

GRM3-05

# It Stalks the Night

## A One-Round D&D LIVING GREYHAWK<sup>®</sup> Gran March Regional Adventure

Version 1.1 – Premiere at Dragon Con

by Bill Edens

A simple errand to deliver a message to Fort Endurance turns into anything but simple when a strange and powerful beast of darkness begins to stalk the night. A Gran March regional adventure for APLs 4-12.

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

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# Introduction

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

## Preparation

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

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

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

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

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

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks

during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

## Scoring

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After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them.

If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING

GREYHAWK character, play can begin.

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

### Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

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

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

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

### Time Units and Upkeep

This is a standard one-round Regional adventure, set in Gran March. Characters native to Gran March 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.

### Is It a Full Moon?

No.

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

## Adventure Summary and Background

This module is the sequel to the regional scenario **GRM2-04 The Free Band**, but it is not necessary for the players to have participated in that scenario to play this one.

When Oeridian and Suloise tribes were mingled at the founding of the Kingdom of Keoland, they were far from being the first residents of the area. At the time, the sylvan forest of Axewood stretched out across the northern and eastern portion of what is now modern Keoland, following the Sheldomar River to touch the Dim Forest and extend down into what is now the modern Silverwood. At first, the Faerie Kings blessed the formation of a kingdom in the grasslands to the southwest as it provided a buffer between the Axewood and the dark forest of Dreadwood. In addition, the rulers of the new kingdom seemed to be fair and wise; however, men are short-lived and the wise rulers of Keoland soon passed away. Over generations the forest was cut down in a slow but steady process and now the great forest is divided into small pieces. With men building a road through the Dim Forest and attempting to drain the Rushmoors, the elves of the Dim Forest fear that once again man will clear away more of their natural environment for farm land to help feed the ever growing Gran March army.

One elf, Olowyn Aelanthy, has decided that action needs to be taken to prevent this from happening. Disobeying his elders, who have made a pact with the humans, he has assembled a Free Band of elves to combat the further destruction of the forest. For his band Olowyn has recruited several elven scouts and archers along with a powerful elven enchanter and his apprentice. In addition, Olowyn has appealed to the Faerie Kings of Silverwood for their help in saving what is left of the great wood. To his surprise, a small band of pixies was sent to answer his plea for help. However, half of the pixies that were originally helping Olowyn have become uneasy about his intentions and left the band to return to the Silverwood.

Originally Olowyn planned to drive the work crews from the forest through fear. However, his plans were thwarted by a group of adventurers. Now he has decided that if he cannot scare the workers away he can cut off their food supply so that they will have to leave or face starvation. Supply wagons are routinely routed from Fort Endurance to the various work crews; however, no individual wagon carries enough supplies to have a large effect on the work crews stores. Olowyn believes that if he can destroy the foodstuffs carried by a larger caravan

destined for Fort Endurance he can cut off the source of the work crew's provisions. However, once again Olowyn's plans are spinning out of his control. The mindbender Rythillon is using Olowyn and has gained direct control over much of the Free Band. Rythillon can easily manipulate the Free Band to his own ends. He has done so in the past and intends to continue to do so in the future. Rythillon approves of Olowyn's plan, but he doubts whether the Free Band can actually destroy a large caravan. So he has devised his own plan to destroy Fort Endurance's supplies...

## Introduction

The weather will be rainy the first night, but change to partly cloudy and mild throughout the rest of the adventure with both moons waning. In fact, there will be a night of a double new moon during the course of the adventure that will play a key role in events. It is mid-fall so the sun will be setting a little earlier and rising a little later, but the trees have not yet started to loose their foliage. Also keep in mind that inside the Dim Forest it is, well... dim. Not much light penetrates the canopy, so decrease lighting conditions from the sun and moons by one category while the PCs are in the Dim.

## Encounter One: Angry Words

The PCs find themselves spending a rainy evening at the Boar's Head Inn. The PCs may be visiting the Inn to see the inn's namesake trophy, a mounted boar's head rumored to be from the largest such beast seen in living memory. If any of the PCs have played **The Free Band** and helped bring down the boar, the inn's owner, Boris Vladin, will give them free room and board. Boris will be very happy to see any of his old friends and will tell them that the trophy they brought him has made his little inn famous throughout the March (and greatly increased business). This will be readily evident, as the inn has undergone a recent addition expanding both the common room and the sleeping quarters. PCs who wish too can ask about or visit some of the town folk that they have previously met (see Appendix I). Even if the PCs leave the inn they will eventually come back to find it crowded with travelers, townsfolk, and some soldiers on leave from Fort Endurance. Because the inn is so crowded the PCs will be forced to sit together at the only open table. This will give the characters a chance to meet each other. Now is an appropriate time to do character introductions. If any of the PCs choose not to sit with the other PCs they can still describe themselves, as they are clearly visible standing at the bar. In any case the party will be in the middle of enjoying a round of drinks when an irate, half-orc druid/boarlord will burst into the

inn, looking to confront the inn's owner about his choice of using a boar's head as a decoration. To begin the adventure read the following aloud to the PCs:

***The Boar's Head Inn is crowded tonight despite the heavy rain. You have managed to secure one of the inn's few empty seats at a table with several of your fellow patrons.***

If the characters have not already described themselves, please tell them to do so at this juncture. In addition, allow the PCs to order dinner and drinks. The menu consists of the normal fare found at common inns, but pork is the signature dish. The PCs can order pork cooked in about any style that they wish, in fact, "the boar feast" is an option on the menu that they will be offered. It consists of a whole roast boar (complete with an apple in its mouth) resting on a large platter of roasted fruits and vegetables (apples, raisins, onions, carrots, and potatoes). The meal is served with thick sliced oat-bread and apple-butter served on the side. The feast is meant to feed 6 and costs 2 gp. The serving wench waiting on the PCs is a young, thick-boned girl named Malda.

***As you order food and drinks you can't help but notice the huge boar's head mounted above the fireplace. It is said to be from the largest such animal seen in living memory. From the look of the head the beast must have stood six foot high at the shoulder. Rumor has it that there was actually so much meat from the animal that they still use it in the pork stew.***

***After a short wait your drinks are brought out followed soon after by dinner. Just as you are savoring the first bites of your meal the front door of the inn bursts open with a resounding crack, bringing conversation around the common room to a startled pause. Standing in the doorway is large half-orc who is obviously very angry. His voice booms out in challenge, "WHO OWNS THIS DEN OF SLAUGHTER?"***

As the fame of the Boar's Head Inn has grown it has come to the attention of Krrk, a boarlord who lives deep in the Dim Forest. He feels that the inn has become dedicated to the destruction of the noble beasts that he has developed a kinship with. Krrk understands the natural cycle of predator and prey, but he feels that the inn's owner has gone beyond that cycle and is viciously hunting down boars for his own selfish profits. The final outrage came when Krrk learned that one of the greatest boars in the history of the Dim Forest had been butchered and that its head was being used as a grisly display to lure common folk to this den of slaughter. Krrk decided that he must act. Already he is shepherding

all of the wild boars out of this area of the forest. Soon it will be impossible to find a boar near the community of Foreedge. However, Krrk is not satisfied. He has come to the inn to confront the inn's owner and demand that the remains of the great and noble boar that was slain be given to him so that they can be disposed of with the proper respect. For this encounter, even though Krrk is confrontational, he will not start a fight, as it is obvious to him that he is greatly outnumbered.

✦ **Krrk:** male half-orc Drd6/BoarLord3; hp 95; see Appendix I.

Boris will pull an oak club from behind the bar and come forward to answer Krrk. Boris' son recently died during an orc attack while on active duty in Gran March military. Boris is not a racist, but for him the grief of his son is still very near, and he will lash out at Krrk if the PCs do not intervene. Read the following exchange, but between comments make it clear to the PCs that the tensions are raising and allow the PCs to interrupt at any point.

***Krrk - Why do you desecrate such a noble beast in this manner?*** (Pointing toward the mounted boar's head)

***Boris - Who do you think you are nearly breaking my door and what do you mean by disturbing my patrons?***

***Krrk - I am Krrk and I demand that you give me that noble boar's remains!***

***Boris - Well Krack, or whatever your name is, you have no right to come in here and demand anything!***

***Krrk - I have the right given to me by the respect that every living creature is owed! What gives you the right to defile such a magnificent beast?***

***Boris - Defile? That thing nearly killed two little boys. It was a menace.***

***Krrk - Menace? You and your people are the menace! You have killed many a boar for fun and profit, not for need!***

***Boris - My people are the menace? My people? It is your tribes who go around and murder innocent people! Get out of my inn!***

***Krrk - Not without that beast's remains!***

***Boris - GET OUT!***

If the PCs have not intervened at this point Boris will attack Krrk with his oak club. The club will strike Krrk in the face splitting his lip. Krrk will scream in rage,

***"YOU WILL REGRET THIS! I SHALL AVENGE THESE NOBLE ANIMALS!"***

He will then turn into boar form and charge out of the inn, this time shattering the door as he leaves.

If the PCs do intervene there are several courses of action they can take. They can use diplomacy, intimidation, magic or violence. If they use diplomacy they can defuse the situation before it comes to blows. If the PCs role-play out the situation allow them to talk the two down. If the PCs ordered “the boar feast” Krrk will likely notice it and it will be much harder for them to influence him. If they wish to make a Diplomacy check without any role-playing they can at DC 20 (DC 25 if they ordered “the boar feast” and Krrk sees it). In either case, Boris will never willingly agree to give his prized boar’s head to Krrk. Similarly, Krrk will not be satisfied until the boar’s remains are in his possession. Because of the situation Krrk is destined to leave unhappy one way or another. When he does he will say in a cold angry voice, while pointing at Boris,

***“You will regret this. You haven’t seen the last of me.”***

On his way out Krrk will assume boar form while he is standing in the door way and give an angry warning grunt and then dash out into the night.

If the PCs try to use intimidation they can try to intimidate either Boris or Krrk. If they try to intimidate Boris, he will be hard to intimidate because he is surrounded by people he considers his friends as well as people that he knows are members of Gran March military (Intimidate DC 21). If Boris is intimidated he will back down, but he will not agree to give up the boar’s head. If the PCs try to intimidate Krrk they will have a much easier time as he is currently greatly outnumbered (Intimidate DC 7). If Krrk is intimidated he will not show any weakness, but will leave as described in the diplomacy option.

If spells are used on Krrk to convince him to leave and he fails his saving throw, he will act appropriately. However, eventually he will shrug off the spells effects and will consider himself to have been attacked by magical means and he will be doubly angry. If Krrk makes his saving throw he will realize that he has come under magical attack and will react as if Boris had struck him as described above. If magic is used on Boris and he fails his saving throw, he will react appropriately to the spell. If this includes using magic to make him give Krrk the boar’s head several of Boris’ friends will realize that something is wrong and stop him from doing so. If PCs use magic against all the patrons in the bar to steal the Boar’s Head and give it to Krrk allow them to do so. The next morning some of the town folk will realize that magic was used and they will assume that Krrk was the one responsible. He will be branded a thief and

considered an even greater threat to the community because of his obvious power. If Boris makes his save against a spell used on him, he will not realize that he has come under a magical attack as he has little experience with such things.

**Tactics:** If the PCs physically attack Krrk he will react as if he had been struck by Boris (as described above). If the PCs chase Krrk he will cast *obscuring mist* and then use *meld into stone* to hide in some small rock formations that are not far from the inn. Remember that it is a dark rainy night and that Krrk has the woodland stride ability. If Krrk is captured by some means, he will have to be released as, to this point, he hasn’t done anything considered a crime in Gran March. If the PCs catch Krrk and are about to kill him warn them that hunting down and killing an unarmed person is an overtly evil act. If they proceed to kill Krrk anyway, ask the players whose PCs participated in killing Krrk to leave the table or start using different characters, as their current characters will be wanted by the Gran March military for murder.

If the adventurers attack Boris, every able-bodied man in the inn will come to his aid and after the battle the adventure will end, as the PCs will be branded criminals in Gran March.

**Development:** After the confrontation is over, speculation about what Krrk will do next will swirl around the inn. The PCs will finish their meals and the rest of the night will be uneventful.

The next afternoon, after he has had a chance to calm down, Boris will reflect on the conflict. If the PCs intervened and sided with Boris or were completely neutral in their handling of the conflict Boris will hold them in high regard. He will realize that if a fight had started Krrk could have easily killed him. When he has a chance to see the PCs again he will have a special thanks and reward for them (see Conclusion).

If the PCs sided with Krrk during the conflict Boris will be angry and consider them meddling strangers that don’t respect his rights or property. He will be wary of them in the future and will not be courteous when he must deal with them.

If the PCs did not intervene Boris will have no opinion change based on the encounter.

## Encounter Two: Message

The following morning the rain will have stopped and the PCs will find themselves at the inn’s common room for breakfast. If the PCs intervened in Boris and Krrk’s conflict read the following:

***After what turned out to be a more exciting night than you were expecting, you find yourself seated once again in the common room, this time for breakfast. When Malda brings out a complementary breakfast plate you feel a slight twinge of guilt as you look down at the bacon and biscuits that have been placed in front of you. As you contemplate this, your breakfast is interrupted by a man in military garb, "Excuse me, I heard how you handled the situation last night and I was hoping that I could impose on you for a moment."***

If the PCs did not try intervene between Boris and Krrk read the following instead:

***After an entertaining show last night you once again find yourself surrounded by some familiar faces at a breakfast table of the Boar's Head Inn. When, for the second time, your meal is rudely interrupted. This morning it is middle age man in military garb. "Pardon me, I am looking for able bodied volunteers willing to do their civic duty."***

The man that has approached the PCs is Captain Jarrik Dolan. He is currently on leave visiting his wife and two young sons (see Appendix I). Captain Dolan has been informed about last night's altercation between Boris and Krrk by the leader of the local militia. The Foreedge local militia is very small and Captain Dolan is concerned that, should Krrk turn hostile, they would be spread too thin to meet the threat. To help alleviate this problem Captain Dolan has rounded up what soldiers that he could find on leave in Foreedge and returned them to active duty to aid the local militia. Even with these added numbers the total force in Foreedge numbers only 19, and over half of these are too old or too young to be of much service should a conflict with Krrk arise. So, the Captain is looking for volunteers willing to take a message to Fort Endurance to request a small force to relieve the soldiers that he has called up to active duty. He believes that the threat is real (but not imminent) and will request that a unit be stationed in Foreedge, something that has been under consideration for a permanent basis since the small settlement has started to grow over the past year.

If any of the PCs are on military leave and volunteer to help defend Foreedge Captain Dolan will return them to active duty, but he will still send them with a message to Fort Endurance as he believes that it will be more important to get a message through than add any more numbers to the current force. If any of the PCs are retired military he will offer to reactivate them if they wish.

Captain Dolan will offer to loan the PCs mounts to aid them in carrying out this duty. He will also let the PCs

know that a caravan destined for the Fort passed through the town early yesterday and that they might be able to catch up with it before it reaches the Fort. If they do, they can pass the message on to the officer in charge so he can take it to the Fort. In any case, once the message is delivered he asks that any PCs on active military duty return to aid with patrolling Foreedge as soon as possible (assuming that the Warden of Fort Endurance does not reassign them to a different duty). The Captain will then give them a letter with an official military seal and send them on their way. Higher level PCs may consider using magical means to travel to or convey a message to the Fort. The PCs will find that using spells like *sending* or *scry* in combination with *message* do not function. Captain Dolan can inform the PCs that all the major Gran March military strongholds have magical protection to prevent spying and unwanted communication. He does not know the means by which this protection is carried out, but he does know that it is a closely held secret of the military priests and wizards. He will strongly advise against the use of spells that have *teleport*-like effects, as he is certain that there are measures to prevent that mode of travel and they may include dire consequences. The immediate need does not justify the risk involved with testing the Fort's magical defenses.

If the PCs refuse to help deliver the message the adventure will end uneventfully with them waiting around in Foreedge for something to happen. If the PCs accept the mission, they must proceed into the Dim Forest and make their way toward Fort Endurance.

## Encounter Three: Snares

To reach Fort Endurance the PCs will need to travel on the newly improved forest road. It is approximately a one-day trip by horse or two-day trip on foot or by wagon. The PCs will travel for the first half of the day uneventfully, but just before noon they will be approached by what looks like a talking crow (it is actually a raven familiar). Read the following allowed to the PCs:

***You have made good time this morning clearly aided by the greatly improved road. You are just beginning to think that it is turning into a fine day for a ride through the forest when a large crow glides towards you from between the trees to the south. It seems to be calling out something in a raspy cawing speech, "Follow me, Perdita in a tree! Help! Help! Follow me! Follow me!"***

This raven is named Mylo and is the familiar of Perdita Oogultrop, a reclusive, female gnome diviner/loremaster. Perdita is currently in a spot of trouble and her familiar

has gone in search of help. The PCs are the first people who Mylo has found and he will circle the PCs calling out to them to follow him until they either start following him or it becomes clear that they won't help. Keep in mind that Mylo is a dedicated familiar and won't easily take no for an answer. (Note: the PCs may use an alternate mode of transportation, such as flight. Mylo will still approach them if at all possible.) If the PCs decide to attack Mylo, or act like they are about to attack him, he will flee shrieking:

*"Fly away! Fly away!"*

However, if they don't have the ability to pursue him through the air he will try to bomb them with his excrement before he leaves the area (treat this as a touch attack). If the PCs truly wish to kill Mylo allow them to, provided that they can catch and kill him. In any case, if the PCs do not follow Mylo and help Perdita proceed to Encounter Four.

🦇 **Mylo:** raven familiar; hp 18; see Appendix I.

If the PCs decide to follow Mylo he will lead them a short distance from the road into the forest to a tree where Perdita is currently trapped. Perdita was doing some mushroom hunting this morning when she stumbled upon a trap that Krrk has set for boar hunters. The trap consists of several *snare* spells anchored to the branches of an oak tree. Unfortunately for Perdita, she spotted a large cluster of morel mushrooms at the base of the very same tree. As she approached the tree to harvest them she triggered one of the *snare* spells and was catapulted up into the air by a small vine of ivy that wrapped around her foot. During her unexpected upward trip she bumped her head on the side of the tree and is now unconscious, as well as dangling by one foot, upside down 30' in the air. Perdita is an older looking, female gnome with white hair pulled back tight into a bun. She is dressed in a white shirt and a matching gray coat and skirt set. Even though she is hanging upside down she uses so much starch in her skirt and petticoats (she wears several) that they do not fall up (or down depending on your perspective). It may almost look like some great gray and white flower is hanging in the tree from a distance.

🦇 **Perdita Oogultrop:** female gnome Wiz(Div)7/LM2; hp 34; see Appendix I.

To rescue Perdita the PCs must simply cut or break the vine from which she dangles. This may seem like a relatively simple task, however, the tree is surrounded by three other *snare* spells (see **DM Aids: Map #1 – Snares**).

**Trap:** Refer to the *snare* spell in the *PH* for details on the trap. Anyone approaching within 15' of the tree on foot

will trigger one of the snares. Keep in mind that each of the snares can only be detected by a Search check at DC 23 (rogue only). Anyone triggering a *snare* spell will be whipped upside down and launched 30' into the air (taking 1d6 points of damage, no save). Characters may escape the spell by attacking the vine (AC 7, hp 5) or through a Str check (DC 23) or an Escape Artist check (DC 23). A character caught in a snare that wishes to cast a spell can do so only if they succeed with a Concentration check (DC 15), if the check is failed the spell is lost. When the PCs attempt to escape keep in mind that they will suffer 3d6 points of damage should they fall. The tree itself is easy to climb (Climb DC 15), should the need arise to effect a rescue. If the PCs decide to rescue Perdita by having one PC cut the vine while another tries to catch her when she falls, the PC trying to catch her will need to make a successful attack roll (AC 10) and a Str check (DC 15). If the attack roll fails the PC simply misses Perdita and she takes normal falling damage. If the attack roll succeeds and the Str check is failed Perdita will land on top of the PC (delivering 2d6 points of subdual damage both to the PC and herself).

Shortly after the PCs rescue Perdita she will regain consciousness. She will be a bit confused at first and have no idea what happened. Perdita has a feisty personality and will initially be suspicious of the PCs, but as the PCs explain how they found her she will come to be appreciative (Mylo will back up their story, provided that they tell the truth). Once she confirms that none of the males were wantonly trying to peak down her skirt as she was hanging from the tree she will offer to take them back to her woodland cottage and treat them to a meal as their reward for saving her. Should the PCs tell Perdita that they are in a hurry to get to Fort Endurance she will tell them that they are not far from the Fort and that they have time to eat and still get to the Fort before it gets too dark. If the PCs decide to take her up on her offer, proceed to Perdita's Reward below. If the PCs continue on their way to Fort Endurance, go to Encounter Four.

If the PCs are unable to rescue Perdita, she will eventually regain consciousness and rescue herself and any of the PCs that have become trapped.

**Development:** If the PCs rescue Perdita they will have made a powerful new friend. Perdita's friendship will prove useful in this module, but it is not necessary for its completion. If the PCs do not help, Perdita will free herself once she regains consciousness. She will then proceed home to nurse her wounds, but she will be out mushroom hunting again during the subsequent days.

If the PCs attack or kill Mylo they will make a powerful enemy. Perdita will use her abilities to divine who has killed her familiar. She will not hunt down the PCs, as



that is not where her powers lie. However, she will never help the PCs no matter what their need is.

### **Perdita's Reward**

Perdita will lead the PCs a short distance further into the forest to a small gnome-sized cottage that is built into the side of a hill. The cottage is actually much bigger than it appears as it burrows deep into the hill. Perdita's house will be too small for medium-sized and larger PCs to feel comfortable in. However, she has a picnic table and benches outside on the hill where everyone can have lunch comfortably. The table is on the slant of the hill so that it is the right level for small individuals on the uphill side and for medium-sized individuals on the downhill side.

Perdita is a vegetarian and is particularly fond of fungi, so she makes the lunch entirely out of leftover mushroom dishes that she made last night. There are leftover grilled mushrooms, mushroom soup, stuffed mushrooms (stuffed with ground up spiced mushrooms of course) and even candied mushrooms for desert.

At this point the PCs will learn that Perdita is a sage that knows just about everything there is to know about monster lore. In addition, Perdita will give each PC a small bag that weighs less than a pound and contains thirty special dried mushrooms (see the Treasure Summary). These mushrooms will never spoil and one mushroom has enough nourishment for an entire day (note, these mushrooms are not magical but are of a rare type that Perdita has cultivated). After the lunch Perdita will wish the PCs well and see them on their way. The PCs will not have lost that much time so proceed to Encounter Four.

**Treasure:** The treasure in this encounter is composed solely of the bag of mushrooms (which has no gp value).

## **Encounter Four: Caravan**

**DM Note:** Encounter Four is meant to establish further flavor and is not meant to be a combat encounter, but rather a cinematic encounter. Even if the PCs manage to find a way to get to the battle scene in some manner faster than this scenario anticipates, you should stress the narrative aspect of this scene to the players. It is OK to get the PCs involved with Spot checks and other skill checks if they want to gain more information, but it is especially important that the DM stress the power of the Nightwalker and not allow parties to attack the creature. This would be an almost certainly suicidal mission, especially at lower APLs. The Free Band is truly not meant to be fought in this encounter.

Whether or not the PCs helped Perdita, they will encounter the food supply caravan headed for the Fort. Read the following to the PCs:

*You have made good time today and as you pause at the crest of a hill the supply caravan that Captain Dolan told you about is visible in the distance. However, as you look on it is clear that something is terribly wrong. The front and rear of the caravan are in disarray and the mounted guards seem to be trying to form up a line to charge an unseen foe.*

Refer to **DM Aids: Map #2 – Caravan**.

Have the PCs make a Spot check (DC 15) and a Listen check (DC 20). A successful Spot check will reveal that some of the wagon drivers and guards are falling from their wagons and mounts. A successful Listen check will reveal the sounds of battle, in particular the battle cries of “Free Band” and “For the wood” will be heard faintly in the distance.

The PCs are witnessing a Free Band ambush of a large supply caravan. The caravan is composed of 20 wagons (with a driver and guard in each) and 50 mounted guards. Lieutenant Timble commands the caravan with the help of Sergeant Marthun and Sergeant Glaxxo. Sergeant Marthun is acting as the guard in the lead wagon and is in charge of all the guards riding in the wagons. The mounted guards are split into two commands with Lieutenant Timble in charge of the fore and Sergeant Glaxxo in charge of the rear. Each wagon has two lanterns (one standard and one bulls eye) by the drivers seat lighting the road.

From their vantage point on the hill the PCs can see and even faintly hear the ambush, however, at the current distance it will still take at least 15 minutes for a riding horse at a full sprint to reach the battle. As the PCs spur their mounts forward the sun will fall below the horizon leaving them in the half-light of dusk. If any of the PCs use alternate modes of transportation (such as flight) accelerate the progression of the battle as needed. Note, because of an extremely powerful summoning spell that is currently in progress (see below) all attempts at instantaneous travel (such as *teleport*, *tree stride*, etc.) will fizzle. A successful Spellcraft check (DC 30) will reveal that the most likely reason for the failure is that a powerful interplanar transportation magic is taking place and nullifying other types of mass transfer magic.

As the PCs ride forward the light will begin fading fast. However, another successful Spot check (DC 10) will reveal that a *deeper darkness* has begun to coalesce on one side of the battlefield.

This ambush is the beginning Olowyn's attempt to cut off the supply lines to Fort Endurance and hence the food for work crews assigned to the forest road. The Free Band is using camouflage blinds to hide in while they shoot arrows and cast spells. The Free Band has picked its targets from the front and rear of the caravan hoping to box the middle wagons in and keep any of the supplies from getting through. Any guards leaving the road to attempt to attack the Free Band are stopped through the use of *entangle* spells. Their attack is brutal as Rythillon has brainwashed the elves and pixies to the point that they think that the Gran March army is no better than marauding orcs.

🐉 **Olowyn Aelanthy, leader of the Free Band:** male elf Ftr4/Wiz(Adj)2/BldSngr6; hp 81; see Appendix II.

🐉 **Lythwyr, lead scout:** male elf Rng3/Ftr2/DpwdSnpr4; hp 80; see Appendix II.

🐉 **Rythillon Bakshar:** male grey elf Wiz(Enc)6/MndBndr9; hp 57; see Appendix II.

🐉 **Gathin, Rythillon's cohort:** male elf Wiz(Ill)10; hp 38; see Appendix II.

🐉 **Elven Archers (10):** male elf Ftr4; hp 33 each; see Appendix II.

🐉 **Elven Scouts (10):** male elf Rng4; hp 33 each; see Appendix II.

🐉 **Pixies (4):** hp 5 each; see *Monster Manual*.

Unfortunately for the rest of the Free Band, Rythillon does not believe that they can capture the caravan, so he has devised an alternate plan. Years ago Rythillon uncovered an ancient rite to summon a being of great evil, capable of great destruction. However the ritual could only be completed by a coven of witches, so Rythillon discounted it until recently when he discovered three hags in the forest. Using his powers of persuasion he convinced the hags to form a coven. When they agreed he rewarded them with the scroll containing the ritual. In return all he asked was their aid in driving the Gran March army from the forest. To this request they gleefully agreed. Because the ritual can only be carried out at night Rythillon arranged for the coven to cast the summoning on the evening of the caravan ambush. He knows that this is dangerous, but the summoning will only last until the sun rises. The ritual will summon a Nightwalker. Sadly for the elves it will appear in their midst. Before Rythillon can establish contact with it, the Nightwalker will attack the elves. However, Rythillon will quickly recover from this surprise and establish mental contact with it. From that point on it will proceed to attack the caravan. Unexpectedly for Rythillon, the rest of the elves will flee

assuming that an enemy spell caster has summoned some sort of demon to kill them.

🐉 **Nightwalker:** hp 189; see *Monster Manual*, the ritual used to summon it prevents the Nightwalker from using its summon undead ability.

As the PCs continue to ride forward (still about 10 minutes away by the swiftest horse) a successful Spot check (DC 20) will reveal a change in the battle. Members of the Free Band will be seen. The will appear to be fleeing the area. However, something will still be clearly amiss as the caravan guards seem to be moving randomly around the battlefield almost as if they had lost control of their mounts. Remember, it is getting darker and darker by the minute so the PCs can really only see the area lit by the caravan's lanterns clearly. If the PCs are somehow traveling silently they can make a Listen check (DC 15) to hear the cries of "Free Band retreat" and "Retreat to the wood" as well as the sounds of battle. If the PCs are not traveling silently the Listen check will be much harder (DC 30) due to the noise of their mounts.

This signals the appearance of the Nightwalker. The elves have begun to flee, but the Nightwalker is already moving to attack the caravan. From this point on any PC will be able to see that the wagons are flipped over and crushed. While the wagons' lanterns make it easy to see they are overturned, it is difficult to tell what is doing it because of the distance and the poor lighting. What is clear is that it is something that is big and utterly black. As they continue to ride forward they will see most of the caravan destroyed in this manner. While this is occurring the PCs will hear the horrified screams of dying men and horses pierce the night. In addition, a cry of "Make for the Fort" will be taken up by the remnants of the caravan.

🐉 **Lieutenant Timble:** male human Clr7 of Heironeous; hp 53; see Appendix III.

🐉 **Sergeant Glaxxo:** male human Ftr6; hp 54; see Appendix III.

🐉 **Sergeant Marthun:** male human Ftr6; hp 54; see Appendix III.

🐉 **"Mounted" Guards (48):** male human Ftr4; hp 36 each; see Appendix III.

🐉 **Wagon Guards (19):** male human Ftr2; hp 18 each; see Appendix III.

🐉 **Wagon Drivers (20):** male human Exp3; hp 14 each; see Appendix III.

Only two minutes ride from the caravan the PCs will encounter a small group of fleeing caravan guards who have lost their direction in the confusion of battle.

Unless there is something (such as a bright light source) to alert the soldiers to the PCs presence they will literally run straight towards them. Many of the soldiers will obviously be injured. They will cry out to the PCs for aid when they see them.

If any PCs stop to help the guards they will learn the following:

- Their names are Lobe, Dess, Norb, Vance, and Heth.
- They were ambushed by the Free Band.
- A giant, black as tar, speared during the battle and destroyed the caravan.
- No attacks (weapon or spell) seemed to affect the giant.
- The order to retreat to the Fort has been given.
- Each of them has arrow wounds from the attack.
- Vance had a *potion of healing*, but, when he tried to use it to heal his wounds, it tasted like foul water.

The band of guards wants to make it to the Fort, but they will not want to go through the ambush site. They will want to circle around through the forest and rejoin the road on the other side if possible. Currently all of these guards are on foot as their mounts were killed in the initial hail of arrows. If the PCs move through the battleground they will meet Lieutenant Timble there. If not, they will meet Lieutenant Timble as he is trying to bring wounded survivors back to the Fort.

If any PCs ride on past the fleeing guards they can reach the caravan site and see the destruction. The Nightwalker will have left the area, but not before destroying the entire caravan. The PCs will find many dead guards, some dead from arrow wounds, but more that have been crushed by massive blows. They will even find some horses that have been ripped in two. The content of the wagons is food stores, but a close inspection will reveal that all of the food has rotted.

Lieutenant Timble is still present on the battlefield aiding those soldiers that are still alive. He will cast light and call the PCs over to him and ask that they aid survivors. If any of the PCs are on active military duty he will assume command over them unless they are of equal or higher rank. All told there are only ten men left alive on the battlefield. The rest have either been killed or have fled. Lieutenant Timble will insist that the PCs aid him helping the wounded back to the Fort as the Warden of the Dim Forest must be warned and the larger the party the greater the chance that someone will make it

through if there is another attack. If Lieutenant Timble is questioned about what happened he will have the same basic information that Lobe, Dess, Norb, Vance, and Heth have. In addition, he will know the following things:

- The food in the wagon was fresh when he last checked this morning, however it is now all rotten.
- His personal store of holy water (he made it himself) has spoiled.
- The shadowy giant's mere presence caused a bone numbing cold.
- He gave the order to retreat when he realized that they had no hope of defeating the giant.
- Neither his sword (a highly magical and holy weapon) nor his most powerful spell (*holy smite*) had any effect on the Giant.

If the PCs refuse to help and try to pursue either the Free Band or the Nightwalker they will wander far into the forest but will be unable to locate either. Eventually a rescue team of thirty heavily armed horsemen (see Encounter Five) will come across them and ask them to return to Fort Endurance with them.

**Development:** If the PCs aid the caravan's survivors in their escape they will be welcomed into Fort Endurance. If the PCs decide to chase the Nightwalker or the Free Band they should eventually make their way back to Fort Endurance escorted by a patrol.

## Encounter Five: Back at the Fort

It will take the PCs 30 minutes to reach Fort Endurance by horseback (double that time if they are on foot). As they enter the fort they will find it coming to a state of high alert as other survivors from the caravan ambush have already arrived. The Warden is organizing search and rescue parties for any remaining survivors. He is not planning to go directly to the site of the ambush as he is concerned that this may be part of a larger trap and his troops would be at a severe disadvantage to an elvish force at night. Instead, he plans to rescue those soldiers who escaped and send in a small team of scouts that trains for night missions to investigate the ambush site (the members of this team all possess darkvision). If the coast is clear they will have orders to enter the area and look for other survivors.

The PCs may wish to aid in the search and rescue effort. They will be allowed to accompany a large force that will not go to the ambush site. In fact, they will be expressly

forbidden from going back to the ambush site. The Warden does not want to have to worry about the PCs getting in the way of his specialized team of scouts. If the PCs do aid in the effort they will help bring in several more members of the caravan, but they will not encounter the Nightwalker again and their rescue effort will end very early the following morning. The PCs will be given shelter at the Fort and asked to stay until the Warden has an opportunity to speak with them. If they wish to leave, the soldiers will insist that they stay as the Warden has given strict orders that he wishes to speak with all the survivors of the ambush.

If the PCs sneak away and go back to the ambush site the Nightwalker will have left the area. All the supplies will have been destroyed and there will be no other survivors found. There will also be no sign of the special scout team that was sent to investigate the area. However, as they move away from the ambush site a rescue team of 30 heavily armed horsemen will come across them and ask them to return to Fort Endurance with them.

If the PCs do not wish to aid in the search for survivors they will be asked to stay in the Fort until the Warden can speak with them. However, he will be busy for the night coordinating the rescue effort and assembling information from scouting teams, so the PCs will be forced to stay at the Fort.

While the PCs stay at Fort Endurance they will be quartered inside a barracks meant for auxiliary troops. This barracks is located inside the new wall that was erected after the goblin army attack on the Fort. The PCs will have time to rest for the remainder of the night and most of the following day. The Warden will have more pressing matters to deal with than talking with them. The night mission specialist scout team and one of the mounted patrols never returned last night (both were unfortunate enough to encounter the Nightwalker).

Early the following evening the PCs will be summoned to meet with Warden Verit. Read them the following:

***You are ushered into a large office at the heart of the Fort. Along the walls of the office are maps of Gran March and the surrounding regions. At one end of the room is a round table without chairs. On the table is a detailed map of Gran March's holdings in the Dim Forest. At the other end is a large, well-kept desk. Rising from behind the desk is a short, thick-limbed man in his early 50's. Despite his obvious lack of sleep the Warden's eyes are alert and offer evidence of the keen mind working beneath his calm demeanor. Next to him stands Lieutenant Timble looking weary from the night's toils. After you all have entered the room the Warden addresses you, "I***

***apologize for detaining you, but I needed to speak with you on two counts. First concerning the Free Band's attack on the caravan yesterday and second concerning the message that you were carrying for me."***

Warden Verit will want to know from the PCs perspective what happened at the ambush. He will be particularly interested in any thoughts the PCs have about what kind of creature that the Free Band summoned and how it was accomplished. If the PCs point out that the creature attacked members of the Free Band, the Warden will say that he is currently under the impression that the Free Band was not entirely in control of the beast. However, he is certain that they are behind its appearance as it finished their ambush. A Bardic Knowledge check (DC 25) or *legend lore* spell will reveal that there is an ancient legend of a powerful being known as the King of the Night. It was banished long ago by the elves, but it was described as a giant being made of pure night. The Night King's presence caused a bone numbing cold and only the mightiest weapon and spells had any effect on it.

If the PCs ask for information about the Free Band the Warden can tell them the following:

- The Free Band is a group of approximately 20-40 elves and faeries that are determined to stop the construction of the road through the Dim Forest.
- They are against the road because they believe it will lead to further tree removal.
- Their leader is named Olowyn Aelanthyr and his second in command is named Lythwyr.
- They have made several attempts to stop the road construction, but all have failed.
- There is at least one powerful spell caster in the group that has enabled the Free Band to escape magical location.
- It appears that many members of the Free Band are highly skilled in avoiding detection and operating in the forest.

In addition, the message that PCs passed to Lieutenant Timble was lost during the ambush. The Warden will want to know if the PCs have any idea about the contents of the message and whom it was from. The PCs should be able to fill most of the information about the message for him. Warden Verit will take their message under consideration, but will not be able to send help until the current situation with the "shadow giant" has been resolved.

After the PCs are questioned the Warden will request that they remain at the Fort until morning as he currently doesn't want anyone who isn't part of his patrols wandering in the forest or on the road after dark. Lieutenant Timble will offer to go to the mess hall and eat with the PCs before he gets some much-needed rest.

**Development:** The PCs should convey Captain Dolan's message to the Warden and at the same time learn more about the Free Band and its motives.

## Encounter Six: It Returns

At the mess hall the meal will be beef stew and bread. The stew will be skimpy on the beef as the Fort is starting to ration supplies since the caravan was ambushed. If the PCs are paying attention they will hear some of the soldiers grumbling about the lack of good food. During the meal Lieutenant Timble will talk with the PCs about what the "shadowy giant" might be. He will wish for a way to discover what it is, what its weaknesses might be, and how Olowyn is summoning it. At this point the PCs may bring up Perdita Oogultrop's knowledge of monster lore and the fact that she may be able to help. If they do not, Lieutenant Timble will mention that there is rumored to be a gnome sage who lives in the forest and knows every creature that has ever walked beneath its leaves. If the PCs have met Perdita, Lieutenant Timble will urge them to set out at dawn tomorrow and consult her regarding the "shadowy giant" that attacked the caravan. If the PCs have not met Perdita then Lieutenant Timble will urge them to search for her tomorrow. The Lieutenant's duties will make it impossible for him to look for Perdita so he will really push for the PCs to do it. If the PCs agree he will bring them back to his quarters and give them a map of the forest pointing out the general area that he believes the gnome sage lives in.

Once the PCs finish their talk with Lieutenant Timble they can head back to their barracks. At this point night will have fallen and it will be clear to see that the Fort has doubled the number of torches lining the walls. As the PCs approach their barracks, which is located along the outer wall, read them the following:

*Through the breaking clouds you can see that the two moons are but waning slivers tonight. As the clouds continue to break the night seems to get colder. At first you tell yourself that the sudden cooling is just in your imagination. However, as the heat of your breath begins to steam against the night air you realize that this is no natural chill.*

Refer to **DM Aids: Map #3 – Fort**.

At this point a cry will go up from the wall near to the PCs. There will be a loud crack as the timbers from the wall are assaulted by a mighty blow from outside. Rythillon has returned with the Nightwalker to probe the Fort's defenses. One of the soldiers will fall from the walkway along the top of the wall because the shock waves from the blow are so great. Using its telepathic ability the Nightwalker will broadcast the following message (as directed by Rythillon):

*"I am the darkness that waits in the shadows of the forest! I am the night! You are no longer welcome in the wood! Leave or face my wrath!"*

✦ **Nightwalker:** hp 189; see *Monster Manual*, the ritual used to summon it prevents the Nightwalker from using its summon undead ability.

The walkway guards will begin to loose a hail of arrows at the unseen foe. Anyone on the walls will catch fleeting glances of a great figure whose presence drinks in all heat and light, but they will not easily be able to discern the creature's exact position.

Based on the success last night in destroying the caravan, Rythillon has had the coven summon the Nightwalker again to assault the fort. The Nightwalker will circle the Fort once, close to the wall allowing its 60 ft radius Chill Aura to spoil any food within range. The Nightwalker is very difficult to spot (it is like looking for a shadow in the dark). Because of this the guards will have trouble tracking its path around the fort. While the Nightwalker is circling the Fort, Rythillon will be hiding with *improved invisibility* using a *projected image* to cast spells as needed.

✦ **Rythillon Bakshar:** male grey elf  
Wiz(Enc)6/MndBndr9; hp 57; see Appendix II.

Rythillon has telepathically "pushed" some of the gate guards with his suggestion abilities and spells. He has forced their minds into believing that the only way that they can save the Fort will be to open the gate. While the rest of the guards have gone to the walls to defend the Fort the PCs will notice these guards starting to undo the bars that lock the gate closed. One of the guards not affected by Rythillon will also notice the guards trying to open the gates. While he is standing on the wall just above the gate he will cry out:

*"You there! Stand away from the gate. Harg, is that you? What are you doing? Don't open the gate!"*

It will be up to the PCs to stop the guards from opening the gates. It will take the guards four rounds to undo all the bars that lock the inner gates and four rounds for the outer gates (only two guards can work on the locks at once). If only one of the guards is working the locking

mechanism double the time to complete the work. The guards will not draw weapons unless they are attacked, as they do not see the PCs as the enemy. If asked what they are trying to do they will clearly say that they are opening the gates to save the Fort. They will not have a clear idea of how or why opening the gates will save the Fort, but they cannot be talked out of opening them. If the PCs haven't stopped the guards by the seventh round a wizard on the wall will cast *hold portal* on the gate to delay it from being opened.

After the encounter the guards will have no recollection of what they were doing or why they were doing it. In addition, the guard that fell from the wall has taken critical damage and is now at  $-1$  hp. He will die unless one of the PCs stabilizes him. If the PCs call out for help ten guards and the gate captain will come to their aid in two rounds. Note: Rythillon will remain invisible at a safe distance from the Fort at all times and will retreat at any sign of trouble.

If the characters wish to try to take on the Nightwalker, Rythillon will try to stop them with his mind-affecting spells and abilities (remember, because of his telepathic ability, he does not need to reveal himself to do this). He does not know the true extent of the Nightwalker's power and he will assume that anyone willing to engage the Nightwalker may actually be able to defeat it. Remember, while Rythillon is hidden in the darkness, the torches on the wall light the PCs position so he will easily be able to see them (Rythillon has also cast *see invisibility*). If at any time, Rythillon is detected, he will immediately teleport away to safety. This will cause the Nightwalker to leave the area.

After it is clear that the gates will not be opened tonight Rythillon will take the Nightwalker away from the Fort and begin ambushing the night patrols. No night patrols will return this evening. Based on his success tonight Rythillon plans on returning the following evening with Gathin for an all out assault on the Fort using the Nightwalker to break through. However, he is unaware that if the Nightwalker is summoned on the night of a double new moon it will be fully and permanently summoned with a free will to do as it pleases.

The PCs will be free to leave in the predawn light. Many of the soldiers will be wishing that they could go with them as morale is starting to get low after last night's attack.

#### **APL 4 (EL 4)**

🐉 **Gate Guards (2):** male human Ftr2; hp 18 each; see Appendix I.

#### **APL 6 (EL 6)**

🐉 **Gate Guards (2):** male human Ftr4; hp 36 each; see Appendix I.

#### **APL 8 (EL 8)**

🐉 **Gate Guards (4):** male human Ftr4; hp 36 each; see Appendix I.

#### **APL 10 (EL 10)**

🐉 **Gate Guards (9):** male human Ftr4; hp 36 each; see Appendix I.

#### **APL 12 (EL 12)**

🐉 **Gate Guards (12):** male human Ftr5; hp 45 each; see Appendix I.

**Development:** The PCs will have stopped the gate guards from opening the front gate and prevented the Nightwalker from destroying the outer section of Fort Endurance. In addition, the PCs should be heading to Perdita to try to learn more about the Nightwalker.

If the PCs refuse to help look for the gnome sage they will be free to return to Foreedge in the morning and the adventure will end.

### **Encounter Seven: Lore Mistress**

If the PCs previously visited Perdita's home they will be able to journey directly and quickly to see her.

If the PCs rescued Perdita, but did not go to her home they will be able to quickly journey to where they last saw her. From there a quick search of the area will reveal a path that leads to Perdita's house (Search check DC 10).

If the PCs did not stop to help Perdita previously, she will actually find them. Based on the map provided by Lieutenant Timble, the PCs will get to the general area of the forest where Perdita lives. From there they can begin their search. After a short period Perdita will find them wandering in the forest. She will be on another mushroom hunt when she finds the PCs. Her familiar, Mylo, will not have forgotten the PCs. He will immediately take flight and circle the PCs crying out,

***"They wouldn't help! Left you to die! Wouldn't help!"***

The PCs will need to do some fast-talking to explain why they wouldn't help a "damsel in distress" as Perdita would put it. As the PCs offer up their explanation Perdita will realize that they are on an important mission and will

only make them sweat for a short time before agreeing to help them.

However, if the PCs attacked or killed Mylo, Perdita will know and will be furious with them. She will refuse to help them and tell them that they can get help from someone on their same level, pointing them to a path which will lead to the hag's home. She will only tell the PCs that the path leads to someone as treacherous as they have shown themselves to be. Proceed to Encounter Eight. Note that any PCs cursed by the Nightwalker will miss their chance for Perdita's aid in this situation.

Perdita will ask the PCs to tell her everything that they can remember about the monstrous being that they encountered. She will be very concerned as it is clear that there is a monster of great evil power that has been set loose on the denizens of the forest. She will have some suspicions about what the being might be, but she will say nothing until she has had a chance to do some divining back at her house. She will bid the PCs to follow her and wait outside while she weaves her spells.

It will take Perdita until about an hour after noon to finish her divinations. During that time the PCs will see bizarre lights flash through her windows and hear strange low rumbling voices that they cannot understand. After all is said and done Perdita will come outside more worried than ever. She has learned the following:

- The beast stalking the night is called a Nightwalker.
- The Nightwalker is being summoned by a coven of hags.
- The Nightwalker that the PCs have previously seen has been weakened because it has not been a true summoning.
- If it is summoned on the night of a double new moon a true and permanent manifestation will occur.
- Tonight will be a night of a double new moon.
- The only way to stop the summoning will be to break the coven and/or destroy whatever ritual they are using.
- To break the coven one of the hags must be destroyed.
- There is no time to go back to the Fort to give a report. Perdita has divined where one of the hags lives in the forest and it is too far to go back to the Fort and return in time to stop the true summoning.

Perdita has exhausted much of her resources and plans on trying to divine a way to destroy the Nightwalker should the PCs fail to stop its summoning. Because of this she cannot offer the PCs much in the way of direct aid. What she can do is set the PCs on the path that will lead them to the hag. She will inform them that the hag has taken up residence in a small stagnant lake that the path leads too. In addition, she will know that the Nightwalker is capable of casting a powerful curse. She will offer to aid any PC so cursed (with *remove curse* spells cast from scrolls that she has previously prepared).

**Development:** The PCs should learn the route to the hag's lair and begin their attempt to stop the hags from summoning Nightwalker again.

## Encounter Eight: Forest Path

The path is a small track that is almost overgrown with vegetation. The PCs will easily be able to follow the path, however, mounts larger than medium size will be unable to travel on the path. If the PCs wish to follow the path, but not travel on it, their rate of travel will be reduced to  $\frac{1}{3}$  of normal. It should not take long for the PCs to realize that if they continue to travel at this reduced rate they will not reach the hags in time to stop the summoning. Higher level PCs may want to use flight as their mode of transportation, however, because the tree cover is so dense it is impossible for creatures larger than Tiny size to fly between the branches of the trees. It is possible for larger creatures to fly above the trees, but it is impossible to follow the path when traveling in this manner.

Refer to **DM Aids: Map #4 – Forest Path**.

After traveling for about two hours down the path (or six if the PCs are not on the path) the PCs will encounter some trouble. The coven that lives at the end of the path has placed a plant guardian(s) on the track to keep unwanted intruders from discovering their lair. In addition, the new coven has hidden a Hag Eye high up in a tree overlooking the forest path. This Hag Eye will allow all three hags to know that someone is on the path.

However, one or two of the hags may be too far away to return in time to help their sisters. The Hag Eye is very tiny and has been hidden very high up in the trees so it will be almost impossible to spot (Spot check DC 40).

**Tactics:** The plant guardian(s) will be hidden in among the trees and undergrowth that lines the path. An observant PC may spot the guardian(s) before the attack. Have the plant(s) make the appropriate Hide check and allow the PCs their Spot checks. In the case of the greenwise it is indistinguishable from common plants in the area until it opens its maw and attacks. The half-fiend

assassin vine and advanced half-fiend assassin vines will begin the encounter by casting *darkness* and using their entangle ability as a free action in the same round before physically attacking. Similarly, the greenwise will use its death fog ability before revealing its presence.

The hags periodically feed the plant(s) to keep them there and help them grow. The plants are always hungry though and will not hesitate to ambush anyone who comes down the path. However, they are not overly loyal to the hags. If it is clear that they are over matched then they will flee (if possible).

#### **APL 4 (EL 5)**

🔥 **Half-Fiend Assassin Vine:** hp 36; see Appendix I.

#### **APL 6 (EL 6)**

🔥 **Advanced Half-Fiend Assassin Vine:** hp 63; see Appendix I.

#### **APL 8 (EL 8)**

🔥 **Advanced Half-Fiend Assassin Vines (2):** hp 63 each; see Appendix I.

#### **APL 10 (EL 10)**

🔥 **Greenwise:** hp 108; see Appendix I.

#### **APL 12 (EL 12)**

🔥 **Greenvises (2):** hp 108 each; see Appendix I.

**Development:** The PCs may either defeat the plant guardian(s) or flee from them, either way if they travel on the path the hags will be warned of their approach. Depending on the encounter the hags may gain a large amount of information about the PCs by spying on them.

**Treasure:** The treasure in this encounter is from the victims that Esmyreldia has used to feed and grow her plant guardian(s) over the years. It is in the form of jewels, jewelry, and coin.

All APLs: L: 0; C: 300 gp; M: 0

## **Encounter Nine: The Coven**

After facing the plant guardian(s) it will take the PCs another 30 minutes before they reach the hag's lair. The lair is next to a small lake made by flooding part of the forest with a nearby stream that was diverted. The lake is 5 ft. deep 5 ft. from the shore and 10 ft. deep 10 ft. from the shore. The lake is not deeper than 10 ft. at any point. The actual lair doesn't look like much more than a giant

beaver's dam that helps to form the lake. The only way into the lair is through an underwater entrance. The lake that the hags created is not natural and has become a stagnant pool of water and muck. The few frogs that did try to take up residence were tortured to death by the hags for fun. Many rotted carcasses can still be found littering the shore of the lake. Because of the Hag Eye at least one hag will be lying in wait for the PCs at every APL (Refer to **DM Aids: Map #5 – The Covey**).

If the PCs do not arrive before nightfall they will still encounter the hags after they have completed the ritual. Depending on the APL not all the hags may be present as some of them may have gone to investigate why the Nightwalker is not obeying their mental commands.

#### **APL 4 (EL 5)**

🔥 **Esmyreldia, Green Hag:** hp 61; see Appendix I.

#### **APL 6 (EL 7)**

🔥 **Esmyreldia, Green Hag:** hp 61; see Appendix I.

🔥 **Ogres (3):** hp 30 each; see *Monster Manual*.

#### **APL 8 (EL 9)**

🔥 **Granny Nog, Annis:** hp 53; see *Monster Manual*.

🔥 **Esmyreldia, Green Hag:** hp 61; see Appendix I.

🔥 **Ogres (5):** hp 30 each; see *Monster Manual*.

#### **APL 10 (EL 11)**

🔥 **Hag Covey:** see *Monster Manual*.

🔥 **Murturlynn, Night Hag:** hp 54; see *Monster Manual*.

🔥 **Granny Nog, Annis:** hp 53; see *Monster Manual*.

🔥 **Esmyreldia, Green Hag:** hp 61; see Appendix I.

🔥 **Ogres (5):** hp 30 each; see *Monster Manual*.

#### **APL 12 (EL 13)**

🔥 **Hag Covey:** see *Monster Manual*.

🔥 **Murturlynn, Night Hag:** hp 54; see *Monster Manual*.

🔥 **Granny Nog, Annis:** hp 53; see *Monster Manual*.

🔥 **Esmyreldia, Green Hag:** hp 61; see Appendix I.

🔥 **Ogres (5):** hp 30 each; see *Monster Manual*.

🔥 **Hill Giants (4):** hp 108 each; see *Monster Manual*.



**Green Hag Tactics:** Esmyreldia will use her spell like abilities to cast *invisibility* on any of the ogres, giants, and hags (including herself) present. In addition, she will make the maximum use of the advantage that the lake gives her. Because she knows that the PCs are coming she has swum to the bottom of the lake and churned up the mud so that the water is impossible to see through. She will hide in the lake breathing water and surface to use her ghost sound to attempt to separate the party. If she can lure one of the PCs to the lake edge alone she will immerge to use her special weakness touch attack. Once Esmyreldia has begun her attack she will use 12 rusty daggers or *Coward Cleaver* to make ranged attacks until the PCs enter the water to engage her. If the PCs enter the water she will use her claws for underwater combat. Esmyreldia will not leave the lake unless absolutely necessary. She will force the PCs to confront her on her own terms in the water.

**Annis Tactics:** The annis will use her spell like ability to cast a *fog cloud* next to the side of the lake concealing the lair. She will not hide in the *fog cloud* initially because the green hag will have made her invisible. Instead she will attack from behind when the PCs go to investigate the fog cloud or when they become distracted by the green hag's *ghost sounds* (note, *ghost sounds* coming from inside the fog cloud should lure the PCs to investigate). Once she breaks her *invisibility* she will then cast another *fog cloud* to help hide herself and make the PCs come in to get her. Remember because of her blind fighting ability she gets to re-roll her miss chance percentage roll from concealment. If her *fog cloud* is dispelled she can recast it once more. In addition, just prior to moving into attack she will imbibe a *potion of water walking* so she can move over the lake at will.

**Night Hag Tactics:** Murturlynn will start the combat in her ethereal state. She will then move in and out of her ethereal state sniping the PCs with her spell-like powers. She will try to use spells that are appropriate for her targets (i.e. *ray of enfeeblement* on wizards and sorcerers, *magic missile* on hard to hit targets, etc.) Remember that the use of her spell-like abilities counts as a standard action (including moving to or from the Ethereal plane).

**Covey Tactics:** If a complete coven is present and the hags happen to cluster within 10 ft of each other during the battle each of them will use one of the covey's spell-like abilities during her turn. The spells of choice will be *forcecage*, *polymorph other* and *bestow curse* (each of these spells can be used three times per day by the covey).

**Ogre & Giant Tactics:** Any ogres or giants present will have been turned invisible by the green hag. They will use this advantage to try and surprise the PCs when they become distracted by the green hag's *ghost sounds*. The

giants each have a bag containing five throwing rocks that they can use if missile weapons are needed.

**Development:** If the PCs defeat the hag(s), they can enter the hags' lair through the underwater passage. Once inside they will find it lit with candles giving off a sickly green flame. A Search check (DC 10) will reveal two documents (**Player Handout #1 and #2**) as well as a small hoard of treasure. If one of the PCs tries to decipher the bottom of portion of **Player Handout #1** they will learn what is necessary to carry out the first third of the ritual to summon the Nightwalker. If the PCs look for other portions of the ritual they will not find anything.

If the PCs wish to destroy the ritual they can do so, but the parchment can only be damaged by magical flame. All attempts to rip up the parchment or burn it in normal fire will fail.

If the PCs do not arrive at the lake before sun down they will have missed their chance to stop the summoning. They will find that the hag's lair is completely abandoned. The hags will have all fled now that the Nightwalker is on the loose and beyond their control.

**Treasure:** The treasure in this encounter is from Esmyreldia's personnel hoard. It is the treasure that she has collected from her victims over the years. The PCs can also retrieve *Coward Cleaver* and Murturlynn's *heartstone* at APLs 10 and 12 (see the Treasure Summary).

The monster's equipment in this encounter is of such poor quality that recovery and sale of said equipment is not feasible.

APL 4: L: 0; C: 75 gp; M: 2 *potions of water breathing* (63 gp each), 5 *Quaal's feather token (whip)* (42 gp each).

APL 6: L: 0; C: 400 gp; M: 2 *potions of water breathing* (63 gp each), 5 *Quaal's feather token (whip)* (42 gp each).

APL 8: L: 0; C: 500 gp; M: 2 *potions of water breathing* (63 gp each), 5 *Quaal's feather token (whip)* (42 gp each).

APL 10: L: 0; C: 50 gp; M: 2 *potions of water breathing* (63 gp each), 5 *Quaal's feather token (whip)* (42 gp each), *heartstone* (150 gp), *Coward Cleaver* (1527 gp).

APL 12: L: 0; C: 750 gp; M: 2 *potions of water breathing* (63 gp each), 5 *Quaal's feather token (whip)* (42 gp each), *heartstone* (150 gp), *Coward Cleaver* (1527 gp).

## Conclusion

If the PCs are successful in their mission they can return to Perdita's home to spend the night. She can house any Small PCs and offer blankets and cushions to Medium-size PCs to sleep on outside. She will be interested in all that the PCs have to report.

The following morning the PCs can journey to Fort Endurance and give an accounting to the Warden. If the PCs do not think to do so Perdita will suggest that course of action. The Warden will question them closely gaining as much information as possible. He will give a Commendation (see the Treasure Summary) to any active duty or reactivated veteran PC who successfully aided in the breaking of the covenant. After their report the Warden will send a squad of 20 soldiers with the PCs back to Foreedge to aid Captain Dolan in guarding the town.

When the PCs return to Foreedge they will find that tensions have cooled. There has been no sign of Krrk while the PCs were gone, but Captain Dolan will be grateful for the squad that the Warden has sent. In addition, if the PCs aided Boris in his confrontation with Krrk, Boris will approach them and say:

*"I wanted to thank you again for helping out at the inn the other night. That could have been real ugly for me and I appreciate you stepping in. I want you to know that you will always be welcome at my inn."*

From now on when the PCs come to Foreedge they will receive free room and board at the Boar's Head Inn. In addition, Boris will have special ornate clay mugs with pewter caps engraved with the PCs' names (see the Treasure Summary). He will keep these mugs on the wall behind the bar and will pull them down for the PCs to use when they stop in.

## 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

Negotiate a non-violent resolution to the confrontation between Boris and Krrk

- APL 4 – 45 xp;
- APL 6 – 90 xp;

- APL 8 – 135 xp;
- APL 10 – 180 xp;
- APL 12 – 225 xp.

### Encounter Three

Rescue Perdita  
All APLs – 150 xp.

### Encounter Six

Prevent the front gate from being opened  
APL 4 – 120 xp;  
APL 6 – 180 xp;  
APL 8 – 240 xp;  
APL 10 – 300 xp;  
APL 12 – 360 xp.

### Encounter Eight

Defeat the plant guardian(s)  
APL 4 – 120 xp;  
APL 6 – 180 xp;  
APL 8 – 240 xp;  
APL 10 – 300 xp;  
APL 12 – 360 xp.

### Encounter Nine

Defeat the Covey Members  
APL 4 – 150 xp;  
APL 6 – 210 xp;  
APL 8 – 270 xp;  
APL 10 – 330 xp;  
APL 12 – 390 xp.

### Discretionary Roleplaying Award

Judge may allocate up to the following for good roleplaying  
All APLs – 90 xp.

### Total Possible Experience

- APL 4 – 675 xp;
- APL 6 – 900 xp;
- APL 8 – 1,125 xp;
- APL 10 – 1,350 xp;
- APL 12 – 1,575 xp.

## Treasure Summary

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the

time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

### Encounter Eight:

All APLs: L: 0 gp; C: 300 gp; M: 0 gp.

### Encounter Nine:

APL 4: L: 0 gp; C: 75 gp; M: 336 gp.

APL 6: L: 0 gp; C: 400 gp; M: 336 gp.

APL 8: L: 0 gp; C: 500 gp; M: 336 gp.

APL 10: L: 0 gp; C: 500 gp; M: 2,013 gp.

APL 12: L: 0 gp; C: 750 gp; M: 2,013 gp.

### Total Possible Treasure (Maximum Reward Allowed)

APL 4: L: 0 gp; C: 375 gp; M: 336 gp - Total: 711 gp (600 gp).

APL 6: L: 0 gp; C: 700 gp; M: 336 gp - Total: 886 gp (800 gp).

APL 8: L: 0 gp; C: 800 gp; M: 336 gp - Total: 1,286 gp (1,250 gp).

APL 10: L: 0 gp; C: 800 gp; M: 2,013 gp - Total: 2,813 gp (2,100 gp).

APL 12: L: 0 gp; C: 1,050 gp; M: 2,013 gp - Total: 3,063 gp (3,000 gp).

## Special

### ☛ Commendation

This is given to any active duty or reactivated veteran PC who successfully aided in breaking the covey of hags. A regional certificate will be issued for this commendation (please request the regional certificate file from the current Gran March Triad POC if you are running this scenario).

### ☛ Bag of Mushrooms

Perdita gives the PC a small bag that weighs less than a pound and contains thirty special dried mushrooms. These mushrooms will never spoil and one mushroom has enough nourishment for an entire day (note, these mushrooms are not magical but are of a rare type that Perdita has cultivated).

### ☛ Boar's Head Stein

These steins are ornate clay mugs with pewter caps given to the PC in appreciation for aiding the owner of the Boar's Head Inn. The stein is engraved with the PC's name and is kept at the Inn in Foreedge. Whenever the PC visits the Inn, he or she is given the stein to use and benefits from free room and board at the Inn.

### ☛ Heartstone

All night hags carry this periapt, which instantly cures any disease contracted by the holder. In addition, a heartstone provides a +2 resistance bonus on all saving throws. A night hag that loses this charm can no longer use *etherealness* until it can manufacture another (which takes one month). Other creatures, including those of good alignments, can also benefit from the heartstone's powers, but the periapt shatters after ten uses and does not bestow *etherealness*.

*Caster Level:* 3<sup>rd</sup>; *Prerequisites:* Craft Wondrous Item, creator must be a night hag; *Market Price:* 1,800 gp. *Weight:* –.

### ☛ Coward Cleaver

Coward Cleaver is an ancient looking greataxe that appears coated in rust and dry blood. No amount of cleaning can change this weapon's appearance. Coward Cleaver is a +1 greataxe that carries the special abilities of *throwing* and *returning*, but each time it is used in melee against a foe and the attack roll is a natural 1, it damages

the wielder instead of its intended target. This curse even functions when Coward Cleaver is hurled, but in that case the damage to the hurler is doubled. If Coward Cleaver is wielded by a being with orc blood (at least half-orc) its enhancement bonus increases by +2 (for a total bonus of +3) and its range increment increases by 10 ft. (for a total of 20 ft.). However, at the beginning of each round any wielder with orc blood must make a DC 15 Will save to avoid a compulsion to hurl Coward Cleaver at any combatant (friend or foe) that is fleeing the field of battle. If no combatants are fleeing the wielder need not make a saving throw. If multiple combatants are fleeing only one saving throw need be made and in the event that the saving throw is failed the wielder may freely choose between the fleeing combatants for his target.

*Caster Level:* 10<sup>th</sup>; *Pre-requisites:* Craft Magic Arms and Armor, creator must have orc blood; *Market Price:* 18,320 gp; *Weight:* 20 lbs.

## Items for the Adventure Record

### Item Access

APL 4, 6, and 8:

- ❖ *Quaal's Feather Token (Whip)* (*Adventure, DMG*)
- ❖ *Potion of Water Breathing* (*Adventure, DMG*)

APL 10 and 12 (APL 4, 6, 8 Items plus):

- ❖ *Heartstone* (*Adventure, see above*)
- ❖ *Coward Cleaver* (*Adventure, see above*)

## Appendix I: NPCs

### Encounter 1

#### **The Dolan's:**

*Background*—The two Dolan boys (Janis and Jarin) were boar hunting in the forest when they flushed a boar bigger than they could handle. A group of adventurers came to the rescue killing the boar and saving the boys.

*Current*—Janis and Jarin are a year older and looking more like the men that they will eventually be. They will proudly display their scars for anyone who asks. They have a serious case of hero worship for any of the PCs who saved them. Their mother and father (Anna and Jarrik) still feel deeply in debt to any PC who saved their boys. Anna is pregnant again and the mid-wife says that it will be a girl. Jarrik is currently on leave (he is a captain in the military) and is happy to have the chance to meet the PCs who saved his sons. He will express his thanks because he has not had a chance to do so before.

#### **Boris Vladin:**

*Background*—Boris is the owner of the Boar's Head Inn. Previously Boris bought the boar that the adventurers killed to save the Dolan boys. He held a feast in the adventurers honor and mounted the boar's head above the inn's fireplace.

*Current*—Boris has prospered since the PCs have last seen him. He has used his good business sense to promote the boar's head trophy and his inn. Business is booming with the curious coming to see the trophy and spending the night at the inn.

#### **Marget Follinder**

*Background*—Marget is the Grandmother of a work gang member named Michy. Michy was abducted by the Free Band and Marget convinced a group of adventurers to save him.

*Current*—Marget is doing fine. She has been making frequent trips to Buxton's Crossing to visit her friend Jame Bartum. Jame is doing well. His general store does a brisk business and he mentions it to her when the PC's stop by for something. Her grandson Michy is doing okay too. She thinks that he will make a carrier out of the Gran March work crews.

**Krrk:** Male Half-Orc Drd6/AnmlLrd(Boar)3; CR 9; Medium-size humanoid (half-orc); HD 6d8+36, 3d8+18; hp 95; Init +0; Spd 30ft.; AC 11 (11 touch, 10 flatfooted) [+1 Dex]; Atk +12/+7 melee (1d3+6/20, *unarmed*); SA

nature sense, animal companion, woodland stride, trackless step, resist nature's lure, wild shape (2x day), animal bond, animal sense, animal speech, first totem, lesser wild shape, spells; SQ darkvision, orc blood; AL LN; SV Fort +13(+14) Ref +5(+6) Will +8; Str 16(18), Dex 10(12), Con 20(22), Int 10, Wis 14, Cha 8.

*Skills & Feats:* Animal Empathy +10, Concentration +10, Handle Animal +9, Spell Craft +9, Wilderness Lore +11; Animal Defiance, Animal Control, Improved Unarmed Strike, Toughness.

*Possessions:* common clothes.

Druid spells prepared (5/4/4/2, DC = 12 + spell level): 0—[detect magic, guidance, know direction, virtue, resistance]; 1<sup>st</sup>—[entangle, cure light wounds x2, obscuring mist]; 2<sup>nd</sup>—[~~might of the oak, persistence of the waves, resist elements (fire), speed of the wind~~]; 3<sup>rd</sup>—[~~greater magic fang, protection from elements (electricity)~~]. Spells with a line through them have been precast.

*BoarLord spells prepared* (2/1, DC = 12 + spell level): 1<sup>st</sup>—[*camouflage, cure light wounds*]; 2<sup>nd</sup>—[*nature's favor*].

**Animal Bond:** Beginning at 1<sup>st</sup> level, the animal lord develops a bond with animals of his selected group. Animal bond also allows the animal lord to have one or more animal companions chosen from his selected group.

**Animal Sense:** An animal lord can sense any animal of his selected group within a radius of miles equal to his animal lord level squared.

**Animal Speech:** An animal lord can converse at will with any animal of his selected group.

**First Totem (Ex):** The boarlord gains a +2 inherent bonus to constitution.

**Lesser wild shape:** An animal lord can use wild shape to take the form of any kind of natural animal in his selected group as often as desired.

**Krrk's Boar Form:** Medium animal; HD 6d8+36, 3d8+18; hp 102; Init +0; Spd 40 ft; AC 17 (touch 11, flatfooted 16) [+1 Dex, +6 natural]; Atk +7 melee (1d8+6, gore); Face/Reach 5 ft. by 5 ft. / 5 ft.; SA Ferocity; SQ Scent; AL N; SV Fort +7, Ref +4, Will +8; Str 15(17), Dex 10(12), Con 17(19), Int 10, Wis 14, Cha 8.

*Skills and Feats:* Listen +10, Spot +9.

**Ferocity (Ex):** A boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying (see page 129 in the *Player's Handbook*).

**Scent (Ex):** See *Monster Manual* page 10.

### Encounter 3

**Perdita Oogultrop:** Female Gnome  
Wiz(Div)7/Loremaster2; CR 9; Small humanoid (gnome); HD 7d4+7, 2d4+2; hp 34; Init +0; Spd 20ft.; AC 11 (11 touch, 11 flatfooted) [+1 size]; Atk +4 melee (1d4); SA spells; SQ instant mastery, lore, low-light vision, divination school specialty, necromancy school opposition, +2 save vs. illusions, gnome cantrips; AL NG; SV Fort +3 Ref +2 Will +10; Str 6, Dex 10, Con 12, Int 20, Wis 14, Cha 10.

**Skills & Feats:** Alchemy +10, Concentration +5, Decipher Script +9, Knowledge (Arcana) +17, Knowledge (Geography) +9, Knowledge (History) +9, Knowledge (Monster Lore) +19, Knowledge (Nature) +9, Knowledge (Nobility) +9, Knowledge (the Planes) +9, Knowledge (Religion) +8, Listen +2, Scry +17, Spell Craft +17; Eschew Materials, Extend Spell, Improved Familiar, Scribe Scroll, Skill Focus (Knowledge Monster Lore), Spell Mastery (*alter self*, *dispel magic*, *knock*, *improved invisibility*, *prying eyes*).

**Possessions:** common clothes, +2 dagger.

**Wizard spells prepared** (4/7/6/5/5/4, DC = 15 + spell level): 0—[*detect magic*, *detect poison*, *mage hand*, *read magic*]; 1<sup>st</sup>—[*comprehend languages*, *detect secret doors*, *detect undead*, *expeditious retreat*, *identify*, *shield*, *sleep*]; 2<sup>nd</sup>—[*alter self*, *detect thoughts*, *locate object*, *see invisibility*, *rope trick*, *web*]; 3<sup>rd</sup>—[*clairaudience/clairvoyance* x2, *dispel magic*, *lightning bolt*, *tongues*]; 4<sup>th</sup>—[*arcane eye*, *improved invisibility*, *locate creature*, *remove curse*, *scrying*]; 5<sup>th</sup>—[*contact other plane*, *false vision*, *mirage arcane*, *prying eyes*].

Gnome Cantrips: dancing lights, ghost sound, prestidigitation.

**Mylo:** tiny animal/familiar(raven); HD 9; hp 18; Init +2; Spd 10 ft, fly 40 ft (average); AC 19 (touch 14, flatfooted 17) [+2 Dex, +2 size, +5 natural]; SQ: alertness, improved evasion, share spells, empathic link, touch, speak with master, speak with animals of its type, speaks common; Atk +6 melee (1d2-5, claws) +6 ranged (0, excrement); Face/Reach 2½ ft. by 2½ ft. / 0 ft.; AL N; SV Fort +2, Ref +4, Will +10; Str 1, Dex 15, Con 10, Int 10, Wis 14, Cha 6.

**Skills and Feats:** Listen +6, Spot +6; Weapon Finesse (claws).

### Encounter 6

#### APL 4

**Gate Guard:** male human Ftr2; CR 2; Medium-size humanoid (human); HD 2d10+4; hp 18; Init +2; Spd 30ft.; AC 15 (12 touch, 13 flatfooted); Atk +4 melee (1d8+2/19-

20, longsword), +5 ranged (1d8/x3, composite longbow); AL LG; SV Fort +5 Ref +2 Will +0; Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

**Skills & Feats:** Climb +7, Jump +7; Point Blank Shot, Rapid Shot, Weapon Focus (composite longbow).

**Possessions:** longsword, studded leather armor, composite longbow.

#### APL 6, 8, or 10

**Gate Guard:** male human Ftr4; CR 4; Medium-size humanoid (human); HD 4d10+8; hp 36; Init +2; Spd 30ft.; AC 15 (12 touch, 13 flatfooted); Atk +6 melee (1d8+2/19-20, longsword), +7 ranged (1d8/x3, composite longbow); AL LG; SV Fort +6 Ref +3 Will +1; Str 15, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

**Skills & Feats:** Climb +9, Jump +9; Far Shot, Point Blank Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Specialization (composite longbow).

**Possessions:** longsword, studded leather armor, composite longbow.

#### APL 12

**Gate Guard:** male human Ftr5; CR 5; Medium-size humanoid (human); HD 5d10+10; hp 45; Init +2; Spd 30ft.; AC 15 (12 touch, 13 flatfooted); Atk +7 melee (1d8+2/19-20, longsword), +8 ranged (1d8/x3, composite longbow); AL LG; SV Fort +6 Ref +3 Will +1; Str 15, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

**Skills & Feats:** Climb +10, Jump +10; Far Shot, Point Blank Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Specialization (composite longbow).

**Possessions:** longsword, studded leather armor, composite longbow.

### Encounter 8

#### APL 4

**Half Fiend Assassin Vine:** CR 4; Large Plant; HD 4d8+16; hp 36; Init +6 [Dex, Improved Initiative]; Spd 0 ft; AC 18 (touch 11, flatfooted 16) [-1 size, +2 Dex, +7 natural]; Atk +7 melee (1d6+9, slam); Face/Reach 5 ft. by 5 ft. / 10 ft. (20 ft. with vine); SA Entangle, improved grab, constrict (1d6+9); SQ Camouflage, Electricity immunity, Acid, cold, & fire resistance 20, Blindsight, Plant traits, Spell-like abilities; AL NE; SV Fort +8, Ref +3, Will +2; Str 24, Dex 14, Con 18, Int 4, Wis 13, Cha 11.

**Skills and Feats:** Climb +11, Hide +29, Move Silently +9, Innuendo +8, Intimidate +7; Combat Reflexes, Improved Initiative.

**Spell-like Abilities.** *Darkness* 3/day, *Desecrate* 1/day.

## APL 6 or 8

**Advanced Half Fiend Assassin Vine:** CR 6; Huge Plant; HD 6d8+36; hp 63; Init +5 [Dex, Improved Initiative]; Spd 0 ft; AC 19 (touch 9, flatfooted 18) [-2 size, +1 Dex, +10 natural]; Atk +13 melee (1d8+11, slam); Face/Reach 10 ft. by 10 ft. / 15 ft. (30 ft. with vine); SA Entangle, improved grab, constrict (1d8+11); SQ Camouflage, Electricity immunity, Acid, cold, & fire resistance 20, Blindsight, Plant traits, Spell-like abilities; AL NE; SV Fort +8, Ref +3, Will +2; Str 32, Dex 12, Con 22, Int 4, Wis 13, Cha 11.

*Skills and Feats:* Climb +20, Hide +30, Jump +14, Move Silently +10, Innuendo +10, Intimidate +9; Combat Reflexes, Improved Initiative.

*Spell-like Abilities:* *Darkness* 3/day, *Desecrate* 1/day, *Unholy Blight* 1/day.

## APL 10 or 12

**Greenwise:** CR 10; Huge Plant; HD 12d8+48; hp 108; Init +0; Spd 10 ft.; AC 16 (touch 8, flat-footed 16) [-2 size, +8 natural]; Atk +16 melee (2d4+9, 4 slams) and +11 melee (1d6+4, bite); Face/Reach 10 ft. by 10 ft./15 ft.; SA death fog, improved grab, swallow whole; SQ acid immunity, plant traits, woodsense; AL N; SV Fort +12, Ref +4, Will +4; Str 29, Dex 10, Con 18, Int 3, Wis 11, Cha 6.

**Death Fog (Su):** Twice per day, a greenwise can emit an acidic fog that functions like an *acid fog* spell, except as follows. The death fog's area is a 40-foot-high spread with a 60-foot radius. Within this area, all sight, including darkvision, is limited to 5 feet. A creature within 5 feet has one-half concealment (attacks against it have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). Any creature attempting to move through the death fog progresses at one-tenth normal speed, and each of its melee attack and melee damage rolls incurs a -2 circumstance penalty. A death fog prevents effective ranged weapon attacks, except for magic rays and the like. In addition to obscuring sight, a death fog is highly acidic. Each round the fog deals 3d8 points of acid damage to every creature and object within it (no saving throw). A severe wind (31+ mph) disperses these vapors in 1d2 rounds; otherwise, the effect lasts for 3d6+1 rounds. The greenwise is not impeded by its own death fog, so it can move and fight within the fog freely.

**Improved Grab (Ex):** If a greenwise hits an opponent that is at least one size category smaller than itself with a slam attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +26). If it gets a hold, it can transfer the opponent to its maw with another successful grapple check, dealing automatic

bite damage, then try to swallow in the next round. Alternatively, the greenwise has the option to conduct the grapple normally, or simply use its tendrils or maw to hold the opponent (-20 penalty on grapple check, but the greenwise is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals slam or bite damage, as appropriate.

**Swallow Whole (Ex):** A greenwise can swallow a single creature that is at least one size category smaller than itself by making a successful grapple check (grapple bonus +26) provided it already has the opponent in its maw (see Improved Grab above). Once inside the greenwise, the opponent takes 2d6+9 points of bludgeoning damage and 2d4 points of acid damage per round from the plant's stomach. A successful grapple check allows the swallowed creature to climb out of the stomach and return to the greenwise's maw, where another successful grapple check is needed to get free. Alternatively, a swallowed creature can try to cut its way out with either claws or a light piercing or slashing weapon. Dealing at least 20 points of damage to the stomach (AC 18) in this way creates an opening large enough to permit escape. Once a single swallowed creature exits, muscular action closes the hole; thus, another swallowed opponent must cut its own way out. A greenwise's stomach can hold 1 Large, 4 Medium, 16 Small, or 64 Tiny or smaller opponents.

**Plant Traits (Ex):** The creature is immune to poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits or mind-affecting effects. The creature has lowlight vision.

**Woodsense (Ex):** A greenwise can automatically sense the location of anything within 60 feet that is in contact with vegetation, even objects or creatures that are not in contact with the same vegetation as it is.

## Encounter 9

### APL 4, 6, or 8

**Esmyreldia, Green Hag:** CR 5; Medium-Size Monstrous Humanoid; HD 9d8+9; hp 49; Init +1 [Dex]; Spd 30 ft, swim 30 ft; AC 22 (touch 11, flatfooted 21) [+1 Dex, +11 natural]; Atk +13/+13 melee (1d4+4, claws) +13 ranged (1d4+5, dagger); Face/Reach 5 ft. by 5 ft. / 5 ft.; SA Spell-like abilities, weakness, mimicry; SQ SR 18, darkvision 90 ft; AL CE; SV Fort +6, Ref +9, Will +9; Str 19, Dex 12, Con 12, Int 13, Wis 13, Cha 10.

*Skills and Feats:* Concentration +13, Knowledge Nature +5; Blind-Fighting, Combat Casting, Point Blank Shot, Far Shot.

*Possessions:* 12 rusty daggers.

*Spell-like Abilities:* At will-*Change self, Dancing lights, Ghost sound, Invisibility, Pass without trace, Tongues and Water breathing* (as 8<sup>th</sup>-level sorcerer; save DC 10 +spell level).

*Weakness* (Su): The green hag can weaken a foe by making a special touch attack (Fort. save DC 13 or take 2d4 points of temporary Str. damage).

*Mimicry* (Ex): Green hags can imitate the sounds of almost any animal found near their lairs.

## **APL 10 or 12**

**Esmyreldia, Green Hag:** CR 5; Medium-Size Monstrous Humanoid; HD 9d8+9; hp 49; Init +1 [Dex]; Spd 30 ft, swim 30 ft; AC 22 (touch 11, flatfooted 21) [+1 Dex, +11 natural]; Atk +13/+13 melee (1d4+4, claws) +13 ranged (1d12+5, Coward Cleaver); Face/Reach 5 ft. by 5 ft. / 5 ft.; SA Spell-like abilities, weakness, mimicry; SQ SR 18, darkvision 90 ft; AL CE; SV Fort +6, Ref +9, Will +9; Str 19, Dex 12, Con 12, Int 13, Wis 13, Cha 10.

*Skills and Feats:* Concentration +13, Knowledge Nature +5; Blind-Fighting, Combat Casting, Point Blank Shot, Far Shot.

*Spell-like Abilities:* At will-*Change self, Dancing lights, Ghost sound, Invisibility, Pass without trace, Tongues and Water breathing* (as 8<sup>th</sup>-level sorcerer; save DC 10 +spell level).

*Weakness* (Su): The green hag can weaken a foe by making a special touch attack (Fort. save DC 13 or take 2d4 points of temporary Str. damage).

*Mimicry* (Ex): Green hags can imitate the sounds of almost any animal found near their lairs.

*Possessions:* *Coward Cleaver.*



## Appendix II: The Free Band

**Olowyn Aelanthy (Free Band Leader):** Male elf Ftr4/Wiz(Abj)2/Bladesinger6; CR 12; Medium-size humanoid (elf); HD 4d10+4, 2d4+2, 6d8+6; hp 81; Init +6; Spd 30ft.; AC 26 (20 touch, 16 flatfooted); Atk +15/+10/+5 melee (1d8+5+1d6/15-20, +1 *flaming keen longsword*), +19/+14/+9 ranged (1d8+4/x3, +2 *mighty composite longbow* [+2]); SA Lesser spellsong, song of celerity, spells; SQ Bladesong, immune to magic sleep spells and effects, low-light vision, +2 on saves vs. enchantment spells and effects, abjuration specialty school, enchantment opposition school; AL CG; SV Fort +7 Ref +12 Will +8; Str 14, Dex 18(22), Con 12, Int 16(18), Wis 8, Cha 14.

**Skills & Feats:** Balance +21, Climb +9, Concentration +15, Hide +16, Jump 9, Listen +1, Move Silently +16, Perform (dance, lute, sing) +5, Search +5, Spot +6, Swim +6, Tumble +20; Combat Casting, Dodge, Expertise, Improved Critical (longsword), Mobility, Spring Attack, Scribe Scroll, Still Spell, Weapon Focus (longsword), Weapon Specialization (longsword), Whirlwind Attack.

**Possessions:** *Boots of elvenkind*, *eyes of the eagle*, *cloak of elvenkind*, *gloves of dexterity* +4, *headband of intellect* +2, +1 *flaming keen longsword*, +2 *mithral chain shirt of light fortification*, +2 *mighty composite longbow* (+2).

**Wizard spells prepared** (5/4, DC = 13 + spell level): 0—[*detect magic*, *detect poison*, *mage hand*, *prestidigitation*, *resistance*]; 1<sup>st</sup>—[*jump*, *shield*, *spider climb*, *true strike*].

**Bladesinger spells prepared** (4/4/3/1, DC = 13 + spell level): 1<sup>st</sup>—[*expeditious retreat*, *shield*, *true strike* x2]; 2<sup>nd</sup>—[*blur*, *bull's strength*, *mirror image* x2]; 3<sup>rd</sup>—[*displacement*, *haste* x2]; 4<sup>th</sup>—[*improved invisibility*].

**Lesser Spellsong (Ex):** When wielding a longsword in one hand (and nothing in the other), the bladesinger can “take 10” when making a Concentration check to cast defensively.

**Song of Celerity (Ex):** When wielding a longsword in one hand (and nothing in the other) and using the full attack action, the bladesinger can cast one bladesinger spell each round as a free action.

**Bladesong (Ex):** When wielding a longsword in one hand (and nothing in the other), the bladesinger gains a dodge bonus to his AC equal to his Intelligence bonus.

**Lythwyr (Lead Scout):** Male elf Rng3/Ftr2/DeepwoodSniper4; CR 9; Medium-size humanoid (elf); HD 5d10+5, 4d8+4; hp 80; Init +8; Spd 30ft.; AC 24 (17 touch, 17 flatfooted); Atk +9/+9 melee (1d6+2/19-20, 2 +2 *short swords*), +18/+13 [+16/+16/+11 rapid shot] ranged (1d8+3+1d6/18-20/x4, +1 *flaming*

*burst mighty composite longbow* [+4]); SA Concealment reduction 10%, favored enemy humans (+1), keen arrows, *magic weapon*, poison, projectile improved critical (+1), range increment bonus +40 ft., safe poison use, take aim (+2); SQ immune to magic sleep spells and effects, +2 on saves vs. enchantment spells and effects; AL CG; SV Fort +4 Ref +5 Will +1; Str 14, Dex 20 (24), Con 12, Int 12, Wis 10, Cha 10.

**Skills & Feats:** Climb + 8, Hide +27, Listen +10, Move Silently +27, Search +11, Spot +15, Wilderness Lore +10 (+20 tracking); Ambidexterity, Far Shot, Improved Critical (composite longbow), Point Blank Shot, Precise Shot, Rapid Shot, Track, Two-Weapon Fighting, Weapon Focus (composite longbow).

**Possessions:** *Boots of elvenkind*, *cloak of elvenkind*, *eyes of the eagle*, *gloves of dexterity* +4, *lens of detection*, +3 *mithral shirt*, +2 *short sword* x2, +1 *flaming burst mighty composite longbow* (+4).

**Concealment Reduction (Ex):** Lythwyr's miss chance against opponents with concealment is reduced by 10%.

**Keen Arrows (Ex):** All projectiles Lythwyr fires behave as if they were keen weapons in addition to any other properties they might possess. This effect does not stack with any other keen effect.

**Magic Weapon (Sp):** Lythwyr can produce an effect identical to that of a *magic weapon* spell cast by a cleric of his deepwood sniper level. This ability is usable once per day on projectile weapons only.

**Poison:** All of Lythwyr's arrows are coated with carrion crawler brain juice that Gathin has brewed using his Alchemy skill. Fort save DC 13 or be paralyzed.

**Projectile Improved Critical (Ex):** The critical damage multiplier of all Lythwyr's projectile weapons increases by +1.

**Safe Poison Use (Ex):** Lythwyr can use poison without any chance of poisoning himself (see *Perils of Using Poison* in Chapter 3 of the *Dungeon Master's Guide*).

**Take Aim (Ex):** Lythwyr can gain a +2 bonus on his attack rolls against a stationary target by aiming carefully. Taking aim is a full-round action, and if the target moves more than 5 feet during that period the bonus is lost. No additional benefit exists for spending more than 1 round aiming.

**Rythillon Bakshar:** Male grey elf Wiz(Ech)6/MindBender 9; CR 15; Medium-size humanoid (grey elf); HD 15d4+15; hp 57; Init +2; Spd 30ft.; AC 16 (12 touch, 14 flatfooted); Atk +7/+2 melee (1d8/19-20, longsword), +9/+4 ranged (1d8/x3, longbow);

SA Beguile, dominate, friends forever, mass beguile, mindread, spells, suggestion; SQ Immune to magic sleep spells and effects, low-light vision, telepathy, skill boosts, +2 on saves vs. enchantment spells and effects, enchantment school specialty, evocation school opposition; AL NE; SV Fort +9 Ref +7 Will +11; Str 10, Dex 14, Con 12, Int 22 (26), Wis 10, Cha 12.

**Skills & Feats:** Bluff +23, Concentration +19, Diplomacy +21, Hide +12, Intimidate +15, Knowledge (geography) +9, Knowledge (history) +9, Knowledge (nobility & royalty) +9, Knowledge (the planes) +9, Knowledge (arcana) +9, Knowledge (nature) +9, Listen +2, Move Silently +12, Scry +14, Search +10, Speak Language (Abyssal, Ancient Suloise, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnoll, Gnome, Goblin, Halfling, Infernal, Orc, Sylvan, Terran, Undercommon), Sense Motive +26, Spellcraft +26, Spot +7; Extend Spell, Greater Spell Focus (enchantment), Greater Spell Penetration, Spell Penetration, Martial Weapon Proficiency (longsword, longbow), Scribe Scroll, Spell Focus (enchantment), Leadership.

**Possessions:** *boots of elvenkind, brooch of shielding, cloak of elvenkind, eyes of the eagle, gloves of arrow snaring, headband of intellect +4.*

**Spells prepared** (5/7/7/7/6/5/4, DC = 18 + spell level + 4 if Enchantment): 0—[*daze* x2, *detect magic*, *mage hand*, *prestidigitation*]; 1<sup>st</sup>—[*shield*, *sleep* x4, *true strike*, *feather fall*]; 2<sup>nd</sup>—[*glitterdust*, ~~*mage armor*~~ (*extended*), *mirror image*, *protection from arrows*, ~~*see invisibility*~~, *Tasha's hideous laughter* x2]; 3<sup>rd</sup>—[*dispel magic* x2, *haste*, *hold person* x3, ~~*misdirection*~~ (*extended*)]; 4<sup>th</sup>—[*charm monster*, *confusion*, *emotion*, ~~*improved invisibility*~~, *rainbow pattern*, *stoneskin*]; 5<sup>th</sup>—[*dominate person* x3, *teleport*, ~~*nondetection*~~ (*extended*)]; 6<sup>th</sup>—[~~*project image*~~, *mass suggestion* x2, *veil*]. Spells with a line through them have been pre-cast. **Note that Rythillon's caster level is that of a 12<sup>th</sup> level wizard.** The *misdirection* spell indicates that Rythillon is a chaotic good male elf (he used Olowyn as the template for the spell).

**Beguile (Su):** The mindbender can beguile any single living creature of size Large or smaller. Once per day as a supernatural, mind-affecting ability, he can choose a target within 100 feet, which must succeed at a Will save (DC 18) to resist the effect. The creature gains a +5 modifier on its saving throw if the mindbender or his allies are currently attacking it. Beguiling a creature is a standard action that does not draw an attack of opportunity. If successful, the creature regards the mindbender as its trusted friend and ally, as though under the effect of a charm person spell (see page 183 of the *Player's Handbook*). It is not necessary to know the creature's language — the ability is exercised telepathically.

**Dominate (Su):** The mindbender can dominate any single living creature of size Large or smaller once a day. He chooses a target within 100 feet, which must succeed at a Will save (DC 19) to resist. This ability takes a standard action and does not draw an attack of opportunity. The effect lasts for 3 days. It is otherwise identical to the *dominate person* spell (see page 197 of the *Player's Handbook*).

**Friends Forever (Su):** A creature the mindbender has beguiled (see above) becomes his permanent friend, unless the mindbender does something obviously harmful to the creature or orders it to take an action that is suicidal or utterly against its nature (which breaks the friendship). This is a supernatural, mind-affecting ability. A mindbender can have only two such friends at one time. The effect is temporarily suppressed if the target is warding by *protection from evil*. It is permanently broken by a successful *dispel magic* against caster level 14. Rythillon has used this power on his cohort Gathin.

**Mass Beguile (Su):** This ability is usable once per day and effects up to 40 Hit Dice of creatures. It is otherwise identical to the Beguile ability described above.

**Mindread (Su):** Twice per day as a supernatural, mind-affecting ability, the mindbender can choose a target within 100 feet, which must succeed at a Will save (DC 17) to resist the effect. Reading the mind of a creature requires concentration but draws no attack of opportunity. Creatures of animal intelligence (Int 1 or 2) have simple, instinctual thoughts. The ability can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. The effect lasts for up to 10 minutes, or when the mindbender ceases concentration.

**Suggestion (Su):** Also called “pushing”, this is a supernatural, mind-affecting ability that suggests a course of activity (limited to a sentence or two). A target within 100 feet must succeed at a Will save (DC 17) to resist the suggestion. The effect lasts until the target accomplishes what it was asked to do or after 6 hours, whichever occurs first. It is otherwise identical to the *suggestion* spell (see page 257 of the *Player's Handbook*).

**Telepathy (Su):** The mindbender has the ability to communicate telepathically with any creature within 100 feet that has a language.

**Skill Boost (Ex):** The mindbender has a +18 competence modifier on any of the following skills: Bluff, Diplomacy, Intimidate, and Sense Motive. The mindbender can apply the entire bonus to one skill or split it among several, as he desires. This bonus has already been applied and is included in Rythillon's stat block.

**Gathin (Rythillon's Cohort):** Male elf Wiz(Ilu)10; CR 10; Medium-size humanoid (elf); HD 10d4+10; hp 38; Init

+2; Spd 30ft.; AC 16 (12 touch, 14 flatfooted); Atk +5 melee (1d8/19-20, longsword), +7 ranged (1d8/x3, longbow); SA Spells; SQ Immune to magic sleep spells and effects, low-light vision, +2 on saves vs. enchantment spells and effects, illusion school specialty, enchantment school opposition; AL N; SV Fort +4 Ref +5 Will +7; Str 10, Dex 14, Con 12, Int 20 (24), Wis 10, Cha 10.

**Skills & Feats:** Alchemy +20, Concentration +14, Hide +12, Knowledge (geography) +8, Knowledge (history) +8, Knowledge (nobility & royalty) +8, Knowledge (the planes) +8, Knowledge (arcana) +20, Knowledge (nature) +20, Listen +2, Move Silently +12, Scry +20, Search +9, Speak Language (Ancient Suloise, Common, Draconic, Elven, Sylvan), Spellcraft +20, Spot +7; Craft Wondrous Item, Extend Spell, Greater Spell Focus (illusion), Improved Initiative, Martial Weapon Proficiency (longsword, longbow), Scribe Scroll, Silent Spell, Spell Focus (illusion).

**Possessions:** boots of elvenkind, brooch of shielding, cloak of elvenkind, eyes of the eagle, gloves of arrow snaring, headband of intellect +4, scroll of Tenser's floating disk.

**Spells prepared** (5/7/7/6/5/4, DC = 17 + spell level + 4 if Illusion): 0—[dancing lights, detect magic, ghost sound, mage hand, prestidigitation]; 1<sup>st</sup>—[~~mage armor~~, shield, Sleep x3]; 2<sup>nd</sup>—[alter self, glitterdust x2, invisibility, mirror image, protection from arrows, ~~see invisibility~~]; 3<sup>rd</sup>—[dispel magic, displacement, ~~invisibility sphere~~ x2, major image, slow]; 4<sup>th</sup>—[hallucinatory terrain, improved invisibility, phantasmal killer, rainbow pattern x2]; 5<sup>th</sup>—[mirage arcane, ~~Rary's telepathic bond~~, shadow evocation, teleport]. Spells with a line through them have been precast.

**Elven Archers (10):** male elf Ftr4; CR 4; Medium-size humanoid (elf); HD 4d10+4; hp 33 each; Init +3; Spd 30ft.; AC 16 (13 touch, 13 flatfooted); Atk +7 melee (1d8+2/19-20, masterwork longsword), +9 ranged (1d8+4/x3, masterwork mighty composite longbow [+2]); SQ Immune to magic sleep spells and effects, low-light vision, +2 on saves vs. enchantment spells and effects; AL CG; SV Fort +5 Ref +4 Will +1; Str 14, Dex 16, Con 12, Int 10, Wis 10, Cha 10.

**Skills & Feats:** Climb +9, Jump 9, Listen +2, Search +2, Spot +2; Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Specialization (composite longbow).

**Possessions:** Masterwork longsword, masterwork studded leather armor, masterwork mighty composite longbow (+2).

**Elven Scouts (10):** male elf Rng4; CR 4; Medium-size humanoid (elf); HD 4d10+4; hp 33 each; Init +3; Spd 35ft.; AC 16 (13 touch, 13 flatfooted); Atk +4 melee (1d8+1/19-20, masterwork longsword), +4 melee (1d6/19-

20, masterwork short sword), +8 ranged (1d8+1/x3, masterwork mighty composite longbow [+1]); SA Spells; SQ Immune to magic sleep spells and effects, low-light vision, +2 on saves vs. enchantment spells and effects; AL CG; SV Fort +5 Ref +4 Will +3; Str 12, Dex 16, Con 12, Int 10, Wis 14, Cha 10.

**Skills & Feats:** Hide +10 (+12 when shadowing somebody), Listen +4, Move Silently +10 (+12 when shadowing somebody), Wilderness Lore +9, Search +2, Spot +9; Ambidexterity, Dash, Shadow, Track, Two-Weapon Fighting.

**Possessions:** Masterwork longsword, masterwork short sword, masterwork studded leather armor, masterwork mighty composite longbow (+1).

**Spells available** (1, DC = 12 + spell level): 1<sup>st</sup>—[entangle].

**Pixies (4):** hp 5 each; see *Monster Manual*.

## Appendix III: The Caravan

**Lieutenant Tumble:** Male human Clr7(Heironeous); CR 7; Medium-size humanoid (human); HD 7d8+14; hp 53; Init +1; Spd 30ft. (50ft. mounted); AC 25 (11 touch, 24 flatfooted); Atk +10 melee (1d8+4[+2d6 vs. evil]/19-20, +2 holy longsword); SA Spells, Turn Undead; SQ Good Domain, War Domain; AL LG; SV Fort +7 Ref +3 Will +8; Str 10(14), Dex 12, Con 14, Int 12, Wis 16, Cha 12.

*Skills & Feats:* Concentration +7, Heal +8, Knowledge Religion +6, Spellcraft +6, Ride +8; Combat Casting, Mounted Combat, Ride by Attack, Weapon Focus Longsword (domain).

*Possessions:* Heavy warhorse, military saddle, *Full Plate of Invulnerability*, *Large Shield of Arrow deflection*, +2 Holy Longsword.

*Spells prepared* (6/6/5/4/2, DC = 13 + spell level +1 if Good): 0—[*detect magic*, *guidance* x2, *light*, *read magic*, *resistance*]; 1<sup>st</sup>—[*command* x2, *comprehend languages*, *endure elements*, *protection from evil*, *shield of faith*]; 2<sup>nd</sup>—[*augury*, ~~*bull's strength*~~, *hold person*, *spiritual weapon*, *zone of truth*]; 3<sup>rd</sup>—[*daylight*, ~~*magic vestment*~~ x2, *magic circle against evil*]; 4<sup>th</sup>—[*divine power*, *holy smite*]. Spells with a line through them have been precast.

**Sergeant Glaxxo:** male Human Ftr6; CR 6; Medium-size humanoid (human); HD 6d10+12; hp 54; Init +2; Spd 30ft. (60ft. mounted); AC 19 (12 touch, 17 flatfooted); Atk +10 melee (1d8+4/20 X3 [reach weapon, x2 damage when charging], heavy lance), +8 ranged (1d6/x3, short bow); AL LG; SV Fort +7 Ref +4 Will +2; Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

*Skills & Feats:* Handle Animal +10, Ride +14; Mounted Combat, Ride by Attack, Mounted Archery, Spirited Charge, Trample, Weapon Focus (heavy lance), Weapon Specialization (heavy lance).

*Possessions:* Light warhorse (monster manual p. 197), military saddle, masterwork heavy lance, breastplate armor, large steal shield, short bow.

**Sergeant Marthun:** male human Ftr6; CR 6; Medium-size humanoid (human); HD 6d10+12; hp 54; Init +2; Spd 30ft.; AC 15 (12 touch, 13 flatfooted); Atk +4 melee (1d8+2/19-20, longsword), +5 ranged (1d8/x3, composite longbow); AL LG; SV Fort +7 Ref +4 Will +2; Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

*Skills & Feats:* Climb +11, Jump +11; Far Shot, Point Blank Shot, Precise Shot, Shot on the Run, Rapid Shot, Weapon Focus (composite longbow), Weapon Specialization (composite longbow).

*Possessions:* longsword, breastplate armor, masterwork mighty composite longbow (+2).

**Mounted Guards (48):** male Human Ftr4; CR 4; Medium-size humanoid (human); HD 4d10+8; hp 36 each; Init +2; Spd 30ft. (60ft. mounted); AC 18 (12 touch, 16 flatfooted); Atk +7 melee (1d8+4/20 X3 [reach weapon, x2 damage when charging], heavy lance), +6 ranged (1d6/x3, short bow); AL LG; SV Fort +6 Ref +3 Will +1; Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

*Skills & Feats:* Handle Animal +8, Ride +12; Mounted Combat, Ride by Attack, Mounted Archery, Weapon Focus (heavy lance), Weapon Specialization (heavy lance).

*Possessions:* Light warhorse (monster manual p. 197), military saddle, heavy lance, scale mail armor, large shield, short bow.

**Wagon Guards (19):** male human Ftr2; CR 2; Medium-size humanoid (human); HD 2d10+4; hp 18 each; Init +2; Spd 30ft.; AC 15 (12 touch, 13 flatfooted); Atk +4 melee (1d8+2/19-20, longsword), +5 ranged (1d8/x3, composite longbow); AL LG; SV Fort +6 Ref +3 Will +1; Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

*Skills & Feats:* Climb +7, Jump +7; Point Blank Shot, Rapid Shot, Weapon Focus (composite longbow).

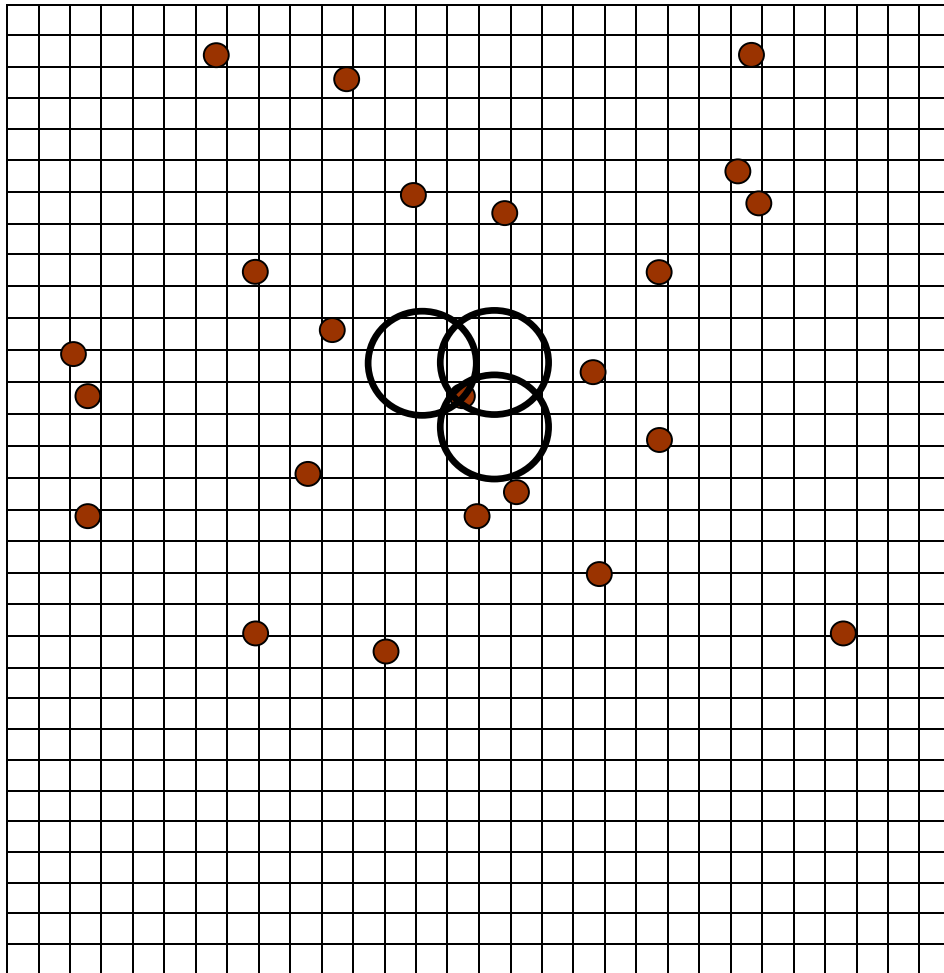
*Possessions:* longsword, studded leather armor, composite longbow.

**Wagon Drivers (20):** male human Expert3; CR 1; Medium-size humanoid (human); HD 3d6; hp 14 each; Init +0; Spd 30ft. (30ft. in wagon); AC 16 (13 touch, 13 flatfooted); Atk +2 melee (1d6/19-20, short sword), +2 ranged (1d10/19-20, heavy crossbow); AL LG; SV Fort +1 Ref +1 Will +3; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 14.

*Skills & Feats:* Animal empathy +10, appraise +6, diplomacy +8, handle animal +10, Sense Motive +6, Spot +6; Skill Focus (animal empathy), Skill Focus (handle animal).

*Possessions:* Wagon and horses, leather armor, heavy crossbow, short sword.

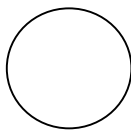
## DM Aids Map #1 - Snares



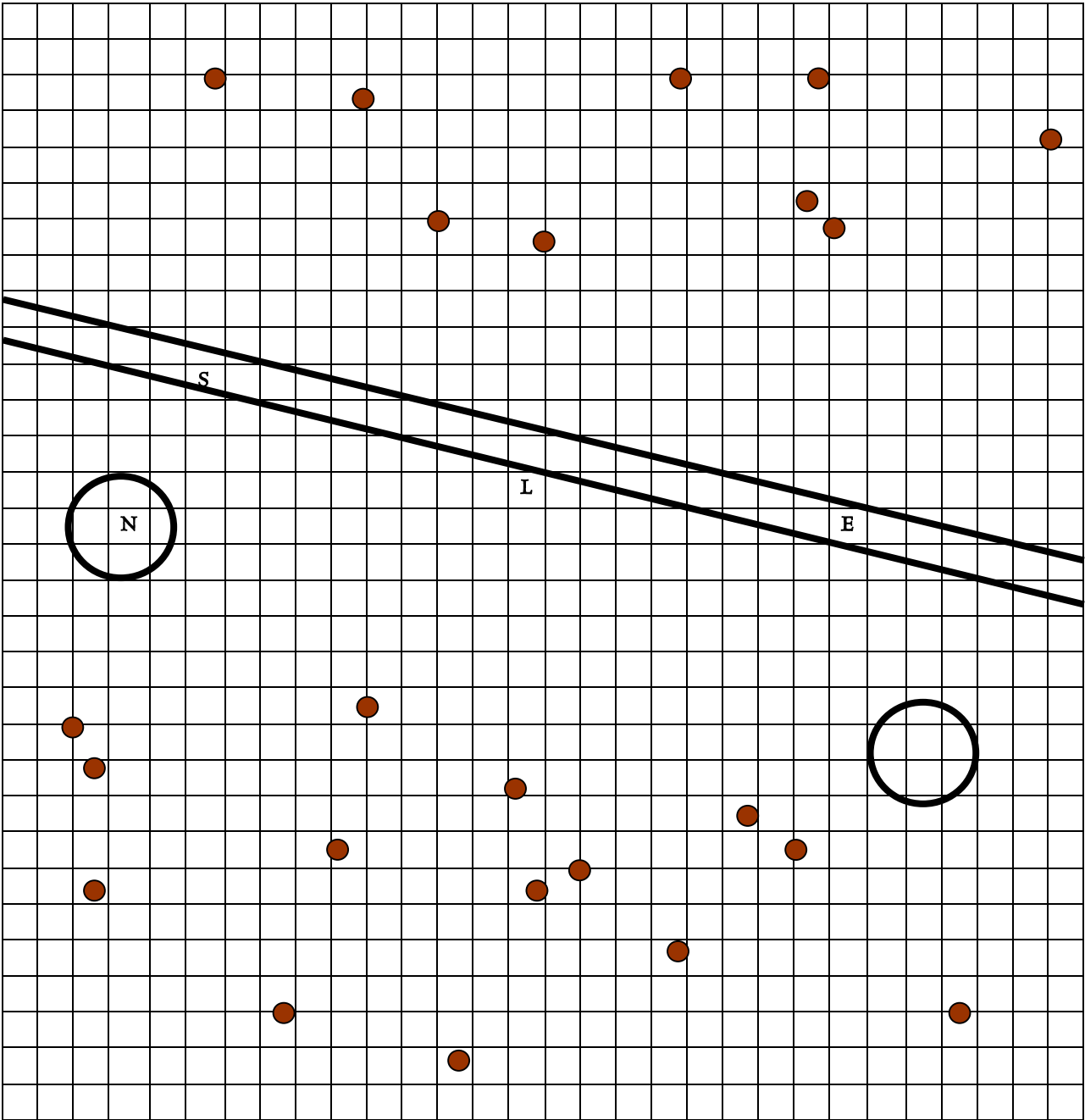
1 sq. = 5 ft.

Tree Trunks =

Remaining Snare Spell Locations =



# DM Aids Map #2 - Caravan



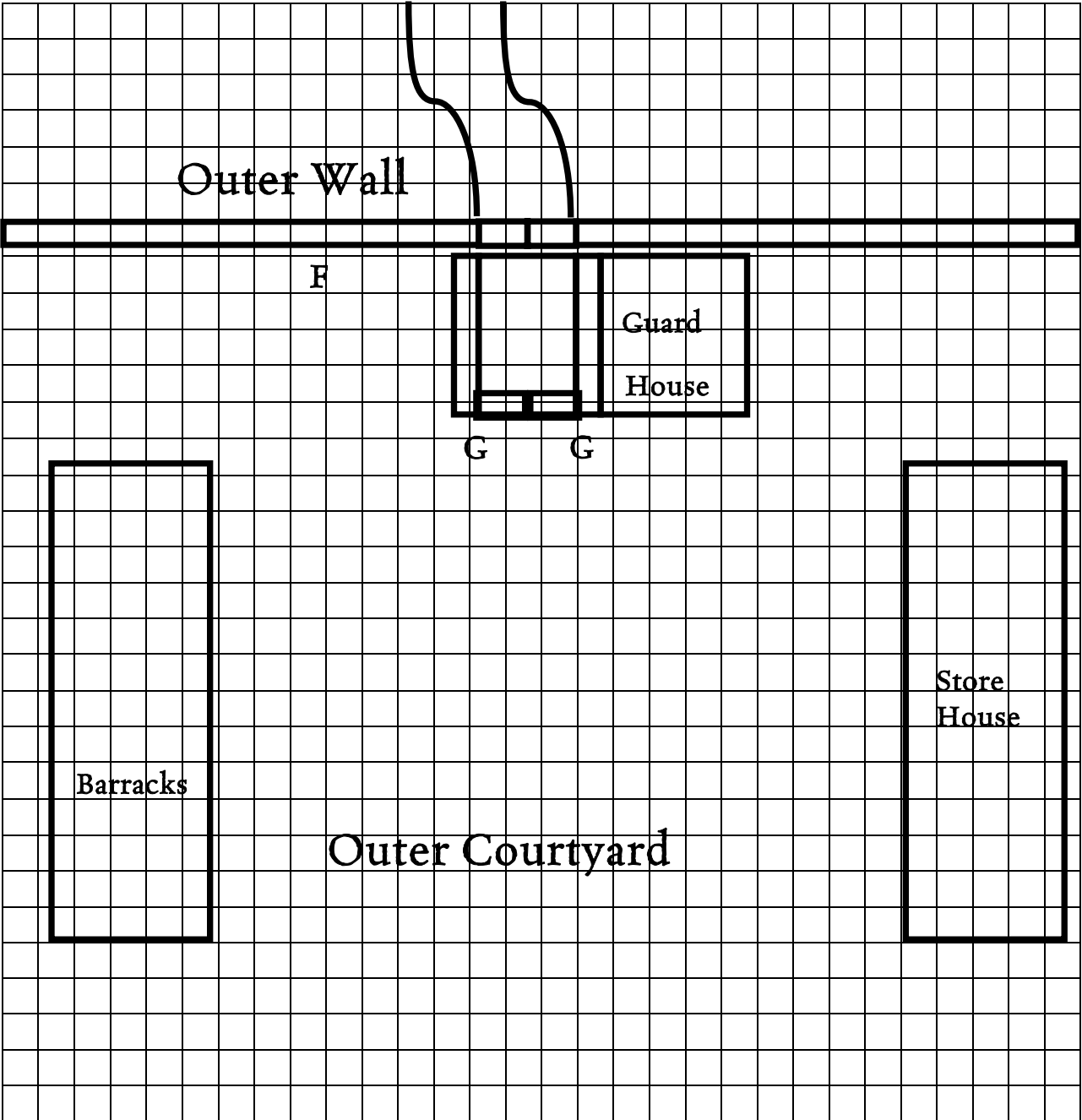
1 sq. = 10 yards

Tree Trunks = ●

Free Band Camouflage Blinds = ○

Start of Caravan (S), End of Caravan (E), Lieutenant Timble's Location (L), Nightwalker's location when summoned (N)

# DM Aids Map #3 - Fort

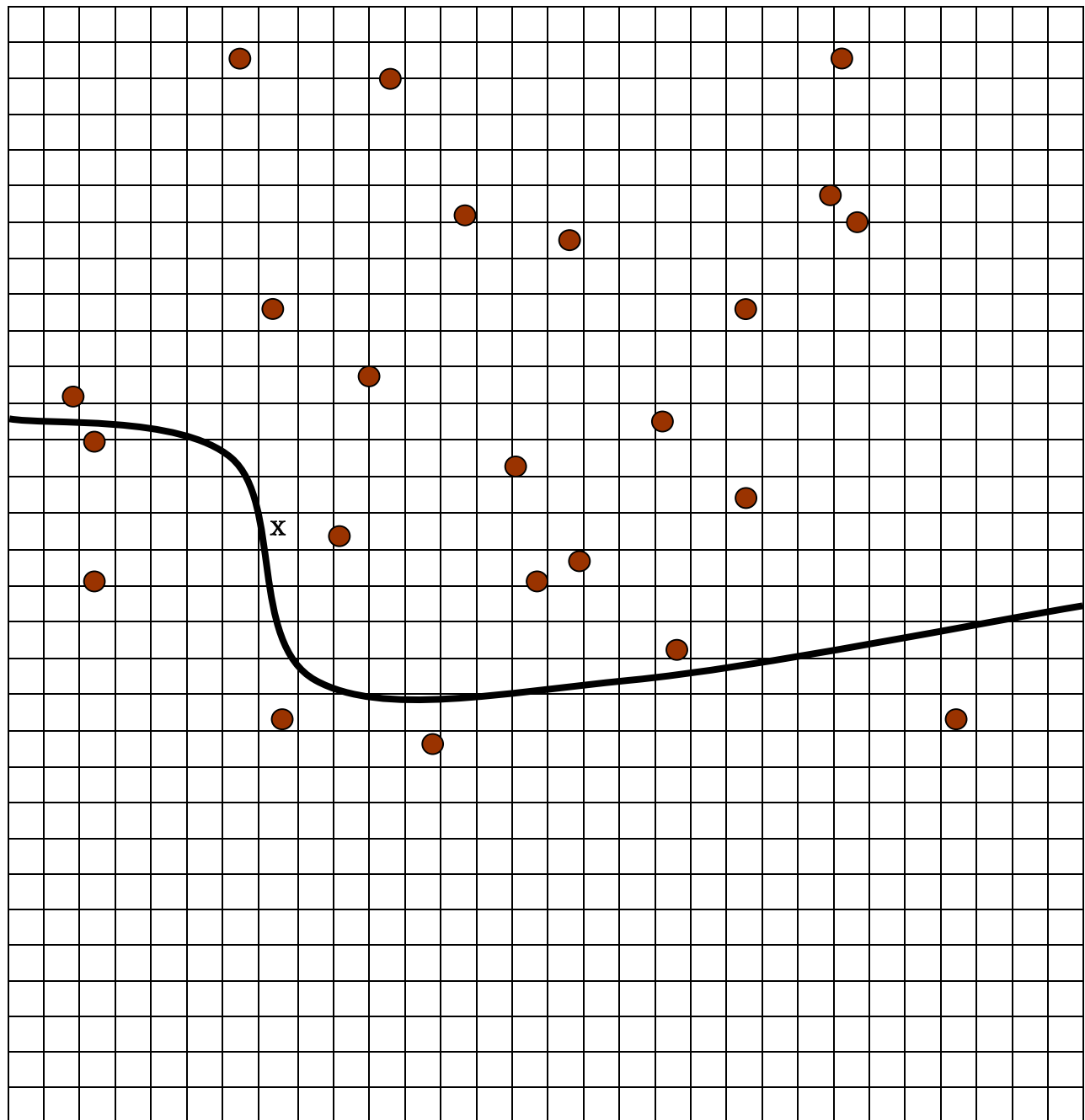


1 sq. = 5 feet

Fallen Wall Guard = F

Gate Guards Starting Positions = G

## DM Aids Map #4 – Forest Path



1 sq. = 5 ft.

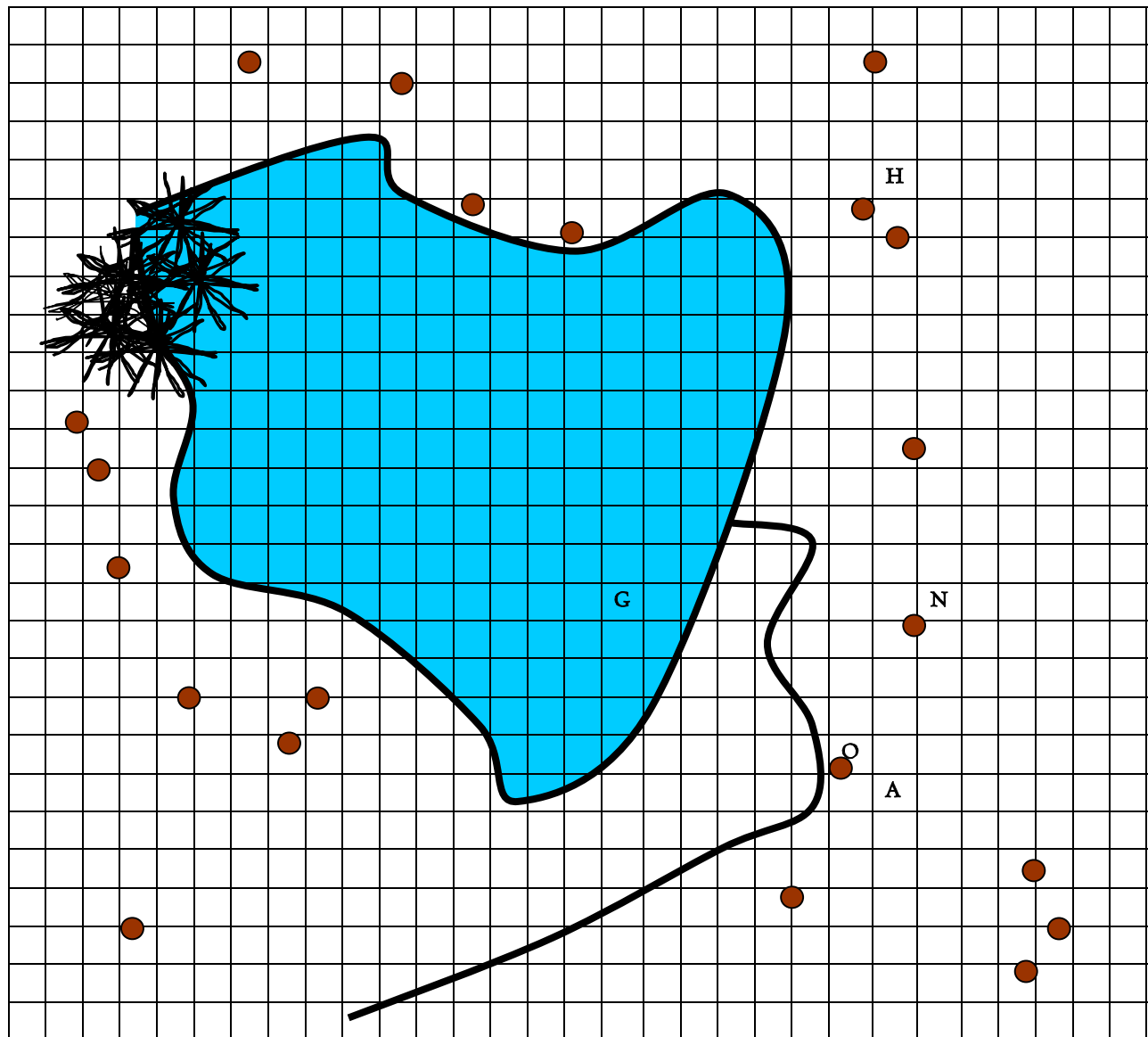
Tree Trunks = ●

Forest Path = —

Plant Guardian(s) Location = X



## DM Aids Map #5 – The Covey



1 sq. = 5 feet

Tree Trunks =



Forest Path =



Hag's Lair =



Stagnant Lake =



Ogres Starting Position (**O**), Green Hag Starting Position (**G**), Annis Starting Position (**A**)

Night Hag Starting Position (**N**), Hill Giants Starting Position (**H**)

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 דעם צווייטן זאך וואס מען זאל זעהן איז דאס וואס מען זאל זעהן  
 דעם צווייטן זאך וואס מען זאל זעהן איז דאס וואס מען זאל זעהן  
 דעם צווייטן זאך וואס מען זאל זעהן איז דאס וואס מען זאל זעהן

## Player Handout #2

*Esmyrelda,*

*As I have promised here is the first of the three parts that are needed to summon forth the Night King. I have entrusted the other two pieces of the ritual to your newfound sisters. I assure you that these are the only copies of the ritual as the scroll resists all attempts at duplication, which I am sure you have discovered. All I ask is aid in using the King to remove our common foes from the forest. When you summon forth the King please be mindful of the elves. While it would be entertaining to see their bones cracked under the King's heel, they do still have some uses and my control over them is complete. So please show some restraint, at least for now.*

*Your Friend in Wicked Pleasures,*

*R. B.*

*It Stalks the Night*  
**Critical Events Summary**

1) Did the adventurers negotiate a peaceful resolution to the encounter with the Boarlord Krrk? If no, was Krrk killed?

2) Did the adventurers end the scenario on friendly terms with Perdita?

3) Did the adventurers kill any members of the Free Band? If yes, who?

4) Did the adventurers break the covey and stop the final summoning of the Nightwalker?

If you are running this scenario at the premiere, please turn this summary in with your packets. Otherwise please email the results of this sheet to Will Dover, Gran March Triad, at [aeontrin@aol.com](mailto:aeontrin@aol.com). These results will affect the next scenario in the plotline. Thanks.