

NMR5-01

Under the Boughs

A One-Round D&D LIVING GREYHAWK[®]
A Nyronde and Her Environs Metaregional Adventure

Version 1.0

Round 1

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Just what are the Sylvan Elves up to in the Celadon forest and why are they so wary? An adventure for
APLs 2-12.

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

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, 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 record-keeping 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.

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

Playing the Game

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

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 judge) 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 judge 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 bold italics. 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.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

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 discussed in the Preparation section above 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. Nevertheless, if a character has the Mounted

Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- 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 and gold a PC may 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 will receive only one-half of the experience points for the adventure. Further, if the PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. 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.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

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

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

- 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 move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

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	

Time Units and Upkeep

This is a standard one-round Meta-Regional adventure, set in the Celadon Forest, between Nyronnd and the Duchy of Urnst. Characters native to Nyronnd and Environs 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 who 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 Celadon Forest

The Celadon Forest is an ancient area that lies within Nyronnd and the Duchy of Urnst, but is not claimed by either nation. Mighty oaks and elms grow here, tended by treants, wood elves, and similar creatures. These folk prevent the cutting of any live tree from the forest. Keoghtom's ointment is said to derive from reagents

gathered here. However, a dark power has arisen in the forest and its effects are beginning to be felt by the forest denizens. Various inhabitants of the forest have discovered that there are patches of deforestation occurring sporadically through certain sections of the Celadon while traveling to Growfest celebrations in the hidden city of Esseph.

Adventure Summary

Hooks:

While traveling down the Nesser River towards the conflict with the Nyronid Imperium or upriver away from the conflict, the PCs spot an area of deforestation along the river's edge and hear cries for help.

OR

The PCs are visiting the Shankopt enclave from URD1-04, gathering spell components for the College of Sages and Sorcery (Duchy meta-org) or have simply become purposely lost exploring the Celadon forest.

Encounter 1:

The PCs encounter a female Sylvan elf, a grievously injured treant, and a dead cooshee lie in the center of a deforested piece of land. They are surrounded by dead forest creatures that have been animated by a Blighter and attack the PCs.

If the PCs defeat the undead creatures the sylvan elf will ask the PCs to seek out a more experienced druid that may be able to save the treant's life.

The Sylvan gives the PCs directions to Esseph and a token that will aid them in diplomacy with the sylvan elves they will encounter.

Encounter 2:

The PCs encounter two Sylvan scout parties on the way to the Growfest where they hope to find the druid.

Diplomacy will get the PCs past the first set of scouts and get the second set of scouts to take them to the security area, where they may try to convince Sharak, speaker for Clan Ophilurwe, to let them see the druid.

Encounter 3:

Successful diplomats will get Sharak's approval to meet the druid, but he will explain to the PCs they need the permission of at least 3 more clan speakers. He will direct them to the nearest clan speaker who will listen to their story and, if persuaded, direct them to the next nearest clan speaker. This will go on until the PCs get 4 clan leaders to approve the meeting with the druid.

At no time will the PCs be told where to find the druid until they get the permission of 4 clan leaders.

Encounter 4:

The PCs will locate and meet with clan speakers until they get the approval of 4 speakers.

Encounter 5:

Once the PCs get permission to meet with the druid it is easy to get his help because he is quite fond of treants.

The druid will be found at the center of Growfest inside of the biggest oak tree in the forest.

Encounter 6:

The druid accompanies the PCs to the Shankopt's home where the treant is resting.

The druid examines the treant and realizes he is suffering from the effects of a blighter, and then asks the PCs to get some components so he can make a potion that will save the treant's life. He must stay with the treant and use his magic to keep it alive till they return.

The druid gives the PCs advice and directions and sends them on their way.

Encounter 7:

The PCs must travel to the Nutherwood to get a component from a dryad. She will only give it to the PCs if they rid her forest of a pack of dire animals that have moved in.

Encounter 8:

The PCs must travel to the Phostwood to get a component, the eyes of a woodling ogre.

Encounter 9:

The PCs must travel to the Gamboge forest to get a phloem graft from a family member of the treant some sprites will try to distract the PCs causing them to lose precious time.

Conclusion:

If the PCs recover everything without taking too long the treant will live. The PCs will be rewarded for there unselfish bravery.

Preparation for Play

Write down the Survival modifier for all PCs for use in determining whether or not they get lost during Encounter Nine.

Use one of the following hooks or come up with one that suits the PCs.

- The PCs are traveling along the Nesser River battling against river "bandits" and keeping an eye on the border.

- The PCs are visiting the Shankopt's enclave from URDI-04.
- The PCs are gathering spell components for the College of Sages and Sorcery (Duchy meta-org)
- The PCs have simply become lost exploring the Celadon forest.

Introduction

Nesser River

It is a beautiful spring day in the Celadon forest. It is late afternoon and the forest has been quiet. You've been traveling from the border of the northern part of the forest towards the southern part, where you've heard rumors of Nyronid Imperium soldiers. As the boat continues down the river, you notice a section of the forest that looks distinctively unhealthy compared to the rest of the forest you've been passing. Faintly, you hear a female voice in the distance calling for help...

Assuming the PCs disembark the ship and examine the area, they do not find anything in particular, just that something seems "wrong" about the area. If they don't think to disembark and examine the area, the first mate (a half elf) encourages them to do so and take a report back to Nellix.

There is no magic to detect here. A DC 35 Knowledge (Nature) would suggest that this is unnatural. A DC 35 Knowledge (Arcana) would suggest that magic was somehow the culprit.

Traveling in the forest

It is a beautiful spring day in the Celadon forest. It is late afternoon and you are following a slender single-track trail through a young stand of oak. You have not seen a soul all day but your companions, it has been unnaturally quiet all day and you have seen no game.

Your previous day was highlighted by a visit from 4 sylvan wardens of the forest trained at the Stalwart Pines Ranger School. They asked what your business was in the forest and how long you planned to stay. They also asked you to be respectful of the forest and to raise neither sword nor spell against her residents except in self-defense. They explained hunting was permitted but you must utilize the entire carcass to show respect to the animal and its great sacrifice.

Yesterday the birds were singing, today they are not. As you ponder that fact you cross from a vibrant young wood into at least an acres worth of land stripped bare to the dirt. There is no visible plant

matter except where the forest continues on outside the acre or so of deforestation you have just stepped into. You do not see any animals here.

There is no magic to detect here. A DC 35 Knowledge (Nature) would suggest that this is unnatural. A DC 35 Knowledge (Arcana) would suggest that magic was somehow the culprit.

Encounter One: So I go to the Celadon and I see a sylvan elf, a treant, and a cooshee...

You hear a clap of thunder in the distance, coming from the north and the sounds of someone sobbing.

Wait for the PCs to investigate, and then continue.

You encounter another acre or so of deforestation, this time there are dead animals, and in the center of it all – a female sylvan elf, a treant, and an elven hound.

All appear to have been burned by fire. The elven hound is not moving, but the sylvan elf is tending to the treant that is lying on its side like a fallen tree. It is she who is sobbing as she casts spells upon the treant.

Before you can reach them to give aid dead animals rise up all around you and shake off their remaining flesh, making thick wet splashy sounds as it hits the ground.

The animated skeletons attack!

1 Acre = 43,560 square feet, 1 square Mile = 640 acres. Thus the area is fairly large, but not extreme.

APL 2 (EL 4)

☛ Skeleton, Wolf (4): hp 13 each, see Monster Manual page 226.

APL 4 (EL 6)

☛ Skeleton, Wolf (6): hp 13 each, see Monster Manual page 226.

APL 6 (EL 8)

☛ Skeleton, Dire Wolf (6): hp 39 each, see Appendix 2.

APL 8 (EL 10)

☛ Skeleton, Advanced Dire Wolf (6): hp 71 each, see Appendix 2.

APL 10 (EL 12)

☛ Skeleton, Advanced Dire Wolf (6): hp 110 each, see Appendix 2.

APL 12 (EL 14)

👉 **Skeleton, Advanced Dire Wolf (9):** hp 117 each, see Appendix 2.

Roll initiative. Unless the characters specified that they avoided the skeletons, which carpet this area, they are surrounded. No one should be surprised, so head into full rounds.

Having dealt with the skeletons you may now offer aid to the sylvan, treant and elven hound.

Sadly the hound is dead but the treant clings to life. The female sylvan is a druid and has just cast slow poison on the treant. By the look of concern on her face the spell is not having the desired affect.

👉 Liree Shankopt: Female Sylvan Elf Druid 5; hp 33

She has used up her allotment of spells for the day.

Appearance: She dresses in greens and browns over her leather armor. She carries a bow and a scimitar. Stitched onto the chest of her tunic in gold thread on a black background is a Maple tree; the Shankopt clan symbol. Liree has pinned a small stuffed animal bear on her chest so that it is sitting under the gold maple tree.

Personality: Liree is obviously very shy but her concern for her friends has overwhelmed her shyness. She will have tears in her eyes when she asks the PCs for help.

👉 Chesterfield Ray Nuthollow: Male treant; hp 66; see Monster Manual page 244.

Appearance: Chester looks like a tree. He has a deep wound in his side that is oozing sap. His leaves are singed and many litter the ground around him. He is awkwardly trying to keep his roots in the ground while he lies prone.

Personality: Chester is contagiously happy all the time. He talks very quickly for a treant, which means you could actually hold a conversation with him. He has many sylvan friends in the Celadon and has traveled from the Gamboge forest to visit the Shankopt clan and attend Growfest.

Developments: Growfest is not a good place to bring pets but she couldn't resist bringing just one. Liree feels pretty guilty right now, but it could have been worse. She usually travels with at least 6 hounds.

Liree and Chesterfield were using the wolves as escorts, but the blighter quickly disposed of them and reanimated them.

Please, I hate to ask, but I don't know what else to do, everyone is at Growfest.

Katieduece is dead and Chester is grievously injured. Some foul magic has afflicted him and my neutralize poison has had no affect.

Please you must help me...

The PCs can do nothing to cure the treant. A DC 30 Knowledge (Nature) or DC 30 Knowledge (History) or a DC 35 Bardic Lore would bring to mind the tales of blighters from years past.

If the PCs offer their assistance, Liree will give them a 2" gold disc with a maple tree intricately carved (not stamped, not poured in a form) into the surface, explaining it will help them gain entrance to Esseph.

Liree tells the PCs they must travel 48 miles to near the center of the Western Celadon where Growfest is currently taking place. There they will find a powerful druid leading the religious ceremonies associated with the festival. The PCs must convince him to come to the aid of the treant. Use the overland travel rules on page 162-162 of the Player's Handbook. It should take PCs with a base move of 30 feet 2 days to reach the Esseph.

Liree asks the PCs to help her drag the treant a short distance to her clan's home where she can try to keep the treant alive till they return.

If the PCs ask what happened, she explains they were walking to Growfest when a bright flash consumed the forest around them and dropped Chester to the ground, then flame strikes and lightning rained down upon them. She was trying to save Chester and Katieduece and never saw their attacker. Moments later the PCs came along.

Unbeknownst to Liree and the PCs a blighter, in rat form, was animating the dead forest creatures caught in his flame strikes. While the PCs fought the skeletons the blighter left the area after getting a good look at the PCs.

While the treant has been damaged by the flame strikes, it is the deforestation effect that is going to kill the treant unless he gets a cure.

Encounter Two: Esseph Inner Patrol

As the PCs are traveling through the Celadon, they will be spied upon by the Celadon Elven patrols. The outer patrols will allow the PCs to pass, seeing that they seem to have directions and a purpose and leaving the inner patrol to deal with the details. Once the PCs are within 2 miles of Esseph they will encounter this patrol of sylvan elves.

Roll a Spot and Listen opposed to the sylvan elves Hide +10 and Move Silent +10. Shala will approach the party while her 3 friends cover her from 3 sides about 30'-60' out. The sylvan elves do not have animals with them. If the PCs attack the scouts one will try to escape and bring back help, this will take the form of enough scouts to kill the PCs or drive them out of the forest.

☞ Shala: Female Sylvan Elf Scout 8; hp 51; See Appendix One; N

Appearance: Shala has coppery red hair and is fully camouflaged including face hands and bow. Stitched on the chest of her tunic is a badger on a blue background.

Personality: Shala is very serious about defending the sylvan festival from intruders and it will take a DC 20 Diplomacy check to be convinced to let the PCs pass.

Apply the following bonuses:

- +2 bonus for showing the gold disc given them by Liree.
- +2 bonus if a PC is a member of the Stalwart Pines Ranger School, Brotherhood of the Bronze, or Defenders of the Celadon.
- +2 bonus if a PC is a high or sylvan elf.
- +2 bonus if a PC has the Tuliktu Clan tattoo.
- +2 bonus for good roleplaying.
- -2 for being Nyrondense

If a PC makes the Diplomacy check, Shala will take the PCs to the security/first-aid tent, see encounter 4. If the PCs fail the Diplomacy check, Shala will turn them away for the rest of the day. If the PCs are persistent enough, she will persuade Sharak to come to the PCs outside the patrol ring. See Encounter Four for his actions and responses. He will be less than friendly if forced to meet them in the outer Celadon forest.

Encounter Three: Security/First-aid

Daytime arrival...

As you approach the elven city of Esseph, the Celadon forest appears to be unchanged. Mighty oaks and elms fill this section of the forest with scattered yew and ash groves here and there. Your entrance to Esseph is marked only by Shala, who smiles and says "Welcome to Esseph". As you continue following her, eventually you begin to see brightly colored tents of various designs and styles scattered amongst the trees and bushes. "For Growfest there are not enough rooms in the city above to house those who attend." Shala explains. Eventually, she brings you before a large 20' x 40' blue tent with a red cross over the entrance. Shala leads you inside the tent and introduces you to her clan speaker, Sharak Frenalyn of Clan Ophilurwe. Shala whispers in Sharak's ear then excuses herself.

A DC 20 Listen check will hear Shala explaining her encounter with the PCs.

During the day if a PC rolls a DC 20 Spot check he will notice several hundred of tents spread out everywhere. A few sylvan elves are sleeping sprawled upon the ground and they will catch glimpses of mastercraft wooden structures amongst the boughs.

Nighttime arrival...

As you approach the elven city of Esseph, bonfires light up the night and music fills the air. Colorful tents lit from within dot the forest floor; it looks like a rainbow patch of giant multi-colored mushrooms. Sylvan elves can be seen carousing everywhere drinking, laughing, and dancing, though sounds from the tents indicate other enjoyments. As you pass a huge white tent you hear the cheers of a large crowd enjoying some strange sporting event. In the center of it all is the biggest oak in the Celadon, sylvan elves in red capes and eagle headdresses dance around it in a manner that resembles an eagle soaring.

Shala brings you before a large 20' x 40' blue tent with a red cross over the entrance. Shala leads you inside and introduces you to her clan speaker, Sharak Frenalyn of Clan Ophilurwe. Shala whispers in Sharak's ear then excuses herself.

A DC 20 Listen check will hear Shala explaining her encounter with the PCs.

☞ Sharak Frenalyn of Clan Ophilurwe: Male Sylvan Elf Ranger 15; N

Appearance: Sharak is dressed in leather armor with the same clan symbol as the rest of the elves you see in here. Sharak has black hair, black eyes, and his entire face has been tattooed to resemble a badger.

Sharak is sitting crossed legged on a pad reading daily reports from scout patrols.

Personality: Sharak is the speaker for Clan Ophilurwe, which is the clan that generally provides security and first-aid for Growfest. Their neutrality in the elven feuding allows them to break up fights that other clans might not be able to and they often quell any problems by listening to complaints. Sharak has done this before and knows what to expect, mostly drunken sylvan elves injured from fighting or sporting events. He will tell the PCs it is busy at night but slow during the day.

Sharak will explain to the PCs they must get at least 4 clan speakers to give them permission to disturb the druid during Growfest. Sharak will not tell the PCs where the druid is. If PCs ask Sharak general questions about sylvan elves he will answer them if they make a DC 10 Diplomacy check, see Appendix Four.

The PCs must make a Diplomacy check to determine how much Sharak will cooperate with them. Apply the following bonuses:

- +2 bonus for showing the gold disc given them by Liree.
- +2 bonus if a PC is a member of the Stalwart Pines Ranger School, Brotherhood of the Bronze, or Defenders of the Celadon
- +2 bonus if there is an elven ranger PC
- +2 bonus if they successfully made the diplomacy check with Shala
- +2 bonus if a PC is a high or sylvan elf.
- -2 for being Nyronnese
- +2 for a noble of House Verle
- -1 for a noble of any other House
- +5 bonus for good roleplaying.

Sharak will consider their request for a few minutes. If he makes a DC 30 – character level Knowledge (Local) check (+5 modifier), he has heard of the PCs exploits. If the PCs are generally reputed to be honorable and good, the PCs receive a +2 bonus on the Diplomacy check.

Depending on the results of the diplomacy check, Sharak will aid the PCs in the following ways. The PCs gain the results for every DC below their result (i.e.; If the PCs got a DC 17 Diplomacy check, they would receive the results for DC 15 and DC 10).

- DC 40 – Sharak will visit the other clan speakers and champion their cause. This gives a +5 bonus on further Diplomacy checks
- DC 30 – Sharak will give the PCs information on each clan and the way to approach them. This gives a +5 bonus to Gather Information checks about each clan.
- DC 25 – Sharak gives his permission to see the druid.
- DC 20 – Sharak will direct the PCs to the 3 clan speakers most likely to agree with their cause – Oiolürë, Uillepham, and Elarafren.
- DC 15 – Sharak will direct the PCs to the speakers for the other clans. He will also tell the PCs which clans are feuding should they inquire.
- DC 5 – Sharak will give the PCs permission to travel around Esseph as long as they stay on the ground and peace bond their weapons. All of the clan speakers they need to speak with should be celebrating around the city below.

The PCs may retry this Diplomacy check once. If they somehow manage not to get permission from Sharak to travel around Esseph, make the PCs wait a day in

confinement and try the check again. The treant will only survive 3 days without the help of the druid.

Encounter Four: Elves of the Forest

Gathering Information

The PCs are going to have to check around Esseph to find out which elven clans will agree that their mission is important enough to disturb the druid during Growfest. For this the PCs are going to have to make Gather Information checks regarding each clan, although a high enough diplomacy check with Sharak will garner them bonuses (representing the information that he told the PCs).

Meeting the listed DC gives the PCs the name of the clan speaker, and for every 5 points by which their check exceeds the DC, they are able to find out an additional piece of information. At lower levels, the PCs may need or want to make extra Gather Information checks (remind these PCs of the Aid Another option), but higher level PCs should be able to find out everything in one check. Keep in mind that Gather Information checks take 1d4+1 hours. The first information the PCs will learn is the identities of the clan speakers that they could go talk to. Once the PCs have that information about the clan, they may speak with them.

Elwar Shankopt is one of the many elves at Growfest, but he's unusual in that he loves to talk to anyone and especially likes humans. It is likely that the PCs will encounter him while searching for information. Since Elwar is a fountain of information, the encounter should be useful to both sides. If the PCs mention anything about Liree, Elwar will wait until he's answered the PC's questions, then teleport to his compound to make sure his niece is OK. Elwar will then teleport back to Growfest.

🦉 Elwar Shankopt: Male Sylvan Wizard 15; hp 91; N

Appearance: Elwar is dressed in his finest silks for Growfest, true to his sylvan heritage the outfit is colored to blend in well with his surroundings. Elwar has brown hair and brown eyes. He looks more the common woodsman than the powerful wizard he is. A raven is usually nearby debating someone about some wizardly subject; his name is Frestia.

Personality: Elwar is very confident. He is a brilliant conversationalist, master harpist, and extremely knowledgeable on many subjects. Elwar is especially fascinated with humans and will not miss an opportunity to interact with them. Elwar loves children and has an extremely large family even by human standards.

Diplomacy

Following is information about each clan, as well as the personality of the speaker and the Diplomacy DC required to persuade the representative to agree to allow the PCs to meet with the druid. Mentioning anything from the 'Clans Feuding with' section of the clan information gets a -5 penalty to the Diplomacy check.

If any of the PCs are members of the specific clan, the DC for both the Gather Information check and the Diplomacy check are reduced by 5. In addition, these PCs automatically know the Clan Colors and Symbol if they are ignorant of that information currently (must have a signed Elven Clans Duchy of Urnst background certificate or other campaign documentation).

If the PCs fail the Diplomacy check to get the clan speaker to agree to allow them to meet with the druid by less than 5, the PCs gain a +2 bonus on the subsequent Diplomacy check with the next speaker. These will accumulate for each check failed by less than 5 up to a maximum of +6 on any diplomacy check from this bonus; this represents the previous leaders discussing the question amongst themselves. Once a subsequent Diplomacy check is made, this bonus is used and may accrue again as described above.

If you're running low on time in the slot, you can abbreviate this encounter by directing the PCs towards the clans that they are most likely to succeed with, as if they gained Sharak's help earlier.

Oiolúré Clan

- **Gather Information:** DC 15
- **Colors:** Amber
- **Symbol:** Elm
- **Clans Allied with:** Wehna
- **Clans Feuding with:** Uillepham, Elarafren
- **Clan Speaker:** Nimar Arivan

Nimar can be found at the central oak tree, watching the celebration of the druids of Rillifane Rallathil. Since his garments blend into the surroundings, it's hard to see him (DC 15 Spot check). Any of the nearby celebrants can direct the PCs to where he was last sitting though.

The PCs must make a DC 15 Diplomacy check to gain Nimar's assent to disturb the druid. He believes that the festival should continue uninterrupted, but also is sympathetic to the plight of the treant. Apply the following bonuses:

- +2 for a druid in the party
- +2 for a follower of Rillifane Rallathil
- -2 for a wizard in the party

- -2 for an openly displayed holy symbol of Ehlenestra (Ehlonna)

- +2 for mentioning the treant

☞ Nimar Arivan: Male Sylvan elf; CG

Appearance: Nimar is dressed entirely in leaves and has a green tinge to his skin. He wears the amber elm tree badge on his shoulder.

Personality: Nimar is reclusive and wants to be left alone. He attends Growfest out of responsibility to his clan, since he is one of the more elven looking and was persuaded to be speaker for a period of time.

Wehna Clan

- **Gather Information:** DC 15
- **Colors:** Green
- **Symbol:** Wolverine
- **Clans Allied with:** Oiolúré
- **Clans Feuding with:** Elarafren
- **Clan Speaker:** Shule Eirath

Shule Eirath can be found near the edges of the encampment. She will take a moment to listen to the PCs request and explain Growfest is not a good time to disturb the druid. The treant will be fine if it is nature's will.

☞ Shule Eirath: Female Sylvan Elf Druid 15; N

Appearance: Shule is very slight, barely four and a half feet tall. She has long red hair that almost touches the ground when it is not piled on top of her head and held in place with a porcupine quill. She dresses in doeskin.

Personality: Shule loves doing anything motherly. She also likes making sure that Esseph is left as it was when Growfest has left.

Shankopt Clan

- **Gather Information:** DC 10
- **Colors:** Black and gold
- **Symbol:** Bear, Golden Oak Tree
- **Business:** Weapon enhancing
- **Clans Allied with:** Tuliktu, Elarafren
- **Clans Feuding with:** Wehna
- **Clan Speaker:** Lyfera Tahljan

Lyfera is one of many elves competing in games of skill during Growfest. The PCs will find her at the Fencing

Round, where they can see her compete in a free-for-all battle with fencing foils. Though many of the contenders fall early, unused to multiple foes, Lyfera is one of the last contenders and fights a skillful battle to emerge victorious.

The PCs must make a DC 20 Diplomacy check to gain Lyfera's assent to disturb the druid. She is uncaring about the treant, but since it is at one of her clan's enclaves, she wants the situation resolved as soon as possible. Apply the following bonuses:

- +2 for a ranger in the party with the two-weapon combat style
- +2 for a follower of Corellon Larethian
- +2 for a wizard or bard in the party
- +2 for mentioning the Shankopt compound
- -2 for being Nyronnese

🦉 Lyfera Tahlian: Female Sylvan Ranger 16; NG

Appearance: Lyfera wears leather armor covered with a forestwarden shroud. Her preferred weapons are an elven thinblade and an elven lightblade. Her dark blond hair is cut to her shoulders and scars decorate her face.

Personality: Lyfera is very serious and perceptive. She prefers to observe events and has a razor sharp wit that is often sarcastic.

Tuliktu Clan

- **Gather Information:** DC 10
- **Colors:** White
- **Symbol:** Raven
- **Clans Allied with:** Shankopt
- **Clans Feuding with:** Ophilurwe
- **Clan Speaker:** Tark Tuliktu

Tark can be found at the archery range. He does not compete in the archery contests, but frowns menacingly at the contestants. Occasionally he casts an illusion of different creatures on the targets to the amusement of the audience, but PCs can notice that all of the humanoid targets are ugly humans.

The PCs must make a DC 30 Diplomacy check to gain Tark's assent to disturb the druid. He is uncaring about the treant or the situation and resents being disturbed. Apply the following bonuses:

- +2 for a ranger in the party with the archery combat style
- +2 for a follower of Solonor Thelandira

- -2 for being Nyronnese
- -5 for each human in the party
- +5 for the Tuliku clan tattoo

🦉 Tark Tuliktu: Male Sylvan Ranger 14, Sorcerer 1; N

Appearance: Red Mohawk, green eyes, raven tattoo over left eye. Rarely seen without a bow in his hands, Tark has a raven for an animal companion/familiar that speaks Elvish.

Personality: Tark's favored enemy is humans. He tends to glare at humans and only talks to them grudgingly. Tark spends the majority of his time in the wild alone. He feels most humans have no respect for nature. Tark sees the Celadon as a great natural cathedral and does not appreciate humans chopping it down.

Uillepham Clan

- **Gather Information:** DC 15
- **Colors:** Red
- **Symbol:** Eagle
- **Clans Allied with:** Sipharel
- **Clans Feuding with:** Oiolorü
- **Clan Speaker:** Charna Pyama

Charna can be found near the large oak tree in the middle of Growfest. Clerics and common sylvan worshippers can be found here at all hours. Charna is surrounded by sprites and fey creatures that dance and chatter to her.

The PCs must make a DC 10 Diplomacy check to gain Charna's assent to disturb the druid. She won't hear of having a treant wounded without doing anything she can to help. Apply the following bonuses:

- +2 for a druid in the party
- +2 for a follower of Ehlonna
- +2 for mentioning the treant
- -5 for being rude to the sprites
- -2 for each member of the Defenders of the Celadon or Brotherhood of the Bronze.

🦉 Charna Uillepham: Female Sylvan Cleric 15; CG

Appearance: Charna wears the robes of a cleric of Ehlonna. She often has a fey or two or three with her for company. Charna is an albino, white hair, white skin, and pink eyes.


Personality: Charna is a pacifist; she carries no weapons and casts no damage dealing spells. She is often helping injured animals with the help of her fey friends.

Quilyahn Clan

- **Gather Information:** DC 10
- **Colors:** Black
- **Symbol:** Magpie
- **Business:** Information
- **Clans Allied with:** None
- **Clans Feuding with:** All, Maradral
- **Clan Speaker:** Qualaur Dhonin

A separate DC 20 Gather Information or Search check is required to find Qualaur. She's in a private tent in the red tent section of the festival and has been partaking of the festival goods quite liberally.

The PCs must make a DC 35 Diplomacy check to gain Qualaur's assent to disturb the druid. She is more interested in the fact that the PCs have disturbed her pleasures than anything they talk to her about. Apply the following bonuses:

- +2 for a rogue in the party.
-  Qualaur Dhonin: Female Sylvan Rogue 5, Wizard 10; N

Appearance: Qualaur has brown hair and eyes. She lost her left hand when being tortured by some duergar; she covers the stump with a +1 adamantine spiked gauntlet.


Personality: Qualaur is extremely intelligent with a strong vision for the future of her clan. She is always looking to make powerful allies amongst the human races that border the Celadon.

Elarafren Clan

- **Gather Information:** DC 15
- **Colors:** Russet and white
- **Symbol:** Owl
- **Business:** Books
- **Clans Allied with:** Shankopt
- **Clans Feuding with:** Wehna, Oiolorë
- **Clan Speaker:** Rulam Uthon

Rulam can be found in the quieter section of the celebration discussing the theory of the spheres with some colleagues.

The PCs must make a DC 15 Diplomacy check to gain Rulam's assent to disturb the druid. He has a soft heart and doesn't like to hear about the forest residents being hurt. Apply the following bonuses:

- +2 for a bard in the party
- +2 for mentioning the treat
-  Rulam Uthon: Male Sylvan Expert Sage 15; CG

Appearance: Rulam has long hair almost always tied back in a ponytail and generally always wears robes. He wears spectacles and loves books, judging by how often he is seen with one.

Personality: Rulam is a "nerd" that loves to read about adventure but lacks the qualities to be an adventurer. He is very knowledgeable about history, core and Nyronde metaregion.

Maradral Clan

- **Gather Information:** DC 10
- **Colors:** Green and brown
- **Symbol:** A hawk grasping arrows
- **Clans Allied with:** Wenha, Shankopt
- **Clans Feuding with:** Quilyahn, Sipharel
- **Clan Speaker:** Rumther Solari

Rumther Solari: Male Sylvan Cleric 9, Scout 6; N

The PCs don't need to find Rumther, he's been watching them since they entered the Growfest area. He's very suspicious of newcomers and is especially vigilant if any Nyronde PCs are in the party.

The PCs must make a DC 45 Diplomacy check to gain Rumther's assent to disturb the druid. He doesn't want to allow anyone to see the druid as they might do something. He believes that any Nyronde should be removed. Apply the following bonuses:

- -5 for each Nyronde PC
- +2 for each member of the Defenders of the Celadon or Brotherhood of the Bronze.
- +2 for worshipers of Ehlonna

Appearance: Rumther is tall for an elf, 5' 6". Rumther is always in full camouflage gear appropriate for the season. Around his neck is the symbol of Ehlonna.

Personality: Rumther is a fighting cleric of Ehlonna. His cloak is made from the scalps of evil men that did not respect the Celadon forest.

Sipharel Clan

- **Gather Information:** DC 20
- **Colors:** White, Blue, Yellow
- **Symbol:** Pegasus

- Clans Allied with: Uillepham
- Clans Feuding with: Maradrail
- Clan Speaker: Mithnarel Shereth

♣ Mithnarel Shereth: Male Sylvan

The PCs can find Mithnarel preparing a deer that he has just finished hunting. He will ask the PCs to speak with him while he finishes his task.

The PCs must make a DC 25 Diplomacy check to gain Mithnarel's assent to disturb the druid. He is neutral towards the PC's mission and will listen carefully to the PC's arguments. Apply the following bonuses:

- +5 for allies of the Sipharel clan
- -2 for each member of the Defenders of the Celadon or Brotherhood of the Bronze.

Appearance: Mithnarel is a slender elf dressed in a forestwarden's outfit and has a silvery set of chainmail under his garb.

Personality: Mithnarel is competent and considers everything carefully before he commits to anything.

Encounter Five: What do you mean he is in the Tree?

The speaker for Clan Uillepham leads you to the epicenter of Growfest, the biggest oldest oak in the Celadon Forest. He motions you to stop as he addresses the tree.

"Please forgive the intrusion but these brave adventurers have traveled far to tap your vast knowledge. The Circle has deemed their request to see you a worthy one. They have presented themselves honestly and respectfully. Will you grant them an audience?"

For at least a minute everything stops, the singing, the dancing, the music, the fighting, then comes a reply from deep within the tree, YYYYYYYYYYYYYYeeeeeeeeeeeeeeSSSSSSSSSSSS.

That yes took almost a minute!

Uillepham signals nearby security and two scouts begin to climb up the tree that just spoke to you. With a great cheer the music and dancing begin again.

It takes the scouts at least 5 full minutes to climb the tree. While you wait you are given harnesses and shown how to properly wear them. A silk rope drops from above barely making it to the ground. One by one you are hauled at least 300' up onto the tree. At this point the main trunk is about 10' wide and forks into two 5' wide trunks that travel

the last 50' or so to the top. In between the two 5' trunks is a hole that a medium creature could squeeze into. A scout explains that the tree was struck by lightning and it burned down into the tree about 100', at the bottom it is a 10' circle where the druid is currently meditating.

You are given an everburning torch and lowered one by one into the tree where you gather into a 10' circle deep within the living tree. It is very warm and the air is thick, you stand on moist fleshy wood that feels alive, you can barely here the sounds of Growfest outside.

As you take this all in, a naked male sylvan elf steps out from the tree into your midst and says very slowly, "What would you ask of me?"

♣ Leefsun Yahel: Male Sylvan Druid 17.

Appearance: Leefsun never wears clothes but is usually in an animal form or in a tree. His brown hair has never been cut and is kept in cornrows. Standing less than 5' tall you have to crouch to see his piercing blue eyes, very unusual for sylvan. He is over 300 years old but it is impossible to tell, he looks like a wild kid.

Personality: Leefsun loves to talk but he talks so slowly it becomes painful for normal people to converse with him. If PCs complain he will say "Patience, my friend, anything worth saying is worth saying slowly, very slowly." Luckily, for PCs, he can communicate a lot with a look or a gesture etc.

Leefsun talks very slowly, PCs may lose their patience and start finishing his sentences for him. He talks this way because he talks to treants so much; they are his favorite creatures and he spends as much time with them as possible.

Once the PCs mention the injured treant Leefsun begins to act very quickly saying... Follow me.

Leefsun steps out of the tree and casts Chariot of Sustarre (see Appendix Three) as he waits for the PCs to be removed from the tree and recover their gear.

As you are descending the tree you see, streaking towards you, a flaming chariot pulled by 2 black flaming stallions. It manages to land near the giant sequoia with out setting anything on fire, but the trampled plant matter where the chariot and horses await is starting to smoke a little.

Leefsun quickly touches each one of you and you are enveloped in flames. He tells you it is now safe to get in the huge bonfire he calls a chariot.

Once in the chariot the flames distort your vision, the elves that watch you in awe appear to writhe in the flames. The stallions have flaming manes and red eyes and appear to be trying with all their might to free themselves from the chariot so they can tear you to pieces.

Leefsun hops onto the front of the chariot, both feet on the tongue while one hand grasps the front edge of the chariot the other grabs a flaming whip and gives each stallion a crack, sending them hurtling into the sky. Climbing hard to clear the trees you must grab the railing in order to not slide out the back of the chariot.

Leefsun holds the chariot a safe distance above the trees and has you at the Shankopt compound in less than 8 hours.

Encounter Six: Holy Flaming Chariots Druidman

The trip back to the Shankopt's home is quick and uninterrupted, Leefsun makes it clear he will not rest until he reaches the injured treant.

When you reach the Shankopt compound the treant is right where you left him, a hemp tarp has been erected above him and at least a dozen elven hounds lie sprawled around him.

The treant obviously recognizes the druid and begins to smile and tries to raise his huge gnarly hand in greeting, but the druid tells him to lie still.

Liree explains what she has done to try and help the treant while the druid casts detect magic and detect poison and begins poking and prodding the treant.

After about 5 minutes of this he turns to you and says. "This treant has been affected by a blighter. I can cure him, but I need three ingredients I don't have. If you can retrieve them, I can stay here and keep the treant alive for two, perhaps three weeks. What say you?"

The PCs must...

- Travel to the Gamboge forest and retrieve a phloem graft from a relative of the treant. The druid gives the PCs a dressing to carry the graft in and gives the most qualified instructions on how to use it and take the graft. This will give that PC a + 2 to the Heal check required to successfully take the graft. The druid gives the PCs a leaf from the treant to give to the treant's family.
- Travel to the Nutherwood and retrieve a vial of water from an ancient fountain. The druid tells you to look for a half-orc named Gunther Fletcher in the Woodverge Province. You can likely find information on him at the town of Longsford - he will be able to quickly guide you to the fountain. He gives the PCs a vial and tells them to give it to Gunther; it is a toothache remedy I make for him as he is getting older and his fangs bother him some days.

- Travel to the Phostwood and retrieve a pair of eyes from a woodling ogre. He tells the PCs to head straight into the Phostwood. Though the woodling ogres are fairly rare, there is usually one with every patrol and he's certain that they'll find the PCs eventually...

To help speed up slow PCs the druid offers to call on some friends to aid the PCs. In 1 hour he can have 6 hippogriffs here for the PCs use (overland travel 80 miles/day – this takes 6 days to get to Woodverge). The hippogriffs will take the PCs to one location and then they return to their normal habits. He also plucks a leaf off the maple tree next to the treant and casts a spell on it (modified form of tree walk, similar to that used in Through Nature to Eternity). He tells the PCs that when they want to return to this tree they should hold hands and with leaf in hand step into the nearest tree at least 3' in diameter and step out here.

At APL 2 and 4 Liree warns the PCs not to get within reach of the Ogre(s) and offers the PCs the use of ONE the following items from the Shankopt armory for assistance. The item must be returned at the end of the adventure.

- 5th level Wand of Magic Missiles with 5 charges.
- 5th level Wand of Cure Moderate Wounds with 7 charges.

It is 450 miles from the Shankopt compound to Woodverge, which is a day from the Nutherwood. It is 200 miles from Nutherwood/Phostwood to where the treant's family lives in the Gamboge forest. Use the overland travel rules on page 162-162 of the Player's Handbook. It should take PCs with a base move of 30 feet 8 days to reach the Gamboge Forest traveling from the Nutherwood/Phostwood. Traveling with encumbered light horses or light warhorses (151-450 lbs), it should take 6 days. Light horses may be rented from any of the major towns in the area (Crystalwatch, Longsford) for one gold per day. From there the PCs can use the maple leaf to return to the Shankopt compound. Remember the PCs have 2 weeks for guaranteed success.

I am leaving it up to you to keep track of travel times and arrival times because there are too many variables. **At higher APLs PCs might be able to move very quickly so make sure to use the 3 sprite encounters found in encounter 9. These encounters may be skipped if time is running out in the slot.**

Encounter Seven: Nutherwood

Woodverge Province is fairly quiet for the events that have recently been occurring in Nyron – only the new arms and colors proclaim the Nyron Imperium in most of the towns you pass through.

Though brigands trouble you once or twice, they seem typical of the area. As the druid advised you to avoid Midmeadow, you head instead to a small town just south of the Nutherwood. Longford is a quiet town nestled next to the Nutherwood forest between the Theocracy of the Pale and the Nyronid Imperium. The streets are straight and well maintained and light spills from the windows and doorways of the Stalwart Knight inn near the center of town.

When the PCs reach Woodverge they are able to find directions to Gunther's house by asking around either at the inn or at the local butcher where Gunther sells his game. Gunther can be found at his house before 8:00 am or after 4:00 pm, when he is skinning and preparing the game he has recently caught.

Roll a Knowledge Local Nyronid meta-region DC 30 –character level to see if Gunther (+11) has heard of the PCs exploits. Gunther gets a +5 bonus for characters local to the Nutherwood.

Once Gunther hears the story he will gladly help the PCs. He tells the PCs it is 20 miles from Woodverge to the ruins where the fountain can be found.

Gunther is very happy to receive the vial of toothache medicine as he has just run out and his fangs hurt.

🗡️ Gunther Fletcher: Half-orc Ranger 6/Exper 2; hp 25; see Appendix One.

Appearance: Gunther is in his forties with thinning gray hair. His arms are powerful but his belly is large and his legs thin.

Personality: Gunther is an archer with a vast knowledge of the local area especially the Nutherwood. In his younger days he served the Royal Legions and helped them track down bandits in the Nutherwood. Gunther will regale the PCs with stories of past glories as long as they will listen.

Developments: When the PCs reach the ruins they find the fountain directly in the center of the ruins. It is so overgrown here that you could have easily passed by the ruins without Gunther's help. Next to the fountain is a cedar tree that is at least 200 years old, a testament to how long these ruins have been here, its roots have sundered one side of the fountain. A Dryad occupies the cedar tree.

The fountain appears to be dry but in fact it still has water in it. The water collects out of sight beneath the cedar tree via the broken wall of the fountain that was caused by the tree's roots.

The ruins appear to be ancient and are so overgrown by foliage that it is only with Gunther's help that you find them. He leads you deeper into the ruins to a place where some walls still stand. A lush cedar tree dominates the center of the area, appearing to

find sustenance in the cracked remains of a courtyard.

"Welcome strangers." An elven woman steps out of the tree, her skin is strangely cracked and reminds you of bark and her long fall of hair has the appearance of cedar needles.

🗡️ Yareen: Female Dryad; see Monster Manual page 90.

Appearance: Yareen looks like an elf though her skin is like cedar bark and her hair is like cedar needles.

Personality: Yareen is a dryad with a problem and she will solve it like all dryads do – with the kindness of strangers.

Developments: If the PCs want some water from the fountain they must either help the dryad and receive it as a reward or subdue/kill the dryad and figure out where the water is.

The dryad will gladly give the PCs some water from the fountain if they relocate a herd of dire animals that have moved into the ruins. If the PCs refuse she will enter her tree and only come out in defense of the tree.

Have the PCs make a DC 15 Survival check (with the track feat) to pick up the trail of the dire animals. If there are no trackers in the party have Gunther make the check (Survival + 12).

The dryad would prefer the dire animals relocated. If the PCs lack the creativity/Handle Animal check to do that, killing the animals is an option but the PCs would lose the favor of Yareen if they do not utilize all the carcasses. Dressing out all the animals and transporting the meat, skin, and bones to the nearest village and donating it to the local population will accomplish this. The entrails can be left for scavengers. The nearest town the PCs could donate the animal carcasses to is 20 miles south.

If the PCs decide to relocate the animals they must take them at least 20 miles southeast using a DC 15 + HD of animal Handle Animal check or magic of some type.

The dire animals will be grazing and will not notice the PCs; the PCs will have to be the aggressor. Set up the encounter how you like and let the PCs make a plan.

APL 2 (EL 4)

🗡️ Dire Horse (1): Male; see Appendix 2.

APL 4 (EL 6)

🗡️ Dire Horse (2): Male, Female; see Appendix 2.

APL 6 (EL 8)

🗡️ Dire Horse (4): Male and 3 Female; see Appendix 2.

APL 8 (EL 10)

🗡️ Dire Elk (3): Male and 2 Female; see Appendix 2.

APL 10 (EL 12)

➤ **Dire Elk (6):** Male and 5 Female; see *Appendix 2*.

APL 12 (EL 14)

➤ **Dire Elk (12):** Male and 11 Female; see *Appendix 2*.

Treasure: Yareen gives successful PCs a gold statue that once graced the fountain. It is worth one third of the gold awarded to the PCs, for the APL they played, at the end of the adventure.

Once the PCs have the vial of water from the fountain Gunther will lead them to the edge of the Phostwood then part company with the PCs.

Encounter Eight: Phostwood

Gunther leads you to a ford on the Yol River. The Yol marks the southern edge of the Phostwood. He tells you to go directly north for 20 miles that should get you to the center of the Phostwood where you will have your best opportunity to encounter the ogres. Though the woodling ogres are fairly rare, there is usually at least one with any patrol.

It is obvious why Gunther did not accompany you further – this is one scary forest. The dying phost trees give off an eerie luminescent glow creating crazy shadows. This forest is dark and foreboding, a chill runs down your spine as you enter this haunting forest.

It is always foggy while the PCs are in the Phostwood. The hippogriffs will not enter the Phostwood. The PCs must enter on foot and hope to encounter a woodling ogre.

Due to the thick undergrowth and foggy conditions PCs can only move at half speed, unless the PC has Woodland Stride or some other way to negate the undergrowth. PCs with Survival may make a DC 15 Survival check to forge a trail, thus allowing the other PCs to follow unhindered. This increases the chance that the PCs will have something else in the Phostwood follow them. Describe spooky noises and sights if the PCs forge a trail, but nothing will actually attack them.

The character leading the way must make a DC 15 Survival check or become lost. A character with at least 5 ranks in Knowledge (Geography) or Knowledge (Local) pertaining to the area being traveled through gains a +2 bonus on this check.

Check once per hour (or portion of an hour) spent in local or overland movement to see if travelers have become lost. If a party becomes lost, it is no longer certain of moving in the direction it intended to travel. Randomly determine the direction in which the party actually travels during each hour of overland movement. The characters movement continues to be random until they blunder into a landmark they can't miss, or until

they recognize that they're lost and make an effort to regain their bearings.

Once per hour of random travel, each character in the party may make a DC 20 – 1 per hour of random travel to recognize that they are no longer certain of their direction of travel. A lost party is also uncertain of determining in which direction it should travel in order to reach a desired objective – even an objective such as “the point where we left the road and went off into these dratted woods”. Determining the correct direction of travel once a party has become lost requires a DC 15 +2 per hour of random travel Survival check. If a character fails this check, he chooses a random direction for resuming travel. Once the party has determined who is making the check and who is assisting, roll this secretly to determine if they find the correct way or are once again lost.

If the PCs make it 20 miles into the Phostwood have the ogres attack them. At APLs 2-6 the ogre(s) are not hiding or moving silently, thus it is a DC 0 Spot check. At APLs 8+, roll hide and move silently checks for the ogres, then use the following table to determine starting distance once the hide check is subtracted from the highest spot check. The highest spot check determines the distance at which the ogre(s) were spotted:

- DC 1-5: 60 feet.
- DC 5-10: 2d6x10 feet + 60 feet.
- DC 10-20: 3d6x10 feet + 60 feet.

For those PCs that make their spot checks:

Emerging from the forest around you is a strange creature [are some strange creatures]. It is as tall as an ogre, but its limbs appear to be made from the bark of the Phost trees and it emits the same eerie glow.

APL 2 (EL 4)

➤ **Woodling Ogre (1):** hp 29; see *Appendix 2*.

APL 4 (EL 6)

➤ **Woodling Ogre (1):** hp 29; see *Appendix 2*.

➤ **Ogre (1):** hp 29, see *Appendix 2*.

APL 6 (EL 8)

➤ **Woodling Ogre (1):** hp 29; see *Appendix 2*.

➤ **Ogre Barbarian (1):** hp 79; see *Appendix 2*.

APL 8 (EL 10)

➤ **Woodling Ogre Barbarian (1):** hp 79; see *Appendix 2*.

➤ **Ogre-Mage (1):** hp 37; see *Appendix 2*.

APL 10 (EL 13)

👉 Woodling Ogre-Mage (3): hp 37; see Appendix 2.

APL 12 (EL 15)

👉 Woodling Ogre-Mage Sorcerer 2 (1): hp 55; see Appendix 2.

👉 Woodling Ogre Barbarian 7 (1): hp 102; see Appendix 2.

👉 Woodling Ogre Scout 7 (1): hp 77; see Appendix 2.

Treasure:

APL 2: L: 0 gp; C: 0 gp; M: pipes of sounding (150 gp each).

APL 4: L: 2 gp; C: 0 gp; M: hide armor +1 (195 gp each), scroll of scorching ray (2) (12.5 gp each)

APL 6: L: 2 gp; C: 0 gp; M: hide armor +1 (195 gp each), ring of protection +1 (166 gp each).

APL 8: L: 20 gp; C: 0 gp; M: greatclub +1 (192 gp each), ring of protection +1 (166 gp each), hide armor +1 (97 gp each).

APL 10: L: 33 gp; C: 0 gp; M: chain shirt +1 (312.5 gp each), ring of protection +1 (500 gp each)

APL 12: L: 5 gp; C: 0 gp; M: greatclub +1 (384 gp each), ring of protection +1 (500 gp each), chain shirt +1 (208 gp each).

Encounter Nine: Gamboge Forest

It is 200 miles from Nutherwood/Phostwood to where the treant's family lives in the Gamboge forest. It should take PCs with a base move of 30 feet 8 days to reach the Gamboge Forest traveling from the Nutherwood/Phostwood. Traveling with encumbered light horses or light warhorses (151-450 lbs), it should take 6 days. Light horses may be rented from any of the major towns in the area (Crystalwatch, Longsfield) for one gold per day.

The Gamboge Forest is ancient. It is very dense and travel here is slow if you get off trail. Thousands of humans, gnomes, sylvan elves and high elves reside here as well as ogres and hobgoblins.

With a little luck you will find the treants that live here.

The PCs were given general directions and a good landmark to help locate the treant's relatives.

While the PCs are traveling, spring one of the following encounters on them. If you have time left in the slot and they've traveled between forests quickly (such as using teleport), you may run more than one at

your discretion. **If you do not have time left in the slot, you may skip these encounters.**

👉 Grig: hp 2; see Monster Manual page 235.

He will try to steal food or the PCs magic leaf or release their mounts etc, while they camp. Make opposed spot and hide checks for the PCs on watch and the grig.

The grig will hide his booty in a hollow tree about a quarter of a mile north of where he gets it. If the PCs discover that they are missing anything they may try to track the grig, keep track of time.

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

Have the PCs pass a lake or pond and see what appears to be an elf drowning. It is a Nixie that craves attention and will go to extreme ends to get it. She is hoping the PCs will rescue her so she can use her Charm Person ability on them and have a captive audience for 24 hours. Make opposed bluff vs. sense motive checks for the PCs to determine if she is faking drowning.

If the PCs fail their saves she will treat them like stuffed animals at a little girl's imaginary tea party, etc then try to charm them again the next day for more girly fun.

If the PCs make their saves, she will try to get them to stay and visit with her as long as possible, making up outlandish stories of how lonely or unlucky or pitiful she is. Keep track of time spent here by the PCs.

👉 Pixie: hp 3; see Monster Manual page 236

Pixie will greet the PCs and ask them what they are doing. If the PCs say they are looking for treats he will tell them he knows where they are and would be glad to take them, he knows a shortcut. Make opposed bluff vs. sense motive checks for the PCs to determine that the pixie is hiding something. Bardic Lore or Knowledge (Nature) may be used to determine that fey generally love to play tricks on hapless travelers.

Before he takes them to the treats, which are not far off, he tells the PCs about a group of ogres that passed by not to long ago and they were carrying a huge chest full of gold. He has used his Permanent Image ability to create ogre tracks the PCs can follow and he has dropped a few gold coins along the trail. There are no ogres or gold and the Pixie has no intention of leading the PCs to the treats, but he will try to waste their time. Keep track of the time wasted by PCs following the Pixie trail. Make opposed Bluff vs. Sense Motive checks for the PCs to determine that the pixie is hiding something. Bardic Lore or Knowledge (Nature) may be used to determine that fey generally love to play tricks on hapless travelers.

This is all innocent fun for Sprites so if the PCs use lethal force they will be penalized at the end of the mod.

Finally you see the landmark marking the treant's homeland. Soon thereafter you are being lead to a

relative of the treant. The druid sent a bird with a message forewarning the treants of your arrival.

The treant's older sister has been prepped for the graft; bark has been stripped away from a 2' x 2' section of her trunk and sanitized.

A PC must make a DC 15 Heal check to properly take the graft, roll this check yourself and do not tell the PCs the results until they get back to the Shankopt compound and the druid has had a chance to apply the graft.

The treants are very grateful for the PCs aid and give them their favor. The treants try to speak quickly because time is of the essence.

☞ Cheritey Ray Nuthollow: Female Treant; hp 66; see Monster Manual page 244.

Appearance: Cheritey is shorter and stockier than her brother.

Personality: Cheritey is very concerned about her brother and doesn't understand why he must travel all over the Nyronnd meta-region; it is not treant-like. She will pester the PCs for details about her brother while they take the graft.

Conclusion: 😊 or ☹?

Add up the time it has taken the PCs to complete their tasks, including finding the druid. If it is 3 weeks or less, the treant is fine. If it is more than 3 weeks but less than 4 weeks there is a 25% chance the treant has already died before the PCs return. If it is more than 4 weeks there is a 75% chance the treant has died. If it is more than 4 weeks, the treant has died. The Shankopt clan and the druid regardless of this outcome will reward the PCs. If Chester survives, the PCs receive a reward from him as stated in the Treasure Summary.

The End

Experience Point Summary

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

Encounter One

Defeat the animated dead.

APL2 120 xp

APL4 180 xp

APL6 240 xp

APL8 300 xp

APL10 360 xp

APL12 420 xp

Encounter Seven

Take care of the dire animals.

APL2 120 xp

APL4 180 xp

APL6 240 xp

APL8 300 xp

APL10 360 xp

APL12 420 xp

Encounter Eight

Obtain 2 eyes from the woodlings.

APL2 120 xp

APL4 180 xp

APL6 240 xp

APL8 300 xp

APL10 360 xp

APL12 420 xp

Story Award

Objectives met: PCs found the druid and obtained the three items he needed to heal the treant.

APL2 90 xp

APL4 135 xp

APL6 180 xp

APL8 225 xp

APL10 270 xp

APL12 315 xp

Discretionary roleplaying award

APL2 30 xp

APL4 30 xp

APL6 30 xp

APL8 30 xp

APL10 30 xp

APL12 30 xp

Total possible experience:

APL2 450 xp

APL4 675 xp

APL6 900 xp

APL8 1125 xp

APL10 1350 xp

APL12 1575 xp

Treasure Summary

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

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

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

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

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

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

Encounter Eight:

APL 2: L: 0 gp; C: 150 gp; M: 0 gp

APL 4: L: 0 gp; C: 220 gp; M: 0 gp

APL 6: L: 0 gp; C: 300 gp; M: 0 gp

APL 8: L: 0 gp; C: 435 gp; M: 0 gp

APL 10: L: 0 gp; C: 770 gp; M: 0 gp

APL 12: L: 0 gp; C: 1100 gp; M: 0 gp

Encounter Nine:

APL 2: L: 0 gp; C: 0 gp; M: 150 gp

APL 4: L: 2 gp; C: 0 gp; M: 218 gp

APL 6: L: 2 gp; C: 0 gp; M: 360 gp

APL 8: L: 20 gp; C: 0 gp; M: 455 gp

APL 10: L: 33 gp; C: 0 gp; M: 812 gp

APL 12: L: 5 gp; C: 0 gp; M: 1095 gp

Conclusion:

APL 2: L: 0 gp; C: 150 gp; M: 0 gp

APL 4: L: 0 gp; C: 220 gp; M: 0 gp

APL 6: L: 0 gp; C: 238 gp; M: 0 gp

APL 8: L: 0 gp; C: 435 gp; M: 0 gp

APL 10: L: 0 gp; C: 695 gp; M: 0 gp

APL 12: L: 0 gp; C: 1100 gp; M: 0 gp

Total Possible Treasure

APL 2: L: 0 gp; C: 300 gp; M: 150 gp - Total: 450 gp

APL 4: L: 2 gp; C: 440 gp; M: 218 gp - Total: 650 gp

APL 6: L: 2 gp; C: 538 gp; M: 360 gp - Total: 900 gp

APL 8: L: 20 gp; C: 870 gp; M: 455 gp - Total: 1300 gp

APL 10: L: 33 gp; C: 1429 gp; M: 812 gp - Total: 2300 gp

APL 12: L: 5 gp; C: 2200 gp; M: 1095 gp - Total: 3300 gp

Special

Shankopt Clan Favor: For taking care of the treant, the Shankopt clan will upgrade one weapon with the following qualities. APL 2: Precise (AE); APL 4: Fortunate (AE); APL 6: Eager (AE); APL 8: Deadly Precision (CV) APL 10: Energy Aura (AE).

Liree Favor: For their help Liree will sell the PCs arrows in lots of 50 after any Metaregional adventure.

Elwar Shankopt’s Favor: For aiding his niece Elwar rewards the PCs with one of the following:

- Access to 1 limited spell from the following list: Benign Transposition (MH), Baleful Transposition (MH), Mordekainan’s Buzzing Bee (MH)
- Access to copy your caster level of any core spells to a spellbook.

Dryad Favor: For relocating the dire animals without bloodshed the Dryad rewards the PCs with regional access to a stone of good luck that is crafted from rubble from the fountain.

Sprite Enmity: If the PCs kill any of the sprites they receive enmity of sprites. For the next 2 TU, the PC is bedeviled by sprites of all types that play practical jokes on the PC while they are sleeping or otherwise distracted. This gives a -2 penalty to charisma skills and checks for the next 2 TU and a -5 penalty to concentration checks.

Uillepham Favor: For helping the treant, the Uillepham clan gives the PCs access to buy a Forestwarden Shroud (RW) or to one piece of armor made of Thistledown (RW).

Elven Companion: Elves that successfully rescue Chester have the option of taking an Elven Hound as their animal companion at 1st level of Druid or 4th level of Ranger.

APL 10 (all of APLs 2-8 plus the following):

- Arrows: Serpent's Tongue (Regional, RW)
- Upgrade Weapon from +2 to +3. (Adventure)
- Chain shirt +1, large sized (Adventure)

APL 12 (all of APLs 2-10 plus the following):

- Arrows: Burrowing (Regional, CW)
- Upgrade Armor from +2 to +3. (Adventure)

Items for the Adventure Record

Item Access

APL 2:

- Arrows: Blunt (Regional, AE)
- Wand of Cure Moderate Wounds (Adventure, DMG)
- Elvencraft Bow (Adventure, RW)
- Pipes of Sounding (Adventure, DMG)

APL 4 (all of APL 2 plus the following):

- Arrows: Signal, Flight (Regional, AE)
- Wand of Magic Missile, 5th level caster (Adventure, DMG)
- Hide armor +1, large sized (Adventure)

APL 6 (all of APLs 2-4 plus the following):

- Arrows: Alchemist (AE), Swiftwing (RW)
- Upgrade Weapon from +1 to +2. (Adventure)
- Arcane scroll of *Scorching Ray* (Adventure, DMG)

APL 8 (all of APLs 2-6 plus the following):

- Arrows: Dragons Breath (RW), (Regional)
- Upgrade Armor from +1 to +2. (Adventure)
- Greatclub +1, large sized (Adventure)
- Ring of Protection +1 (Adventure)

Appendix One – Non-Player Characters

Shala: Female Sylvan Elf Scout 8; CR 8; Medium Humanoid Elf; HD 8d8+8 hp 51; Init +8; Spd 40 ft; AC 16, touch 13, flat-footed 13; BAB/Grp: +6, +1/+6; Atk: +9 melee (1d6 +3, Elvencraft Longbow) or +9 ranged (1d8 +3, Elvencraft Longbow); Full Atk: +9, +4 melee (1d6 +3, Elvencraft Longbow) or +7, +7, +4 ranged (1d8 +3, Elvencraft Longbow); Space/Reach 5 ft./5 ft.; SA Camouflage, Battle Fortitude, Evasion, Fast Move +10, Flawless Stride, Skirmish (+2d6, +2 AC), Trackless Step, Trapfinding, Uncanny Dodge; SQ; AL N; SV Fort +4, Ref +9, Will +2; Str 16, Dex 16, Con 12, Int 10, Wis 10, Cha 14.

Skills and Feats: Balance +10, Climb +11, Hide +14, Listen +13, Move Silent +14, Ride +6, Search +6, Spot +13, Survival +11, Tumble +12, Use Rope +7; Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Track.

Possessions: Dagger, Elvencraft Longbow (St +3), Forest Warden Shroud, Leafweave Studded Armor (Darkwood Studs).

Physical Description: Fully camouflaged sylvan elf.

Gunther Fletcher: male half-orc Rgr 6/Exp 2; CR 7; HD 6d8+2d6-8; hp 25; Init +3; Spd 30 ft.; AC 18 (touch 13, flat-footed 15) [+4 chain shirt, +1 buckler, +3 dex]; BAB: +7; Grap: +9; Atk: +10 melee (1d8+2, x3, battle axe), or +11 ranged [+12 with masterwork arrows] (1d8+2 composite longbow); Full Atk: +10/+5 melee (1d8+2 x3, battle axe), or +9/+9 ranged [+10/+10 with masterwork arrows] (1d8+2 composite longbow); SQ: Animal Companion, Darkvision, Daylight Sensitivity, Favored Enemy: Magical Beasts +2, Magical Beasts +2, Wild Empathy +6; AL LN; SV Fort +6, Ref +8, Will +7; Str 15, Dex 16, Con 9, Int 11, Wis 15, Cha 11.

Skills and Feats: Handle Animal +9 9r, Hide +6 4r, Knowledge: Geography +9 9r, Knowledge: Local +11 11r, Knowledge: Nature +7 5r, Listen +8 7r, Moves Silently +6 4r, Spot +9 7r, Survival +12 [+14 above ground] 10r; Endurance (b), Manyshot (b), Point Blank Shot, Precise Shot, Rapid Shot (b), Track (b), Weapon Focus: Longbow.

Possessions: Masterwork battle axe, masterwork chain shirt, masterwork buckler, dagger, Mighty [+2] composite longbow, 10 masterwork arrows, 10 normal arrows, 10 silvered arrows, potion of cure light wounds, wooden holy symbol of Pholtus.

Spells Prepared (2 base DC 12+spell level): 1st—Endure Elements, Entangle

Tenacity: Animal companion riding dog; medium animal; HD 4d8+8; hp 31; Init +3; Spd 40 ft; AC 19 (touch 13, flat-footed 19) [+3 dex, +6 natural]; BAB: +3, Grap +6, Atk/Full atk: +7 melee (1d6+4 bite); SA: Trip; SQ: Low light vision, scent, evasion, link, share spells;

AL N; SV Fort +7, Ref +8, Will +2; Str 16, Dex 16, Con 15, Int 2, Wis 12, Chr 6

Skills and Feats: Jump +11, Listen +5, Spot +5, Swim +4, Survival +1; Alertness, Track, Weapon Focus: bite.

Personality: Gunther has mellowed since his youth, but he has retained his fascination with geography and local lore. There is a touch of sadness in his eyes and he tends to wait and take time to consider and weigh his answers before responding to any question or requests.

Description: In his youth, Gunther was tall and imposing with thick black hair and only the hint of fangs to reveal his shameful heritage. His orcish heritage still has power over him, however, and, though Gunther is only in his forties, he is degenerating. His hair is now a thin and graying fringe around the side of his head; the top of his head sports only a wisp of hair near his forehead. While he is still strong, he is not as muscular as he once was and his clothing now strains to contain his belly. His old bow is now too strong for him to draw comfortably and it rests above his fireplace and, when he hunts, he wields a newer bow of lesser draw and lesser quality—it is sufficient for his needs.

Resources: Gunther knows the Nutherwood better than anybody. In his younger days, he served the royal legions and helped them to track down bandits in the Nutherwood. He's been hunting and exploring throughout nearly every acre of the wood and there's no better guide to its depths. He has also collected all sorts of local lore.

Appendix Two – APL 2

Encounter Eight

Dire Horse: CR 4; Large Dire Animal; HD 8d8+48; hp 84; Init +1; Spd 60 ft; AC 16, touch 10, flat-footed 15; BAB/Grp: +5/+11; Atk: +11 melee (1d6+6, Hoof); Full Atk: +11/+11/+6 melee (1d6+6, 2 Hooves; 1d4+3, Bite); Space/Reach 5 ft. by 10 ft./5 ft; SA; SQ Low-light vision, Scent; AL N; SV Fort +12, Ref +7, Will +8; Str 22, Dex 13, Con 22, Int 2, Wis 15, Cha 11.

Skills and Feats: Listen +8, Spot +8.

Physical Description: Large version of a wild horse.

Encounter Nine

Woodling Ogre: CR 5; Large Giant; HD 4d8+11; hp 29; Init -1; Spd 40 ft; AC 20 (-1 size, -1 Dex, +12 natural), touch 8, flat-footed 20; BAB/Grp: +3/+12; Atk: +8 melee (1d8+7, Slam); Full Atk: +8 melee (1d8+7, Slam); Space/Reach 10 ft. by 10 ft./10 ft; SA spell-like abilities; SQ DR 5/slashing, low-light vision, skill bonuses, vulnerability to fire, plant traits, darkvision 60 ft; AL CE; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +5, Listen +2, Spot +2; Toughness, Weapon Focus (Greatclub)

Spell-Like Abilities: 1/day – entangle, summon nature's ally II. Caster Level 4th.

Skill Bonuses (Ex): A woodling has a +4 bonus on Hide checks and Move Silently checks in aboveground natural environments.

Vulnerability to Fire (Ex): Woodling creatures have vulnerability to fire. A woodling takes half again as much (+50%) damage as normal from the effect, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Possessions: Pipes of Sounding.

Appendix Two – APL 4

Possessions: *hide armor* +1, greatclub, javelin x5, arcane scroll of *scorching ray*.

Encounter Eight

Dire Horse: CR 4; Large Dire Animal; HD 8d8+48; hp 84; Init +1; Spd 60 ft; AC 16, touch 10, flat-footed 15; BAB/Grp: +5/+11; Atk: +11 melee (1d6+6, Hoof); Full Atk: +11/+11/+6 melee (1d6+6, 2 Hooves; 1d4+3, Bite); Space/Reach 5 ft. by 10 ft./5 ft; SA; SQ Low-light vision, Scent; AL N; SV Fort +12, Ref +7, Will +8; Str 22, Dex 13, Con 22, Int 2, Wis 15, Cha 11.

Skills and Feats: Listen +8, Spot +8.

Physical Description: Large version of a wild horse.

Encounter Nine

Woodling Ogre: CR 5; Large Giant; HD 4d8+11; hp 29; Init -1; Spd 30 ft; AC 24 (-1 size, -1 Dex, +12 natural, +4 armor), touch 8, flat-footed 23; BAB/Grp: +3/+12; Atk: +8 melee (2d8+7, greatclub) or +8 melee (1d8+7, Slam) or +1 ranged (1d8+5, javelin); Full Atk: +8 melee (2d8+7, greatclub) or +8 melee (1d8+7, Slam) or +1 ranged (1d8+5, javelin); Space/Reach 10 ft. by 10 ft./10 ft; SA spell-like abilities; SQ DR 5/slashing, low-light vision, skill bonuses, vulnerability to fire, plant traits, darkvision 60 ft; AL CE; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +5, Listen +2, Spot +2; Toughness, Weapon Focus (Greatclub)

Spell-Like Abilities: 1/day – *entangle*, *summon nature's ally* II. Caster Level 4th.

Skill Bonuses (Ex): A woodling has a +4 bonus on Hide checks and Move Silently checks in aboveground natural environments.

Vulnerability to Fire (Ex): Woodling creatures have vulnerability to fire. A woodling takes half again as much (+50%) damage as normal from the effect, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Possessions: *hide armor* +1, greatclub, javelin x5, arcane scroll of *scorching ray*.

Ogre: CR 3; Large Giant; HD 4d8+11; hp 29; Init -1; Spd 30 ft; AC 17 (-1 size, -1 Dex, +5 natural, +4 armor), touch 8, flat-footed 17; BAB/Grp: +3/+12; Atk: +8 melee (2d8+7, greatclub) or +1 ranged (1d8+5, javelin); Full Atk: +8 melee (2d8+7, greatclub) or +1 ranged (1d8+5, javelin); Space/Reach 10 ft. by 10 ft./10 ft; SA; SQ low-light vision, darkvision 60 ft; AL CE; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +5, Listen +2, Spot +2; Toughness, Weapon Focus (Greatclub)

Appendix Two – APL 6

Encounter One

Dire Wolf Skeleton: CR 3; Large Undead; HD 6d12; hp 39; Init +7; Spd 50ft; AC 14 (-1 size, +3 Dex, +2 natural), touch 12, flat-footed 11; BAB/Grp +3/+14; Atk: +10 melee (1d8+10, bite); Full Atk: +10 melee (1d8+10, bite); Space/Reach 10 ft./5 ft; SQ Damage reduction 5/bludgeoning, darkvision 60ft., immunity to cold, undead traits; AL NE; SV Fort +2, Ref +5, Will +5; Str 25, Dex 17, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: None.

Encounter Seven

Dire Horse: CR 4; Large Dire Animal; HD 8d8+48; hp 84; Init +1; Spd 60 ft; AC 16, touch 10, flat-footed 15; BAB/Grp: +5/+11; Atk: +11 melee (1d6+6, Hoof); Full Atk: +11/+11/+6 melee (1d6+6, 2 Hooves; 1d4+3, Bite); Space/Reach 5 ft. by 10 ft./5 ft; SQ Low-light vision, Scent; AL N; SV Fort +12, Ref +7, Will +8; Str 22, Dex 13, Con 22, Int 2, Wis 15, Cha 11.

Skills and Feats: Listen +8, Spot +8.

Physical Description: Large version of a wild horse.

Encounter Eight

Woodling Ogre: CR 5; Large Giant; HD 4d8+11; hp 29; Init -1; Spd 30 ft; AC 24 (-1 size, -1 Dex, +12 natural, +4 armor), touch 8, flat-footed 24; BAB/Grp: +3/+12; Atk: +8 melee (2d8+7, greatclub) or +8 melee (1d8+7, Slam) or +1 ranged (1d8+5, javelin); Full Atk: +8 melee (2d8+7, greatclub) or +8 melee (1d8+7, Slam) or +1 ranged (1d8+5, javelin); Space/Reach 10 ft. by 10 ft./10 ft; SA spell-like abilities; SQ DR 5/slashing, low-light vision, skill bonuses, vulnerability to fire, plant traits, darkvision 60 ft; AL CE; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +5, Listen +2, Spot +2; Toughness, Weapon Focus (Greatclub)

Spell-Like Abilities: 1/day – entangle, summon nature's ally II. Caster Level 4th.

Skill Bonuses (Ex): A woodling has a +4 bonus on Hide checks and Move Silently checks in aboveground natural environments.

Vulnerability to Fire (Ex): Woodling creatures have vulnerability to fire. A woodling takes half again as much (+50%) damage as normal from the effect, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Possessions: hide armor +1, greatclub, javelin x5.

Ogre Barbarian: CR 7; Large Giant; HD 4d8+19 plus 4d12+16; hp 79; Init +0; Spd 40 ft; AC 19 (-1 size, +5 natural, +4 armor, +1 deflection), touch 10, flat-footed 19; BAB/Grp: +7/+19; Atk: +15 melee (2d8+12, greatclub) or +6 ranged (1d8+8, javelin); Full Atk: +15/+10 melee (2d8+12, greatclub) or +6 ranged (1d8+8, javelin); Space/Reach 10 ft. by 10 ft./10 ft; SA rage 2/day; SQ trap sense +1, uncanny dodge, low-light vision, darkvision 60 ft; AL CE; SV Fort +12, Ref +2, Will +2; Str 26, Dex 11, Con 18, Int 8, Wis 10, Cha 4.

Skills and Feats: Climb +13, Hide -6, Jump +17, Listen +6, Spot +2; Power Attack, Toughness, Weapon Focus (Greatclub)

Rage: hp +16; AC 17; Will +4; Grp +21; Atk +18/+13 melee (2d8+16, +1 greatclub) or +18/+13 melee (1d8+16, slam).

Possessions: greatclub, ring of protection +1, hide armor +1, javelinx5.

Appendix Two – APL 8

Encounter One

Dire Wolf Skeleton: CR 5; Large Undead; HD 11d12; hp 71; Init +7; Spd 50ft; AC 14 (-1 size, +3 Dex, +2 natural), touch 12, flat-footed 11; BAB/Grp +5/+16; Atk: +12 melee (1d8+10, bite); Full Atk: +12 melee (1d8+10, bite); Space/Reach 10 ft./5 ft; SQ Damage reduction 5/bludgeoning, darkvision 60ft., immunity to cold, undead traits; AL NE; SV Fort +3, Ref +6, Will +7; Str 25, Dex 17, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: None.

Encounter Seven

Dire Elk: CR 7; Large Dire Animal; HD 12d8+60; hp 114; Init +0; Spd 50 ft; AC 15, touch 8, flat-footed 15; BAB/Grp: +6/+14; Atk: +14 melee (2d8+10, Gore); Full Atk: +14/+9/+9 melee (2d6+7, Slam; 2d4+3, 2 Hooves); Space/Reach 10 ft. by 20 ft./10 ft; SA Trample; SQ Low-light vision, Scent; AL N; SV Fort +13, Ref +8, Will +8; Str 24, Dex 11, Con 20, Int 2, Wis 11, Cha 7.

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

Trample (Ex): As a standard action during its turn each round, a dire elk can trample opponents at least one size category smaller than itself. This attack deals 2d8+10 points of bludgeoning damage. A trampled opponent can attempt either an attack of opportunity at a -4 penalty or a Reflex save (DC 23) for half damage.

Physical Description: Large version of a wild elk.

Encounter Eight

Woodling Ogre Barbarian: CR 9; Large Giant; HD 4d8+11 plus 4d12+16; hp 79; Init +0; Spd 40 ft; AC 27 (-1 size, +12 natural, +5 armor, +1 deflection), touch 10, flat-footed 26; BAB/Grp: +7/+19; Atk: +16 melee (2d8+13, +1 greatclub) or +16 melee (1d8+13, Slam) or +6 ranged (1d8+8, javelin); Full Atk: +16/+11 melee (2d8+13, +1 greatclub) or +16/+11 melee (1d8+13, Slam) or +6 ranged (1d8+8, javelin); Space/Reach 10 ft. by 10 ft./10 ft; SA spell-like abilities, rage 2/day; SQ DR 5/slashing, trap sense +1, uncanny dodge, low-light vision, skill bonuses, vulnerability to fire, plant traits, darkvision 60 ft; AL CE; SV Fort +12, Ref +2, Will +2; Str 26, Dex 11, Con 18, Int 8, Wis 10, Cha 4.

Skills and Feats: Climb +13, Hide -6 (-2 in natural environment), Jump +17, Listen +6, Spot +2; Power Attack, Toughness, Weapon Focus (Greatclub)

Spell-Like Abilities: 3/day – *Speak with plants*. 1/day – *entangle*, *summon nature's ally II*, *summon nature's ally IV*. Caster Level 8th.

Skill Bonuses (Ex): A woodling has a +4 bonus on Hide checks and Move Silently checks in aboveground natural environments.

Vulnerability to Fire (Ex): Woodling creatures have vulnerability to fire. A woodling takes half again as much (+50%) damage as normal from the effect, regardless of whether a saving throw is allowed, or if the save is a success or failure

Rage: hp +16; AC 24; Will +4; Grp +21; Atk +18/+13 melee (2d8+16, +1 greatclub) or +18/+13 melee (1d8+16, slam).

Possessions: +1 greatclub, ring of protection +1, hide armor +1, javelinx5.

Ogre-Mage: CR 8; Large Giant; HD 5d8+15; hp 37; Init +4; Spd 40 ft, fly 40 ft (good); AC 18 (-1 size, +5 natural, +4 armor), touch 9, flat-footed 18; BAB/Grp: +3/+12; Atk: +7 melee (3d6+7/19-20x2, greatsword) or +2 ranged (2d6/x3, longbow); Full Atk: +7 melee (3d6+7/19-20x2, greatsword) or +2 ranged (2d6/x3, longbow); Space/Reach 10 ft. by 10 ft./10 ft; SA spell-like abilities; SQ SR 19, regeneration 5, low-light vision, darkvision 90 ft; AL LE; SV Fort +7, Ref +1, Will +3; Str 21, Dex 10, Con 17, Int 14, Wis 14, Cha 17.

Skills and Feats: Concentration +10, Listen +10, Spellcraft +10, Spot +10; Combat Expertise, Improved Initiative.

Spell-Like Abilities: At will – *darkness*, *invisibility*; 1/day – *charm person* (DC 14), *cone of cold* (DC 18), *gaseous form*, *polymorph*, *sleep* (DC 14). Caster level 9th. The save DCs are Charisma based.

Flight (Su): An ogre mage can cease or resume flight as a free action. While using *gaseous form* it can fly at its normal speed and has perfect maneuverability.

Regeneration (Ex): Fire and acid deal normal damage to an ogre mage. An ogre mage that loses a limb or body part can reattach it by holding the severed member to the stump. Reattachment takes 1 minute. If the head or some other vital organ is severed, it must be reattached within 10 minutes or the creature dies. An ogre mage cannot regrow lost body parts.

Possessions: greatsword, chain shirt, longbow, 20 arrows, spell component pouch.

Appendix Two – APL 10

Encounter One

Dire Wolf Skeleton: CR 7; Large Undead; HD 17d12; hp 110; Init +7; Spd 50ft; AC 14 (-1 size, +3 Dex, +2 natural), touch 12, flat-footed 11; BAB/Grp +8/+19; Atk: +15 melee (1d8+10, bite); Full Atk: +15 melee (1d8+10, bite); Space/Reach 10 ft./5 ft; SQ Damage reduction 5/bludgeoning, darkvision 60ft., immunity to cold, undead traits; AL NE; SV Fort +5, Ref +8, Will +10; Str 25, Dex 17, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: None.

Encounter Seven

Dire Elk: CR 7; Large Dire Animal; HD 12d8+60; hp 114; Init +0; Spd 50 ft; AC 15, touch 8, flat-footed 15; BAB/Grp: +6/+14; Atk: +14 melee (2d8+10, Gore); Full Atk: +14/+9/+9 melee (2d6+7, Slam; 2d4+3, 2 Hooves); Space/Reach 10 ft. by 20 ft./10 ft; SA Trample; SQ Low-light vision, Scent; AL N; SV Fort +13, Ref +8, Will +8; Str 24, Dex 11, Con 20, Int 2, Wis 11, Cha 7.

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

Trample (Ex): As a standard action during its turn each round, a dire elk can trample opponents at least one size category smaller than itself. This attack deals 2d8+10 points of bludgeoning damage. A trampled opponent can attempt either an attack of opportunity at a -4 penalty or a Reflex save (DC 23) for half damage.

Physical Description: Large version of a wild elk.

Encounter Eight

Woodling Ogre-Mage: CR 10; Large Giant; HD 5d8+15; hp 37; Init +4; Spd 40 ft, fly 40 ft (good); AC 25 (-1 size, +12 natural, +4 armor), touch 9, flat-footed 25; BAB/Grp: +3/+12; Atk: +7 melee (3d6+7/19-20x2, greatsword) or +7 melee (1d8+7, Slam) or +2 ranged (2d6/x3, longbow); Full Atk: +7 melee (3d6+7/19-20x2, greatsword) or +7 melee (1d8+7, Slam) or +2 ranged (2d6/x3, longbow); Space/Reach 10 ft. by 10 ft./10 ft; SA spell-like abilities; SQ DR 5/slashing, SR 19, regeneration 5, low-light vision, skill bonuses, vulnerability to fire, plant traits, darkvision 90 ft; AL LE; SV Fort +7, Ref +1, Will +3; Str 21, Dex 10, Con 17, Int 14, Wis 14, Cha 17.

Skills and Feats: Concentration +10, Listen +10, Spellcraft +10, Spot +10; Combat Expertise, Improved Initiative.

Spell-Like Abilities: At will – *darkness* (CL 9th), *invisibility* (CL 9th); 1/day – *entangle* (CL 5th – DC 14), *summon nature's ally II* (CL 5th), *charm person* (CL 9th -

DC 14), *cone of cold* (CL 9th - DC 18), *gaseous form* (CL 9th), *polymorph* (CL 9th), *sleep* (CL 9th – DC 14).

Flight (Su): An ogre mage can cease or resume flight as a free action. While using *gaseous form* it can fly at its normal speed and has perfect maneuverability.

Regeneration (Ex): Fire and acid deal normal damage to an ogre mage. An ogre mage that loses a limb or body part can reattach it by holding the severed member to the stump. Reattachment takes 1 minute. If the head or some other vital organ is severed, it must be reattached within 10 minutes or the creature dies. An ogre mage cannot regrow lost body parts.

Skill Bonuses (Ex): A woodling has a +4 bonus on Hide checks and Move Silently checks in aboveground natural environments.

Vulnerability to Fire (Ex): Woodling creatures have vulnerability to fire. A woodling takes half again as much (+50%) damage as normal from the effect, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Possessions: greatsword, chain shirt, longbow, 20 arrows, spell component pouch.

Appendix Two – APL 12

Encounter One

Dire Wolf Skeleton: CR 8; Large Undead; HD 18d12; hp 117; Init +7; Spd 50ft; AC 14 (-1 size, +3 Dex, +2 natural), touch 12, flat-footed 11; BAB/Grp +9/+20; Atk: +16 melee (1d8+10, bite); Full Atk: +16 melee (1d8+10, bite); Space/Reach 10 ft./5 ft; SQ Damage reduction 5/bludgeoning, darkvision 60ft., immunity to cold, undead traits; AL NE; SV Fort +6, Ref +9, Will +11; Str 25, Dex 17, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: None.

Encounter Seven

Dire Elk: CR 7; Large Dire Animal; HD 12d8+60; hp 114; Init +0; Spd 50 ft; AC 15, touch 8, flat-footed 15; BAB/Grp: +6/+14; Atk: +14 melee (2d8+10, Gore); Full Atk: +14/+9/+9 melee (2d6+7, Slam; 2d4+3, 2 Hooves); Space/Reach 10 ft. by 20 ft./10 ft; SA Trample; SQ Low-light vision, Scent; AL N; SV Fort +13, Ref +8, Will +8; Str 24, Dex 11, Con 20, Int 2, Wis 11, Cha 7.

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

Trample (Ex): As a standard action during its turn each round, a dire elk can trample opponents at least one size category smaller than itself. This attack deals 2d8+10 points of bludgeoning damage. A trampled opponent can attempt either an attack of opportunity at a -4 penalty or a Reflex save (DC 23) for half damage.

Physical Description: Large version of a wild elk.

Encounter Eight

Woodling Ogre-Mage Sorcerer: CR 12; Large Giant; HD 5d8+15 plus 2d4+6; hp 55; Init +4; Spd 40 ft, fly 40 ft (good); AC 27 (-1 size, +12 natural, +4 armor, +1 deflection), touch 9, flat-footed 25; BAB/Grp: +4/+13; Atk: +8 melee (3d6+7/19-20x2, greatsword) or +8 melee (1d8+7, Slam) or +3 ranged (2d6/x3, longbow); Full Atk: +8 melee (3d6+7/19-20x2, greatsword) or +8 melee (1d8+7, Slam) or +3 ranged (2d6/x3, longbow); Space/Reach 10 ft. by 10 ft./10 ft; SA spell-like abilities; SQ DR 5/slashing, SR 19, regeneration 5, low-light vision, skill bonuses, vulnerability to fire, plant traits, darkvision 90 ft; AL LE; SV Fort +7, Ref +1, Will +6; Str 21, Dex 10, Con 17, Int 14, Wis 14, Cha 17.

Skills and Feats: Concentration +12, Listen +11, Spellcraft +12, Spot +11; Combat Expertise, Improved Initiative, Improved Toughness.

Spell-Like Abilities: At will – *darkness* (CL 9th), *invisibility* (CL 9th); 3/day – *speak with plants* (CL 7th). 1/day – *entangle* (CL 7th – DC 14), *summon nature's ally*

II (CL 7th), *charm person* (CL 9th - DC 14), *cone of cold* (CL 9th - DC 18), *gaseous form* (CL 9th), *polymorph* (CL 9th), *sleep* (CL 9th – DC 14).

Spells Known: (5/3; save DC = 13+spell level): 0—*acid splash*, *detect magic*, *light*, *resistance*, *touch of fatigue*; 1st—*mage armor*, *magic missile*.

Flight (Su): An ogre mage can cease or resume flight as a free action. While using *gaseous form* it can fly at its normal speed and has perfect maneuverability.

Regeneration (Ex): Fire and acid deal normal damage to an ogre mage. An ogre mage that loses a limb or body part can reattach it by holding the severed member to the stump. Reattachment takes 1 minute. If the head or some other vital organ is severed, it must be reattached within 10 minutes or the creature dies. An ogre mage cannot regrow lost body parts.

Skill Bonuses (Ex): A woodling has a +4 bonus on Hide checks and Move Silently checks in aboveground natural environments.

Vulnerability to Fire (Ex): Woodling creatures have vulnerability to fire. A woodling takes half again as much (+50%) damage as normal from the effect, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Possessions: greatsword, longbow, 20 arrows, *ring of protection* +1, spell component pouch.

Woodling Ogre Barbarian: CR 12; Large Giant; HD 4d8+11 plus 7d12+28; hp 102; Init +0; Spd 40 ft; AC 27 (-1 size, +12 natural, +5 armor, +1 deflection), touch 10, flat-footed 26; BAB/Grp: +10/+22; Atk: +19 melee (2d8+13, +1 greatclub) or +19 melee (1d8+13, Slam) or +9 ranged (1d8+8, javelin); Full Atk: +19/+14 melee (2d8+13, +1 greatclub) or +19/+14 melee (1d8+13, Slam) or +9 ranged (1d8+8, javelin); Space/Reach 10 ft. by 10 ft./10 ft; SA spell-like abilities, rage 2/day; SQ DR 5/slashing, DR 1/-, fast movement, uncanny dodge, improved uncanny dodge, trap sense +2, low-light vision, skill bonuses, vulnerability to fire, plant traits, darkvision 60 ft; AL CE; SV Fort +13, Ref +3, Will +3; Str 26, Dex 11, Con 18, Int 8, Wis 10, Cha 4.

Skills and Feats: Climb +15, Hide -6 (-2 in natural environment), Jump +19, Listen +11, Spot +2; Power Attack, Cleave, Toughness, Weapon Focus (Greatclub)

Spell-Like Abilities: 3/day – *speak with plants*. 1/day – *command plants*, *entangle*, *summon nature's ally* II, *summon nature's ally* IV. Caster Level 11th.

Skill Bonuses (Ex): A woodling has a +4 bonus on Hide checks and Move Silently checks in aboveground natural environments.

Vulnerability to Fire (Ex): Woodling creatures have vulnerability to fire. A woodling takes half again as much (+50%) damage as normal from the effect, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Rage: hp +22; AC 24; Will +5; Grp +24; Atk +21/+16 melee (2d8+16, +1 greatclub) or +21/+16 melee (1d8+16, slam).

Possessions: +1 greatclub, ring of protection +1, chain shirt +1, javelinx5.

Woodling Ogre Scout: CR 12; Large Giant; HD 4d8+16 plus 7d8+28; hp 94; Init +2; Spd 50 ft; AC 29 (-1 size, +2 dex, +12 natural, +5 armor, +1 deflection), touch 10, flat-footed 27; BAB/Grp: +8/+20; Atk: +13 melee (2d8+8, +1 greatclub) or +13 melee (1d8+7, Slam) or +9 ranged (1d8+7, javelin); Full Atk: +13/+8 melee (2d8+8, +1 greatclub) or +13/+8 melee (1d8+7, Slam) or +9 ranged (1d8+7, javelin); Space/Reach 10 ft. by 10 ft./10 ft; SA spell-like abilities, skirmish +2d6 dmg; SQ DR 5/slashing, skirmish +2 AC, battle fortitude +1, uncanny dodge, trap finding, trackless step, evasion, flawless stride, low-light vision, skill bonuses, vulnerability to fire, plant traits, darkvision 60 ft; AL CE; SV Fort +13, Ref +2, Will +2; Str 20, Dex 13, Con 18, Int 8, Wis 10, Cha 4.

Skills and Feats: Climb +5, Hide -6 (-2 in natural environment), Listen +2, Spot +2; Dodge, Mobility, Spring Attack, Toughness, Weapon Focus (greatclub).

Spell-Like Abilities: 3/day – *Speak with plants*. 1/day – *entangle*, *summon nature's ally II*, *summon nature's ally IV*. Caster Level 8th.

Skill Bonuses (Ex): A woodling has a +4 bonus on Hide checks and Move Silently checks in aboveground natural environments.

Vulnerability to Fire (Ex): Woodling creatures have vulnerability to fire. A woodling takes half again as much (+50%) damage as normal from the effect, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Skirmish (Ex): Woodling ogre scout deals an extra 2d6 points of damage on all attacks made during any round in which he moves at least 10 feet. The extra damage only applies against living creatures that have a discernible anatomy. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

Woodling ogre scout gains a +2 competence bonus to AC during any round in which he moved at least 10 feet. This bonus is not factored in to the stat block.

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. This bonus is factored into the stat block.

Fast Movement (Ex): Starting at 3rd level, a scout gains a +10 foot enhancement bonus to her base land speed. This bonus is factored into the stat block.

Flawless Stride (Ex): Starting at 6th level, a scout can move through any sort of terrain that slows movement (such as undergrowth, rubble, and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

Possessions: +1 greatclub, +1 chain shirt, ring of protection +1, javelin x5.

Appendix Three – New Rules Items

Woodling (Template)

Reference: Monster Manual III.

Woodling creatures have bonded with nature; to a large extent, they have become plant creatures. These creatures have an unusual mind-set, much like that of a treant. They are one with nature and at peace with it and themselves.

Creating a woodling

“Woodling” is an inherited template that can be added to any corporeal animal, dragon, fey, giant, humanoid, magical beast, or monstrous humanoid (referred to hereafter as the base creature).

A woodling uses all the base creature’s statistics and abilities except as noted here.

Size and Type: A woodling’s type does not change, but it possesses fully developed plant traits (see below).

Armor Class: The base creature’s natural armor bonus improves by 7.

Attack: A woodling retains all the attacks of the base creature and also gains a slam attack if it didn’t already have one. If the base creature can use weapons, the woodling retains this ability. A creature with natural weapons retains those natural weapons. A woodling fighting without weapons uses either its slam attack or its primary natural weapon (if it has any). A woodling armed with a weapon uses its slam or a weapon, as it desires.

Full Attack: A woodling fighting without weapons uses either its slam attack (see above) or its natural weapons (if it has any). If armed with a weapon, it usually uses the weapon as its primary attack along with a slam or other natural weapon as a natural secondary attack.

Damage: Woodlings have slam attacks. If the base creature does not have this attack form, use the appropriate damage value from the table below according to the woodling’s size. Creatures that have other kinds of natural weapons retain their old damage values or use the appropriate value from the table below, whichever is better.

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Spell-Like Abilities: A woodling with a Wisdom score of 8 or higher gains spell-like abilities depending on its Hit Dice, as indicated on the table below. The abilities are cumulative; for instance, a woodling chimera (9 HD) can use *entangle* once per day, *summon nature’s ally* II once per day, *speak with plants* three times per day, and *summon nature’s ally* IV once per day. Caster level equals the creature’s HD, and the save DC is Charisma-based.

HD	Abilities
1-2	<i>Entangle</i> 1/day
3-5	<i>Summon nature’s ally</i> II 1/day
6-7	<i>Speak with plants</i> 3/day
8-10	<i>Summon nature’s ally</i> IV 1/day
11-12	<i>Command plants</i> 1/day
13-15	<i>Summon nature’s ally</i> VI 1/day
16-18	<i>Animate plants</i> 1/day
19-20	<i>Summon nature’s ally</i> VIII 1/day
21+	<i>Control plants</i> 1/day and <i>summon nature’s ally</i> IX 1/day

Special Qualities: A woodling creature has all the special qualities of the base creature, plus the following special qualities.

Damage Reduction (Ex): A woodling creature had damage reduction 5/slashing.

Low-Light Vision (Ex): The creature gains low-light vision, enabling it to see twice as well as a human in starlight, moonlight, torchlight, and similar conditions of shadowy illumination. It retains the ability to distinguish color and detail under these conditions.

Plant Traits: A woodling has immunity to poison, magic sleep effects, paralysis, polymorph, stunning, and mind-affecting spells and abilities (charms, compulsions, phantasms, patterns, and morale effects). It is not subject to extra damage from critical hits.

Skill Bonuses (Ex): A woodling’s skin and hair resemble bark and leaves. Any wings the creature may have are leaflike or frondlike, and every part of the creature has a distinctly plantlike look that changes with the seasons. It is light green in early spring, darkening during the summer. In autumn, it turns yellow, orange, or red like a deciduous leaf. In the winter, it is a dry brown. A woodling has a +4 bonus on Hide checks and Move Silently checks in aboveground natural environments.

Vulnerability to Fire (Ex): Woodling creatures have vulnerability to fire. A woodling takes half again as

much (+50%) damage as normal from the effect, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Environment: Any aboveground natural.

Challenge Rating: Same as the base creature +2.

Organization: Same as the base creature, except most of a group will be the base creature with usually only one woodling.

Level Adjustment: +3.

New Feats

Improved Toughness [General]

From *Complete Warrior*

Prerequisite: Base Fortitude save bonus +2.

Benefit: +1 hp/HD. Retroactively assessed.

Special: A fighter may select this feat as a fighter bonus feat.

Chariot of Sustarre

Evocation [Fire]

Level: Drd 6

Components: V, S, M

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./levels)

Effect: Special

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: Yes

This spell brings forth a flaming chariot pulled by two nightmares. The chariot is 10'x10' and can hold up to 8 medium creatures. The chariot has the same effect as a *Fireshield* spell, except it lasts for 1 hour per level. For stats on the nightmares see *Monster Manual* page 194. The nightmares get a +30 to speed as if affected by *Haste*. This is the only benefit they get.

In order to ride on the chariot without getting fire damage the caster must touch you before you step onto the chariot. The caster controls the nightmares with a flaming whip that comes with the chariot. The whip is a +1 Flaming weapon. The whip does not damage the nightmares, it gets their attention.

Material Component: Mistletoe and a fire source at least equal to a torch.

Appendix Four: Elven Clans of the Western Celadon

The Celadon Forest is home to many sylvan and a few high elf clans. Most elven adventurers found in the Duchy of Urnst or Nyronnd hail from the following clans, as they are the largest and the most likely to produce adventurers. There are many smaller clans that are not detailed here. The elven clans are made up of those elves that find themselves drawn together due to having like-minded opinions and world-views. Many of the younger elves remain in the clans that they were born in until they reach majority and determine their particular worldview, although some find the ties of blood more calling than ties of profession or opinion. Most of the clans are sylvan elves and only a few of the clans accept non-sylvan members regardless of their sympathies. Due to the differing point of view of each clan, there are longstanding rivalries and even a few feuds that prevent unified action by the elves of the Celadon. It is rare for elves born in feuding clans to switch allegiance to their antagonists, however many do find homes in more pacifistic clans.

Only the annual assemblage to pick new entrants to the Stalwart Pines Ranger School and outsiders threatening the forest will temporarily stop the constant vying among the tribes, though things settle down around the major holidays of Growfest, Richfest, Brewfest and Needfest. The few high elf clans attempt to remain neutral in the constant rough and tumble of their sylvan cousins. This neutrality sometimes allows them to act as mediators and go between with the clans. They also have more daily contact with the humans that also dwell in the forest.

Clans

Oiolúré Clan: The Oiolúré clan is known for their druids of Rillifane Rallathil and their strong ties with the Treants of the Celadon. It is said that some of its members have transformed themselves into verdant lords and have more in common with plants than other elves. They disapprove of the harvest of trees for papermaking and the younger members sometimes cause problems at the Elarafren enclave. They have a standing feud with the Uillepham clan over an incident that occurred during the Nyronnd logging, but it is unlikely that either will attack the other.

Wehna Clan: The Wehna Clan is known for its primitive warriors who ferocity alarm even other Clans. It is rumored that members of the Wehna have ties to the Voadkyn (wood giants) and Grugach (wild elves) that have made war with Nyronnd in the eastern side of the Celadon. Of all the elves of the western Celadon, the Wehna have the least contact with humans who live in the forest. The Wehna revere the hero-god Gadhelyn. They do not have a clan enclave, but instead typically live in tents in the forest or treetop blinds. The members of this clan look down on the Elarafren clan for what they see as the rejection of nature and the purity of the forest to bury themselves in books. They are typically insular and the only clan they have regular interaction with is the Oiolúré clan.

Uillepham Clan: The Uillepham Clan is known for its Priestesses of Ehlenestra (Ehlonna). They also have a reputation for close ties with the fey creatures of the forest. The members of Clan Uillepham are pacifists and believe in the harmony of the forest and prefer to educate rather than destroy those who break their tenants. They dislike the Defenders of the Celadon and believe that it is too militaristic. They have a standing feud with the Oiolúré clan over an incident that occurred during the Nyronnd logging, but it is unlikely that either will attack.

Tuliktu Clan: It is said that a Tuliktu archer doesn't need to see a target in order to hit it, and usually the only indication of their presence is the arrows sticking out of their enemies' chests. As befitting a Clan of archers, the Tuliktu are devout followers of Solonor Thelandira. This Clan usually trains rangers of the Stalwart Pines School who choose the path of the bow. They have a longstanding competition with the Shankopt clan over students from Stalwart Pines which is kept to a mostly friendly rivalry. The members of this clan have begun to resent the Ophilurwe clan for their acceptance of students in the rival path of arcane archer.

Shankopt Clan: Members of the Shankopt Clan are masters of the sword and devout followers of Corellon Larethian. While not as fearsome as the Wehna in close combat, the skill in which the Shankopt dual-wield their swords is all the more terrible. A blademaster of this Clan usually trains students of Stalwart Pines that choose the two-weapon path. This clan has a longstanding, but generally friendly, rivalry with the Tuliktu clan over students from the Stalwarts Pines ranger school. They dislike the ferocity of the Wenha clan, but are friendly with the Elarafren clan due to sympathizers within the clan.

Ophilurwe Clan: The members of Clan Ophilurwe originally arrived as trade emissaries long ago from the Gamboge Forest in northern Nyronnd. Originally only comprised of high elves, recently they have accepted other elves with mercantile interests or those who wish training in archery. Their long stance of neutrality in the rough and tumble affairs of the sylvan elf Clans has made them welcome in almost all tribal camps. However, the clan's extensive trade deals with House Verle has aroused jealousy in the other Merchant Houses in the Duchy of Urnst, as they resent being almost completely shut out of the lucrative elven markets within the Celadon. Aside from being merchants, the arcane archers of the Ophilurwe clan are rightfully feared. This clan's main enclave is closest to the forest's edge and there are several human villages near the forest's edge here as well as a main road heading towards Nellix.

Quilyahn Clan: The elves of Clan Quilyahn are a collection of various exiles from the Kingdom of Celene, the Phostwood, and other elven nations and thus any type of elf may be found within this clan. They are a disparate group of schemers, rogues, artists, and fools that have banded together for mutual protection. As newcomers to the forest they have generally stayed out of the various petty rivalries that plague the sylvan Clans and have established strong ties to the human folk dwelling in the Celadon. Clan Quilyahn has gained a reputation for powerful wizards and the students of their Bladesong School are among the most skilled in the Flaeness. They sometimes accept elves that grew up in the Celadon if they feel as if they were outsiders. While the Quilyahn clan has tried to remain neutral as the Ophilurwe clan, they have not quite managed to attain that status. Instead, the roguish nature of many of its members and the general disorganization of the clan has led to many small disagreements with all of the other clans at one point or another.

Elarafren Clan: The elves of Clan Elarafren are the philosophers of the Celadon and attract most of those elves that wish to spend their time debating. They often research esoteric subjects and discuss topics otherwise found only at the College of Sages and Sorcery. Despite this, most members of the Elarafren clan are not students of the arcane arts. They preserve knowledge in all forms and this clan has the most extensive library. Most of the young elves in this clan are required to recopy several thousand tomes before they are considered truly members of the clan and other clans come to them when they need written documents, although this is rare. Due to their predilection for knowledge and books, only part of this clan is sylvan and it remains the smallest clan within the Celadon. This clan is looked down on by the Wenha clan for their preoccupation with books and young members of the Oiolúré clan occasionally cause trouble with their writing supplies.

Maradral Clan: These elves are also devout followers of Ehlenestra (Ehlonna), however, in contrast to the elves of Clan Uillepham they believe that only one warning should ever be given and are ruthless in stopping those who persist. These elves are most likely to be members of the Defenders of the Celadon. They tend to stay in the Eastern Celadon and it is uncertain that they have a clan enclave or if they are organized in some other way. They have a longstanding enmity with the Quilyahn clan over territorial incidents that happened long ago when the Quilyahn clan created their enclave. The Sipharel clan's support of the dissolution of the Celadon Resistance has caused this clan to look upon them with suspicion and their allies remain somewhat suspect.

Sipharel Clan: The Sipharel are a reclusive tribe of elves living in the Celadon forest near the border of the Duchy of Urnst. Amongst their numbers are pegasus-mounted riders, elite defenders of the Celadon. While a few of the Sipharel joined the Celadon Resistance a few years back opposing the logging of their forest, the tribe as a whole has striven to stay out of political conflicts. When the Duchess of Woodwych and the Celadon Resistance came to an agreement over the logging of the forest and agreed to cease hostilities, a few of the more militant members of the Sipharel who had secretly been members of the Celadon Resistance became very vocal against 'allying' with the Duchess. As these few rogue clansmen had drawn unwanted attention on the Sipharel, they took a proactive role in dissolving the Celadon Resistance once and for all, which has put them at odds with the Maradral Clan. Some elves of other clans are doubtful about this clan because of their recommendation about the Celadon Resistance, but in general the other elven clans are neutral towards the Sipharel.

Sylvan elves:

Appearance: Sylvan elves wear simple clothing appropriate for the season that also acts as camouflage. They have yellow to coppery red hair, tan skin and their eyes are brown or green. Sylvan elves use tattoos to share and remember highlights of their lives.

Habits: Sylvan elves are more in tune with nature than other types of elves, excluding the Grugach (wild elves), however they still feel the need to build and create beautiful things. While most sylvan elves stay in clan villages or the seasonal gathering city hidden in the trees, some wander the forest camping in tents. In the winter they gather in permanent wooden structures hidden in trees.

Sylvan elves lives are geared towards day-to-day foraging, as they do not farm or keep livestock. All the clans have different territories. They never gather more than a couple of weeks in one spot so as to not overwork the forest in that area. They practice no trace camping, pitching their camouflaged tents in well-hidden well-guarded areas. The tents are pitched in a circle with their openings facing a central fire pit. Escape routes and battle tactics are determined when camp is set up so they are not surprised.

Temperament: Sylvan elves are generally very emotional. They live by the heart, not the head, intuition rules over logic. Sylvan elves are fiercely independent and do not like intruders. If intruders do not heed their warnings they do not have an ethical dilemma over killing them. The sylvan elves are not evil they simply value solitude and privacy above all else. Sylvan elves do not care about the outside world unless it impacts them.

The Celadon:

The Celadon is an old-growth forest, there are many trees of considerable size, and in the deepest portions the great verdant canopy allows only the merest patches of light to reach ground level even in the middle of a bright summer's day. Each clan uses a specific forest plant to mark the boundaries of their clan enclaves and other elves respect these borders as well as the larger briars that mark the territories of the forest giants.

The treants roam through the forest freely tending to the plants and trees within. The most elder of the treants, however, do not move at all. They become sessile, and take root in the circle of the Council of Trees - deep in the heart of the western side of the Celadon Forest. It is here that the Mother of Trees holds court, presiding over the Council and mediating the endless debates. For what do sessile treants have left to do but argue with each other? It is the nature of treants, however, that such debates are prone to spanning decades, if not centuries, without resolution. Thus, though the other residents of the Celadon respect the Council of Trees, they do not actively govern.

The elven clans have two "cities" perched among the trees, one in the north western part of the forest somewhat near to Nellix and one near where the Nesser curves to the west. The north western city is called Esseph and is the spring and summer city where the structures are open to the environment, whereas the central city is called Milaren and is comprised of structures built to withstand winter's cold temperatures. In addition, the Brotherhood of the Bronze and the Defenders of the Celadon have a village at Copperstead, which contained the elves and humans actively fighting against Nyronnd.

There are Flannish humans here, though they are relative newcomers (merely a few thousand years). Newer still are the Oeridian and Suloise woodsmen and hunters. They are watched, but not interfered with unless they break the rules.

Stalwart Pines is named for the only sizable stand of pine trees in the entire forest. They are called stalwart because they have steadfastly resisted competition from the more dominant deciduous trees around them, and the fact that they are half again taller than the mightiest oaks - piercing the light-green canopy like dark spears. The city built amongst these trees is a collaboration between human and elves and contains a mix of buildings in the trees and those on the ground. It is home to the Stalwart Pines Ranger School, the only "organized" ranger school in the Flanaess. Although quite a few wood elves live here, it is those who wish to have contact with humans and thus the wood elves have their own cities and clan enclaves in addition.

The rules are:

- Never kill a living tree!
- Never endanger the forest with open flame!
- Do not hunt more than you need!
- Respect the residents of the forest!

The penalty for breaking the rules depends on the severity of the infraction and the judgment of those most effected. Typically, the first offense involves a "visit" from a wood elf hunting party. If there is a second offense, the forest giants and/or treants may get involved.

Growfest:

Growfest is very important to Atroa, Beory, Berei, Elhonna.

1st day is BANAPIS, also known as "Losar" among certain Bakluni sects, who consider it to be New Year's! Huge parties with presents exchanged, considered everybody's birthday. Not celebrated in Suel lands, who consider celebration of any but one's actual birth date to be evidence of ignorance and barbarism.

Last day is "FOOLSDAY," sacred to Olidammara and other trickster gods. In Ulek and among rangers, it is traditional to send someone 'hunting the gawk' {a meaningless errand}. The Lord of Misrule from the Feast of Unreason, variantly named Motely or Widdershins, is sometimes elected to preside over this day as well. In Greyhawk, the DESPORTIUM OF MAGICK is held that night in and around the Great Citadel.

Also known as the FEAST OF ATROA in celebration of a new growing season and the promise of prosperity. This is time when communities gather together to plan for the future. It is not uncommon for a celebration to center around a community event like a barn-raising, to help a neighbor whose homestead may have been damaged over the winter. The day's community work is then relieved with revelry in the evening where bonds of friendship often grow.

The Elves of the Celadon celebrate Growfest as a burgeoning of life within the Celadon forest, and it is no coincidence that most Celadon sylvan elves are born about 9 months after Growfest. The elves come together in the tree city of Esseph, often setting up colorful tents upon the forest floor there. They participate in music, song, and dance, sporting events, contests of skill, and general revelry with most of the disagreements between the clans forgotten.

Celadon Cup:

One of the main draws of Growfest, in Esseph, is the competition for the Celadon Cup. It takes place over seven days, and serves to kick off each day of Growfest. Two events are run each day starting at about 6 PM and ending about 3 hours later. Afterwards the revelry will continue till dawn.

The top 3 positions from each event receive individual awards. An overall trophy is awarded to the clan that has the best record when all the events are combined. This trophy is coveted above all else at Growfest. The winning clan will display it proudly the entire year until next Growfest. The cup has been inscribed with the clan name of the winner for the last 1000 years.

- Day 1: Single elimination melee combat with elvencraft bows. The contestants are warded with *Shield Other*. Straight up 100' archery contest.
- Day 2: Single elimination-wrestling contest, pin wins. Straight up 100' archery contest but you must quickly rapid shot 2 arrows and 1 iterative.
- Day 3: 20-mile cross-country orienteering challenge. Move and shoot archery contest.
- Day 4: Hide and seek, one on one and timed to determine winners. Archery shot from a tree contest.
- Day 5: Single elimination tree climbing contest, up and down. Mounted archery shot contest.
- Day 6: Hunting contest, best rack wins. Farshot archery contest.
- Day 7: Trained animal obstacle course, timed. Manyshot archery contest.

DM's Aid #1 – Travel

Travel 1: PCs find Liree and set off towards Esseph – 48 miles. It should take a party moving at 30' base speed 2 days to reach Esseph. Each day the PCs must make a Survival check. They cannot take 20; they may assist one another. Celadon elves gain a +5 bonus on the check in addition to any bonuses they may normally receive. The highest result is used to determine progress:

- 1-5 PCs make no progress for the day.
- 6-10 the PCs move at one quarter of the slowest member of the parties speed.
- 11-20 the PCs move at one half of the slowest member of the parties speed.
- 20-30 the PCs move at full speed of the slowest member of the party.
- 30-40 the PCs move at full speed of the average of all members in the party or base move of 30 feet, whichever is greater.

Days Traveled and spent talking to the Elves:

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Travel 2: PCs use the hippogryphs to travel to Woodwych. This should take 6 days at 80' base move.

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Travel 3: PCs travel from Woodwych to the ruins. This should take 1 day at 30' base move.

Travel 4: PCs travel from ruins into the Phostwood. This should take 1 day at 30' base move.

Travel 5: PCs travel from Phostwood to Gamboge forest. It should take PCs with a base move of 30 feet 8 days. Traveling with encumbered light horses or light warhorses (151-450 lbs), it should take 6 days.

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Travel 6: PCs use the enchanted leaf to return to the Shankopt compound.

Thus it should take a party of PCs traveling at a 30' base move 18 days to complete the module.

Player Handout #1 – Elven Clans

Oiolúré Clan:

- Colors: Amber
- Symbol: Elm
- Clans Allied with: Wehna
- Clans Feuding with: Uillepham, Elarafren
- Clan Speaker: Nimar Arivan

Wehna Clan

- Colors: Green
- Symbol: Wolverine
- Clans Allied with: Oiolúré
- Clans Feuding with: Elarafren
- Clan Speaker: Shule Eirath

Shankopt Clan

- Colors: Black and gold
- Symbol: Bear, Golden Oak Tree
- Business: Weapon enhancing
- Clans Allied with: Tuliktu, Elarafren
- Clans Feuding with: Wehna
- Clan Speaker: Lyfera Tahlian

Tuliktu Clan

- Colors: White
- Symbol: Raven
- Clans Allied with: Shankopt
- Clans Feuding with: Ophilurwe
- Clan Speaker: Tark Tuliktu

Uillepham Clan

- Colors: Red
- Symbol: Eagle
- Clans Allied with: Sipharel

- Clans Feuding with: Oiolúré
- Clan Speaker: Charna Pyama

Quilyahn Clan

- Colors: Black
- Symbol: Magpie
- Business: Information
- Clans Allied with: None
- Clans Feuding with: All, Maradral
- Clan Speaker: Qualaur Dhonin

Maradral Clan

- Colors: Green and brown
- Symbol: A hawk grasping arrows
- Clans Allied with: Wenha, Shankopt
- Clans Feuding with: Quilyahn, Sipharel
- Clan Speaker: Rumther Solari

Sipharel Clan

- Colors: Silver
- Symbol: Pegasus
- Clans Allied with: Uillepham
- Clans Feuding with: Maradral
- Clan Speaker: Ia Besrah

Elarafren Clan

- Colors: Russet and white
- Symbol: Owl
- Business: Books
- Clans Allied with: Shankopt
- Clans Feuding with: Wehna, Oiolúré
- Clan Speaker: Rulam Uthon