results with the following table:

- **DC5** the Halfling has been dead only for a few hours

- **DC10** He was killed by a creature with sharp fangs and claws. A Knowledge (Nature) check [DC13] can determine it was a large badger or a wolverine.
- **DC15** the Halfling has a number of bruises indicating he took a large amount of non-lethal damage.
- **DC20** the Halfling was unconscious from having taken too much non-lethal damage. Whatever killed him seems to have attacked him once he was down.
- **DC25** the bruises seem to have been made by a large hand.

The heroes can search his body. On it, they find the following:

- A small-size short sword scabbard, but no sword
- A ruined small-sized studded leather armor
- His coin pouch is still present and contains only a single diamond (worth 200gp).
- In his backpack, they find a series of hand-drawn maps of the woods with information on the lairs and hunting ground of some of the most dangerous creatures.
- Around his neck, he wears a military badge of office. Heroes who belong to the County's Army automatically recognize it as a Sergeant's badge. Other heroes must make a Knowledge (Local Nyrond Meta Region) check [DC10]. For others from outside the County, the DC is 15.
- He has a *wand of cure light wounds* on him, still fully charged.

The party must decide what to do with the body of the Halfling. Allow the heroes some time to think about what to do and reach a common decision. Once they agree, proceed to Encounter Three: Enraged.

Encounter Three: Enraged

The heroes either have passed by or have finished discussing what to do with the Halfling's body. At that time allow a Spot OR a Listen check (hero's

choice) [DC15] not to be surprised by the wolverine.

The wolverine, having smelled the heroes coming, charges in. It is already enraged and slightly hurt (although only with non-lethal damage). The wolverine attacks until dead.

APL2 (EL2)

✦ **Wolverine:** hp28 (36 due to rage) (but has 4 points of non-lethal damage), see *Monster Manual*.

The wolverine's coat has a number of bald spots (that's where Kwengai pulled it).

Development: Once the heroes have dispatched the wolverine, they can continue with either Encounter Four: Patrol or Conclusion.

Encounter Four: Patrol

As the heroes walk around the woods, they cross a group of kobolds who have just captured a deer in one of their traps.

You are now deep in the forest, stopping to look for tracks, and make sure you are not going around in circles. Keeping a constant watch, you cannot help but feel like a thousand pair of eyes are looking at you. The hair on the back of your neck suddenly stands straight.

From a bend in the trail you are following, a band of seven green-colored kobolds comes into view as the canopy above thins a little. They are carrying a deer tied to a long branch. The kobolds quickly take defensive positions around the fallen animal.

Accompanying the kobolds is a large ferret-like snarling animal.

Allow the heroes a chance to respond.

The kobolds start about 80 feet away. The heroes have a number options open to them: they can fight or they can talk.

Talking to the kobolds One of the kobolds speaks a little common. The speaker is highly distrustful of humans. For him to believe anything a human says requires a Diplomacy check [DC15]. The following modifiers apply:

- +5 If one of the heroes speaks Draconic.
- +5 If the heroes mention they are looking for Terol (the heroes are not looking to kill some kobolds)
- +2 If the heroes promise not to hurt the kobolds.
- +2 If the heroes say they have no interest in the kobold's prize
- -2 If the heroes say they are interested in the kobold's prize
- -2 The party has a member of the County's army
- -2 If a party member killed kobolds in or around the Dreerwode before.

If the roll succeeds, then the kobolds allow the party to continue on their quest, otherwise, combat ensues. The kobolds are willing to share the following information:

- A new creature has just moved into the area and been doing a lot of hunting.
- They do not know what it is, but it has taken down a number of the most dangerous creatures in the area such as manticores, bears, dire boars, and monstrous spiders.
- Since yesterday, many animals have been roughed up, their fur pulled, and thrown into ponds.
- Someone told them that an ogre might be doing this.

Threatening the kobolds If the heroes threaten the kobolds and back it up with an Intimidate check [DC15], the kobolds simply flee into the forest, abandon their prize, and do not trouble the heroes any more. (However, do ask for the occasional Spot or Listen check to give them the feeling that something is wrong).

Fighting the kobolds This may be dangerous for the party because the kobolds are numerous. If things are going poorly, they make a run for it. They are neither stupid nor frenzied berserkers.

APL2 (EL3)

🐉 **Kobold warriors (6):** War1, hp 4, see Monster Manual.

🐉 **Trained dire weasel:** hp13, see Monster Manual.

Tactics: Taken by surprise and unprepared, the kobolds launch a rag-tag offensive against the heroes. There should be little coordination among them, at least for the first few rounds of combat. The Dire Weasel does not attack the heroes initially, but attacks at the first sign of danger. For the purpose of tricks, it is defending all the kobolds.

If the heroes do not attack, the kobolds are happy to let them go.

Treasure: L: 25gp C: Ogp M: Ogp

Encounter Five: The Spider

As the heroes continue their trek in the forest, they are attacked by a large monstrous spider. Kwengai destroyed her lair by throwing stones in it. The spider is quite angry about that.

Allow for Spot checks against the spider's Hide to avoid being surprised by the spider.

APL2 (EL2)

🕷️ **Large Monstrous Hunting Spider:** hp22, see Monster Manual

Tactics: Hunting spiders cannot use webs in combat. Again, the terrain should be a forested area.

Encounter Six: Kwengai

Read or paraphrase.

As you walk in the forest on this late afternoon, the forest gets darker and the shadows loom even closer. You have been following a small creek for the last few minutes.

Just as you are about to give up the search for the night, a single high-pitched voice comes to you through the cleared area formed by the stream. The voice is soft and rhythmic as if it was singing... yes singing! Something is singing loudly in the woods.

You approach cautiously, staying in cover from the brush. What you see in the clearing ahead, surprises you. Sitting, with her back to you appears to be a very large elf, about the size of an ogre! Her skin and hair have a green tint and are very dirty from mud, dirt, blood, leaves, and twigs. Her clothes are made of leather and fur and are quite dirty.

She seems to be singing to something she cradles in her arms, but you cannot make it out from here.

Kwengai is sitting there playing with her dolly. Anyone who speaks giant can easily understand the song. It is a lullaby talking about bad little people.

To recognize Kwengai as a forest giant, the heroes must make a Knowledge (Nature) [DC23]. The same roll at DC13 assures the heroes that what is in front of them is not an ogre.

Again, the heroes have a series of choice as to what they can do.

Kwengai

Kwengai is a typical young forest giantess. She likes the woods, she likes to throw rocks, and she likes to play with the animals. On top of that, she likes to play with dolls and explore the world around her.

She is neither malicious nor dangerous but due to her large size, she can easily hurt or damage other creatures.

When playing her, act like a young child discovering the world, she is easily fascinated by any new kind of stimuli, from a butterfly to a dancing adventurer to people speaking in bizarre languages. Anything she normally does not encounter in the forest will be a distraction to her and will make her happy.

Magic, arcane magic in particular, is especially fascinating to her. She can easily be distracted by the use of magic with visual or sound effects such as *light*, *ghost sound*, *prestidigitation* and the like.

Kwengai only speaks giant. However, she does understand (but not speak) sylvan and elvish. She has not yet been exposed to common.

Speaking to her Kwengai speaks only a rudimentary giant anyway, but keeping things simple is the key here. She finds these new people to be funny because they all look like “dollies.”

Kwengai is ready to trade her old dolly (Terol) for a new one, if any hero volunteers, especially if that new dolly does more fun things. If more than one hero volunteers, she chooses the one with the most charisma. Animals she call “food,” as is not interested in them (so druids cannot pawn their companions).


Singing her to sleep If one of the heroes asks, and makes a Sense Motive check [DC10], they can get that she is very tired and could easily be sung to sleep. Singing her to sleep requires a Perform (any kind of music) check [DC5] or talking soothingly to her by making a Handle Animal or Diplomacy check [DC15]. When she falls asleep, proceed immediately to Encounter Seven: Mom & Dad.

Playing with her The heroes may try to play with her in a number of ways. As long as they do not try stealing her dolly without giving one of them back, she keeps playing.

Using non-damaging spells There are many spells that can be used to deal with her without hurting her. Spells like *sleep*, *color spray*, and the like may easily take her out. As long as they do not hurt her, she does not do anything. She could receive three *color sprays* and still laugh and be amused. When taken out, proceed immediately to Encounter Seven: Mom & Dad.

Attacking her Be sure to confirm with the heroes that they are attacking the girl. If they wish to proceed, they have dug themselves into their own grave. Oh well, experience kicks in.

APL2 (EL3)

 **Kwengai:** hp26 use stats for an ogre in Monster Manual

Tactics: Kwengai does not use a weapon and strikes who ever hurt her the most. She begins to cry loudly as soon as she is hurt. Five rounds after

she starts crying proceed immediately to Encounter Seven: Mom & Dad.

Encounter Seven: Mom & Dad

This encounter can start one of two ways, either the parents come out hostile or they come out cautiously. If the heroes attacked Kwengai, they are in for a VERY unfair fight, proceed to **It's a Flying Cedar... No it's an Arrow!** Otherwise, proceed to **There's Always a Mom.**

It's a Flying Cedar... No it's an Arrow!

Kwengai's parents finally find her, and when they do, they are not happy.

Kwengai's father attacks with his bow from cover while the mother rushes in with her great club both aim to kill (and should do so quite easily). If the fight is still going on when they arrive, then both parents charge in with their club.

It makes little difference to the parents whether the heroes used non-lethal or lethal damage. They attacked and hurt their little girl, and they deserve to pay.

🦋 **Forest Giant Parents (2):** hp 136, see Appendix Two.

Tactics: The Giant first target whoever attacked their daughter first. In short, if the party was divided, allow those who opposed the idea of attacking her to escape.

Development: The giants do not pursue heroes who manage to escape more than 100 feet from the clearing. Proceed to the Conclusion.

There's Always a Mom

The parents do not find their daughter harmed by the humans, so they are cautious.

From the woods, huge women looking vaguely like the young girl, but obviously much larger, towers over you. On her back is a bow with gigantic arrows and she holds a large club in her hand. She is also dressed in furs and leather giving her a feral look.

As she steps into the clearing, walking straight towards the little giantess, you can see another of these giants, obviously male, with an arrow cocked and ready to fire. The female examines her young before picking her up. The young giantess smiles as she recognizes her mother. Mother and daughter leave the clearing. The two adult giants exchange a few word before they quickly disappear into the forest.

If one of the heroes volunteered to be Kwengai's dolly, that hero is scooped up with the girl and brought along. No matter what happens Terol is left in the clearing, unconscious from the non-lethal damage he took while being a play toy.

If the heroes have put Kwengai to sleep, if they were playing with her, had a volunteer to become a play toy, or if they were simply talking to her when the parent arrive, (basically anything but knocking her out using spells) then the father steps into the clearing.

A male giant with a thick beard, whose skin is also deep green, steps into the clearing and puts his bow away. The giant's face shows visible relief. Putting a knee down, he pulls out something from his pouch made of manticore leather. Extending in huge hand toward you, you can see it is a series of small rings made of bone, thin leather laces tying a single feather to each.

"Teev, grashad bawayd Kwengai. Ourga Gihfh kaha Wrang. Kwengai Oorta zelte baruga. Grima eto goof. Atoua Dreer dekoua."

Gihfh speaks first in Giant then tries Sylvan and finally Elven. If the heroes speak neither language, he simply smiles and hands over the rings. He then points to an earring of his and smiles. The giant does not allow himself to be touched by any spellcaster who uses magic in his presence.

Here is what Gihfh says: *"Little ones, you have helped us find our daughter Kwengai. I am Gihfh and that was my wife Wrang. Kwengai ran off while we were hunting. Take these gifts. Wear them in the Dreer, shows you are good hunters."*

Note in forest giant, the term for friend is "good hunter", the forest giants live and gather together only for hunting, so our concept of

friendship doesn't apply to them, and they don't understand it.

Ask which hero takes the token and if any of them refuses.

Talking to Gihfh

If the heroes can speak to the giant (because they speak any of the same languages the giant speaks: Giant, Sylvan and Elven), they can learn the basic story the giants (refer to the Adventure Background). Other than that, Gihfh knows very little, and to be honest, as long as it does not interfere with his hunting, he cares not.

Conclusion

If they bring back the body of the Halfling to the authorities in Brotton, they receive the **Well-Done Maps** reward on their AR.

No matter what, the surviving heroes receive the payment for their services.

All dead

Use this conclusion if the heroes were all killed.

The Dreerwode is a dangerous place and a place to tread carefully. It teems with life, both predators and prey. Unfortunately, you became the prey. Beware the forest, it can be your friend, but it can also be your tomb.

Giant bait

Use this conclusion if the heroes were attacked by the giants but fled, very likely only a few of the heroes are still alive.

The Dreerwode is a dangerous place. The forest teems with life, both predators and prey. Sometimes things that look easy to take on have parents who frown upon someone touching their young.

Careful now, for though you were lucky enough to flee, you are marked. The Dreerwode has a hunter looking for you.

They receive **Hunted** on their AR.

Tall Friends

Use this conclusion if the heroes managed to befriend Kwengai and her family.

The Dreerwode is a dangerous place. The forest teems with life, both predators and prey. Some times things that look easy to take on have parents who frown upon someone touching their young.

You have seen some of the many forms of life the forest is filled with and managed to make some friends in the process. At least some of the predators of the forest are not after you anymore.

As you hand Terol to his mother, she is overjoyed. He quickly recovers and soon you can see him playing in the field again. Everyday as you pass nearby, he comes to offer you some freshly baked bread his mother prepared for you.

One day, Terol comes to you and says, "Tell me, what does it take to become a great adventurer like you?"

They receive **Friendship Token** on their AR, unless they refused the token.

Kwengai's dolly

Use this conclusion if the heroes offered to be Kwengai's play toy. This is supposed to be somewhat humorous.

You spend the next month in a cave with the giantess. Unlike her previous playthings, she takes good care of you. She feeds you scraps of food her mom made. She bathes you in a pond. She changes your clothes with some she made with her mom. Your hair sees all kinds of braids and crowns of flowers. When she goes to sleep, she takes you with her and hugs you until you pass out and wake up from your wounds in the morning. She really loves you!

One day, Kwengai's mother Wrang takes her outside for a well deserved bath. At that time, her father Gihfh opens his bags and motions for you to enter. Gihfh leaves the cave and leaves you where they found you. With a smile, he disappears back into the forest.

For a second you miss the giantess, but then reality hits you, you are now free!

This hero receives **Kwengai's Dolly and Friendship Token** on their AR.

Cowards

I sure hope that I am writing this section for nothing. They have done nothing and deserve to live the boring lives to which they aspire. No one pays them anything and they do not receive anything. This ending should be used for heroes who flee out of the forest without Terol.

The Dreerwode is a dangerous place. The forest teems with life, both predator and prey. You, on the other hand, barely qualify as either.

They receive **Incompetent** on their AR.

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 Three: Enraged

Defeating the wolverine
60 xp

Encounter Four: Patrol

Dealing with the kobolds (through talk or combat) 120 xp

Encounter Five: The Spider

Defeating the spider 60 xp

Encounter Six: Kwengai

Dealing with Kwengai (even combat) 90 xp

Story Award

Leaving on good terms with the other patrol
45 xp

Not killing or fighting Kwengai 45 xp

Discretionary roleplaying award

Roleplaying 30 xp

Total possible experience:

APL2 450 xp

Treasure Summary

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

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

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

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

and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Two: Dead Spy

APL2: L: 1gp; C: 200gp M: *Wand of cure light wounds* (62.5gp per character)

Encounter Four: Patrol

APL2: L: 25gp C: 0gp M: 0gp

Conclusion

APL2: L: 0gp C: 200gp M: 0gp

Total Possible Treasure

APL2: 450gp

Items for the Adventure Record

🗡 **Kwengai's dolly:** You offered to serve as Kwengai's playmate. She feeds you, bathes you and plays with you for 4 TUs during which you do not have to pay upkeep. A friend for life, should you ever meet her again her reaction to you can be friendly at worse.

🗡 **Friendship Token:** You were given a token of friendship made of bone and feathers by the parents of the little Kwengai. The token must be worn as an earring. You gain a +2 circumstance

bonus to any social roll involving Forest giants. You may also trade this token after any adventure set in the Arch-barony of Brotton (Dreerwode, Geralenn) to receive a *reincarnate* spell (but you must still pay the costs). A Forest Giant druid casts the spell. Cross off once used that way.

🗡 **Hunted:** Because you have killed their little Kwengai, her parents are after you. Whenever you fight a forest giant in the Dreerwode, you are their first target. No forest giant EVER gives you any quarter in combat (the rest of the party is not affected by this). Perhaps one day, they will forget you. However, they will never forgive.

🗡 **Well-done maps:** The maps you found on the scout were of great quality. If you have time to study them for at least one minute, you can get a +2 competence bonus to any Knowledge and Survival checks dealing with the Dreerwode. After 52TUs the maps become somewhat outdated and do not give the bonus anymore.

🗡 **Incompetent:** Because of your inaction, a young boy was killed uselessly. Because of this, until the end of 596CY, the gp and influence costs for joining or upgrading any County metaorgs (even promotions) are doubled for you. Time requirements (such as "must spend X months as previous tier") are also doubled.

Appendix One: New Rules – Creatures

Giant, Forest (from Monster Manual II)

Huge Giant; Hit Dice: 13d8+78 (136 hp)

Initiative: +5

Speed: 40 ft.

AC: 20 (–2 Size, +1 Dex, +11 Natural) Touch 9, Flat Footed 19

Base Attack/Grapple: +9/ +28

Space/Reach: 15 ft. / 15 ft.

Attack: Huge Greatclub +18 melee (3d6+16) or Huge Composite Longbow (+4 Str) +8 ranged (3d6+4) or rock +9 ranged (2d8+11)

Full Attack: Huge Greatclub +18/+13 melee (3d6+16) or Huge Composite Longbow (+4 Str) +8/+3 ranged (3d6+4) or rock +9 ranged (2d8+11)

Special Attacks: Poisoned Arrows, rock throwing

Special Qualities: Darkvision 60ft., rock catching

Saves: Fort +14, Ref +5, Will +7

Abilities: Str 33, Dex 12, Con 22, Int 14, Wis 16, Cha 21

Skills: Hide +5* (+9), Listen +5, Sense Motive +6, Spot +7

Feats: Improved Initiative, Point Blank Shot, Precise shot

Climate/Terrain: Any forest

Organization: Solitary, pair, gang or band (6–9 plus 35% non-combatant plus one 1st–2nd level druid) or hunting/raiding party (6–9 plus 35% non-combatant plus one 3rd–5th level druid).

Challenge Rating: 11

Treasure: Standard coins, double goods, standard items.

Alignment: Usually neutral

Advancement: By character class

Level Advancement: +16

Forest giants are amongst the tallest specimens of giantkind, and they live to be up to 200 years old. They are powerful hunters that pose a threat to all animals that dwell in the woods.

An adult forest giant stands 18 feet tall but weighs only 3,000 pounds. The lanky, muscular body resembles that of a wood elf but appears much sturdier. The creature has deep, earth–yellow skin and pale–green hair that is usually wild and unkempt. The typical clothing for either gender is made of fur or leather, and each forest giant also wears some bone jewelry, particularly collars or earrings.

A forest giant's bag contains everything needed to survive in the wilderness, including tools to make and repair weapons, 2d4 rock, 1d4+4 mundane items, and the giant's personal wealth. The items tend to be parts of things it killed for food, such as scraps of fur and hide, dried insects, and bones.

COMBAT

Forest giants target opponents from afar with their poisoned arrows. Though they are not adverse to attacking with their clubs, their poisoned–tipped, ranged weapons often end a battle quickly with few casualties for the giants. Forest giants use their natural camouflage abilities to hide among the trees and wait in ambush for the next creature that crosses their path. Their thrown rocks have a range increment of 120 feet.

Poison (Ex): Forest giants coat their arrows with poison (Fortitude DC 22); initial and secondary is the same (unconsciousness for 4d4 rounds).

Skills: A forest giant has a +4 racial bonus on hide checks. * In wooded areas, this bonus rises to +8.

Forest Giant Society

Forest giants live solely in the wooded areas regardless of the climate. These ravenous meat–eaters hunt nearly any kind of animal or beast for its flesh. Forest giants maintain friendly relations with fey, and they cooperate with other primitive woodland beings who enjoys the same hunting lifestyle as they do.

Forest Giant Characters

A forest giant's favored class is ranger. Many groups of forest giants include both druids and rangers.