

TSS4-03

# Woodland Trail

## A One-Round D&D LIVING GREYHAWK® Splintered Sun Meta-Regional Adventure

Version 1.2

### Round 1

by Robert Wills

With plot and storyline assistance from Creighton Broadhurst and the Sunndi Triad

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Following the recent agreements between Ahlissa and its neighbors, on the matter of combined defense and trade, convocation of trading organizations from Onnwal, Ahlissa and Sunndi has been arranged to take place in Pitchfield, Sunndi. Why then do you find yourselves called upon to take a long walk to the Dwur Kingdom of Glorvardum, a land of which you know not enough, with a guide you do not trust, a dog you do not like the smell of, on a task which everyone else has proclaimed to be of utmost importance?

A One-Round Splintered Suns Meta-Regional Adventure for APLs 2-14

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

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## Introduction

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

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 Website, 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*.

### Preparation

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

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

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

### Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator along with any event tickets.

## 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.

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

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

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

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four, or sometimes even five 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 two things that you can do to help even the score.

- 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.
- 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 DC 10 Handle Animal or Charisma check. 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 Meta-regional adventure, set in Sunndi and the Dwur realm of Glorvardum. Characters native to the Splintered Sun pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit.

## Adventure Background

The United Kingdom of Ahlissa has recently signed the Naerie Compact with the Kingdom of Sunndi and the Free State of Onnwal. The Compact is a treaty designed to strengthen defense and trade between the former foes. As a result of this agreement, a convocation of the signatories has been called in Pitchfield, the capital of Sunndi. The subject is fair trade, prices and related tariffs on goods traded between the states.

In both Onnwal and Sunndi there is an air of mistrust and suspicion towards Ahlissa. However, recent events in Onnwal and elsewhere have led to a slight thaw in the previously frosty relationship between the United Kingdom and the states of the old Iron League.

Inevitably, there has been a hitch. While en route from Kalstrand to Pitchfield, via the Rieuwood, a squire to the Ahlissan envoy was kidnapped. The Ahlissan delegation is outraged and demands that the squire be returned. Rumours that the kidnapping might be politically motivated are rife in Pitchfield and tensions are running high.

However, there are no shadow conspiracies behind this diplomatic incident, just a band of opportunistic Sunndian bandits who have little clue how out of their depth they are. They have dispatched one of their number, Blanir, to issue their ransom demands and lead those delivering the money to a drop-off point of their choosing.

### IMPORTANT DM NOTES

If the group you are running are at APL 2 please see the special instructions for each encounter.

A number of maps have been provided in the appendix at the end of the module, the author advises you review this section prior to running the module as the maps will be of some considerable use, especially during combat. The author also requests that the DM reads all *read aloud text* out in its entirety as clues for the players have been placed at various points in this text.

## Adventure Summary

**Introduction:** How the PCs end up getting involved in the kidnapping depends on their home region. Onnwalon PCs may have escorted their diplomats to Pitchfield and so are at the beck and call of the envoys when the crisis breaks. Sunndian PCs may be called upon by their government to solve the highly embarrassing situation they find themselves in. PCs from Naerie or Innspa may have escorted the Ahlissan delegation to Sunndi and will be dispatched by their envoy to find his squire. PCs from other regions will be hired by the Sunndians to recover the hostage and end the crisis.

**Encounter 1: The Convocation:** The PCs are called before the relevant group (Onnwalons, Sunndians or Ahlissans) and asked to recover a squire who has been apparently kidnapped from the Ahlissan delegation. When he was set upon by his kidnappers, the squire claimed to be a Baron to save his own skin. As a result, he is now being ransomed by his captors for a sizable sum of gold.

Assuming they accept the task, the PCs are presented with Blanir, the young man who is to act as the PCs' guide in retrieving the missing Ahlissan. Blanir delivered the ransom note and claims to know where to deliver the ransom.

**Encounter 2: Into the Hills:** The PCs troop off into the foothills of the Gloriele Mountains north of Pitchfield and begin to discover what they have let themselves in for. They stumble upon a logging camp, and perhaps gain useful information if they are polite. If not, they can follow their guide blindly. Their first night in the forest is marred by wet and stormy weather.

**Encounter 3: High Road or Low Road?** The PCs have a choice of routes to take, as Blanir the guide seems unsure which would be best. If the PCs take the Low Road, they are attacked that night by some denizens of the hills. PCs taking the High Road will be untroubled, except for the weather. To add insult to injury, their second night in the forest is again wet.

**Encounter 4: This Way and That:** Blanir will attempt to make as many turns as possible to confuse the PCs, so they can not easily find their way back. He may succeed as he knows the area well and the PCs may not be aware of the deception until it is too late. The third night in the wilderness, is again wet, but the weather does seem to be improving.

**Encounter 5: Attack from the Wild:** Either ogres or giants attack the PCs, for no apparent reason. The creatures are tracking a group of Dwur of Glorvardum, who have murdered the females and young of their tribe. The PCs just happen to be in the wrong place at the wrong time.

**Encounter 6: The Final Climb:** The PCs begin the final climb and may be attacked by flying beasts! If the PCs took the high road in Encounter 3, they are attacked. If they took the low road they are not.

**Encounter 7: Lofty Heights:** The PC climb higher and higher on a ridge line, finding an ancient Dwur road, no more than 5 ft. wide and a lot less in some places. The PCs are set up for a potential ambush by their untrustworthy guide, Blanir.

**Encounter 8: Didn't They Do Well? But What Exactly Did They Do?** The PCs either rescue or ransom the squire and discover something strange...perhaps something important. As fate would have it the kidnapper's camp is

close by an entrance to tombs long thought to be lost forever. A goal for exploration another time, perhaps?

## Introduction

No matter where the PCs are from, read aloud or paraphrase the following:

*The sky is dark and overcast except for a few clear spots on the horizon, creating an odd but beautiful display of light in the distance above the city of Pitchfield, capital of the Kingdom of Sunndi. Pitchfield is both different to and yet the same as many other human cities you have seen before. Built atop of the highest hill in the area, its situation gives it a splendid view over the surrounding countryside - low rolling dells dotted with farms and small hilltop hamlets.*

*While the city is walled, it has a much greener and open appearance than is typical of human cities, and a large part of town sprawls outside the walls, down the hillside to a small river below. Strangely, this district looks much more cramped and typical of human settlements than the walled portion of town. The streets here are small and steep, flanked by rows of houses built almost on top of one another.*

*Approaching the city-gates, you note a few well-armed guards in sky blue tabards glancing in your direction. They greet you politely, but do not seem to pay much attention to you. Beyond the gate, a wide paved lane lined with young trees leads deeper into town. The buildings are stone-built and plastered with chalk whitewash. The slanted roofs are mostly made of slabs of gray stone, a building material that is probably cheaper in these hills than wood or clay, which provides ample protection against the merciless gaze of Pelor during the hot long summers.*

*Hurrying along the road towards your destination, racing the dark thunderclouds boiling up from the south, you notice that many of the buildings seem to be very new. A diverse range of races seem to make their home here. You almost see as many non-humans as humans, with gray olves being the most common, though there must be a sizable noniz (gnome) and dwur (dwarf) communities also.*

The DM must now determine who the PCs are working for.

If the PCs are natives of the Free State of Onnwal read the text below:

*Behind you rolls a covered caravan bearing the emissaries of the Free State of Onnwal to the Convocation of the Naerie Compact, a council to discuss trade between*

*Onnwal, Sunndi and Ahlissa, once enemies, now allies, albeit through necessity rather than any feelings of friendship and fraternity.*

*Just as the first fat raindrops begin to pelt the cobbles, you draw up outside a towering building close to the centre of the city, decked with the Green and Gold of Onnwal, the Golden Sun of Sunndi and the Sun and Nightingales of Ahlissa. Your charges stiffly disembark the caravan. The lead diplomat is Calwyrd Velhaster, a gray raincloak thrown over the white robes that mark him as a priest of Zilchus. He is followed by a gaggle of junior clerics and a number of notable Onnwalon Merchants, including Tygeld Carbani, head of the Carbani Merchant House.*

☛ **Calwyrd Velhaster**, LN male human (Oeridian), Clr6 – Zilchus,

*Appearance:* Calwyrd is a surprisingly young man of thirty. He has large brown eyes and brown curly hair.

*Character:* Though he has a soft voice, a relatively mild manner and appears to be a retiring type, Calwyrd has a keen intellect and is well versed on Olven matters. He speaks Olven fluently. He has served in the past as the Free State's Envoy to Pitchfield and is credited with securing the intervention of the Sunndian XIth army into the war against the Brotherhood in Onnwal, an event that led indirectly to the signing of the Naerie Compact.

PCs who have played the Onnwal Regional minimodule "The Envoy" or the Sunndian minimodule "The Onnwalon Envoy" will have met Calwyrd before.

☛ **Tygeld Carbani**, N male human (Oerid-Suel mix) Exp5/Rog2

*Appearance:* Tygeld is a tall, magisterial man in his late fifties. His steel grey hair falls to his broad shoulders and his stern, clean-shaven features project wisdom and authority. Tygeld's handshake is firm and few can match the intense gaze of his sea-grey eyes. Dressed in finery from the Urnsts and beyond, he looks more like a noble than a merchant.

*Character:* Tygeld is a stern, serious and quietly ambitious man. His keen eye for business and talent for driving a hard bargain have made him one of the richest men in Onnwal. Unlike many Onnwalon merchants, he spread his investments and assets abroad, keeping significant reserves in secure and stable countries such as the Urnsts and the Free Cities of Greyhawk and Dyvers. Thus, he managed to retain most of his wealth through the turmoil of the Greyhawk Wars and the Occupation that followed. His effective bankrolling of the Free State has made him an influential, if discrete, figure in the Szek's

Court. A descendent of Pomarji refugees, Tygeld hates orcs and half-orcs with a passion.

Read aloud:

*Wearily, you follow the entourage of priests and merchants into the reception room of the building. Velhaster and Carbani are greeted by a small delegation of Sunndian officials. Of more interest perhaps, is the repast of cold cuts and wine spread out on a long table at the far end of the room. Before you can get within striking range of the food however, one of the junior Zilchan priests intercepts you.*

*"The Ambassador would like a word with you urgently," he says.*

*Ambassador Velhaster is staring at the flagstones pensively as you approach. He looks up and gives you a taut smile.*

*"A matter has arisen that may jeopardise our mission here. However, it is a matter beyond the means of diplomats to resolve. Your skills and discretion however, might be just what we need. This lady is in need of your help, if you are willing to give it," he says, gesturing to a woman of noble bearing, clad in a fine green linen gown chased with golden embroidery.*

*"I am Lady Myrana Rinak," she says in a soft voice. "I ask your aid on behalf of the Crown of Sunndi, but I will not ask you decide on whether you will take up the matter I would task you with until you have heard what it involves. If you would come with me, I will tell you all."*

PCs who have played the Sunndi interactives *SND2M-04 The Onnwallian Envoy* and *SND3M-02 Harsh Words* may recognise her as Lady Myrana Rinak, AKA the Lady in Green.

☛ **Lady Myrana Rinak**, aka The Lady in Green, NG Female Human (mixed Oeridian-Suel) Rog4.

*Appearance:* The Lady Myrana is of average height for a human, with sharp facial features, long brown hair and a pale complexion. A dimple in her chin gives her a rather cute appearance. She wears a simple green dress with one golden chain around her neck and a silver brooch in the form of a rose on her right breast. Myrana speaks softly with a soft pleasant voice and a rolling r..."

*Character:* Lady Myrana is representing the Congress of Lords during the trade negotiations. She is the right hand of Count Kestor, one of the more outward looking and daring lords of Sunndi. Myrana is also rumoured to have contacts in the shadowy Veil of the Sun.

When dealing with adventurers she prefers to be polite, direct and informal, realizing fully well that that is

how most adventurers want to be approached. She tends to give all the information needed, though if for the success of a mission a bit of secrecy is needed she will do so as long as such will not lead to the death of her agents. When possible she will apologize for the deception afterwards. She honestly values the lives of her agents and luckily she has not yet been placed in a situation where she had to sacrifice people for the greater good.

If the PCs choose to help the Lady, go to Encounter 1

If the PCs are from Sunndi, the Dullstrand, the Adri Forest, the Sea Barons, the Lordship of the Isles, Knurl or elsewhere, read aloud the following:

*Just as the first fat raindrops begin to pelt the cobbles, you gain the door of the Sign of the Sovereign Sun, a large and popular inn close to the centre of the city. The spacious common room is busy rather than packed and it is not long before you have several jacks of foaming ale and a steaming leg of roast mutton set in front of you.*

*Before you can even take sup or bite however, a shadow falls across the table. Looking up you see a woman of noble bearing, clad in a long green gown of fine linen cloth, chased with golden embroidery.*

PCs who have played the Sunndi interactives *SND2M-04 The Onnwallian Envoy* and *SND3M-02 Harsh Words* may recognise her as Lady Myrana Rinak, AKA the Lady in Green.

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honestly values the lives of her agents and luckily she has not yet been placed in a situation where she had to sacrifice people for the greater good.

If the PCs have already met the Lady, she will greet them cordially as friends. If they have not, she will be polite, but will dispense with small talk and move straight on to the business at hand.

Read aloud the following:

*"You are fellows of some skill. You are no strangers to dangerous and delicate situations. I know this because it is my business to know.*

*"I have a delicate and dangerous matter to put before you, one of some import to me and the rulers of this realm. However, I will not speak of it here. If you come with me, you will learn more. Once you know more, you can decide whether you wish to help me or whether you prefer a quiet life, supping ale and eating mutton by the fire.*

*"I will respect your decision either way," she says with a sincere smile.*

If the PCs take up her offer, she will lead them to a large building nearby decked with the flags of Onnwal, Sunndi and the United Kingdom of Ahlissa.

Go to Encounter 1

If the PCs are natives of Naerie, Innspa or elsewhere in Ahlissa, read aloud the following:

*Behind you rolls a covered caravan bearing the emissaries of the United Kingdom of Ahlissa to the Convocation of the Naerie Compact, a council to discuss trade between Onnwal, Sunndi and Ahlissa, once enemies, now allies, albeit through necessity rather than any feelings of fraternity.*

*The journey from Kalstrand to Pitchfield has not been without incident. Passing through the Rieuwood, you were attacked by a group of Sunndian bandits. No one was hurt in the attack, and the cowards fled rather than face the edge of your blades or the taste of your magic. However, when you returned to the caravan, you found that one of your number was missing: Lemwyr, a squire to the Ambassador.*

*Just as the first fat raindrops begin to pelt the cobbles, you draw up outside a towering building close to the centre of the city, decked with the Sun and Nightingales of Ahlissa, the Green and Gold of Onnwal and the Golden Sun of Sunndi. Your charges stiffly disembark the caravan. The lead diplomat is Count Karaled of the Celestial House of Darmen. A pair of footmen hold a cloth canopy over his head to keep him dry in the gathering downpour.*

*He is followed by a gaggle of junior clerics of Zilchus and Writers from the Royal Guild of Merchants of Aerdy.*

☛ **Count Karaled** of Darmen, Trade Envoy from the United Kingdom of Ahlissa to the Convocation of the Naerie Compact, LN male human Ari3/Clr6 – Zilchus.

*Appearance.* Karaled is a short, thin man in his late forties. He is clean-shaven, razing even the remains of his thinning hair to the scalp. The count's large brown eyes seem to miss nothing, continually moving to study his surroundings, giving him the impression of being a nervous man. He wears fine velvet doublets, trews, and a brocade frock coat in favour of the plain white robes of a priest of Zilchus, though he does wear the symbol of the Bountiful Purse on his right hand in the form of a large gold ring.

*Character.* Though he may appear nervous, he is nothing of the sort. His continually shifting gaze mirrors the furious pace of his train of thought. Karaled possesses a fierce, prodigious intellect and is capable of absorbing vast amounts of complex information in seconds. As a result, he has little patience for those less fleet of thought than he. He is a ruthless and able negotiator and orator, capable of running rings around his opponents, leaving them bewildered in a maze of sub clauses and addenda. Karaled speaks rapidly, as if trying to keep up with his racing mind.

Read aloud:

*Wearily, you follow the entourage of priests and merchants into the reception room of the building. The count is greeted by a small delegation of Sunndian officials. Of more interest perhaps, is the repast of cold cuts and wine spread out on a long table at the far end of the room. Before you can get within striking range of the food however, Count Karaled launches a blistering and voluble tirade at the hapless Sunndians:*

*"Apologies? Is that all you have to offer? Apologies? Your benighted lawless peasantry have the gall to assail my entourage and carry off my man and all you can offer is your sympathy? Well it's not good enough! I came here with the impression that Sunndi was a civilised state. Yet, by the evidence of my own eyes, it is scarcely better than a barbarian anarchy!"*

*"I don't want to hear your apologies! I want to hear that you have recovered my man and strung those responsible for this affront from the nearest gibbet. Until then, there will be no negotiations. If my man is not returned alive and intact in 14 days, I will return to Kalstrand and recommend to the overking that the Royal Guild place a trade embargo on the Kingdom of Sunndi and the Free State of Onnwal."*

*"I shall await news of my squire's return in my chambers. Good day to you, sirs!"*

*With that, the count sweeps from the room with his entourage. A junior priest of Zilchus motions for you to follow.*

*"The count wishes to speak with you urgently", he says.*

The PCs had better obey the count, or face a severe telling off from the irate noble. Go to Encounter 1.

## Encounter 1: The Convocation

If the PCs have met Lady Myrana, Read aloud the following:

*Lady Myrana shows you into a small, richly appointed antechamber, lit by a number of strategically placed candelabras. A circular table dominates the centre of the chamber, at which a man and a woman are seated.*

*"My friends, may I introduce you to Guildmistress Cessira of the Merchant Guild of Pitchfield and the Worthy Lord Marrec, President of the Benefit. Lord Marrec, Mistress Cessira – I present you with the solution to this Ahlissan problem," says Lady Marana.*

☛ **Cessira Folken** - N Female Human (Oeridian) Exp2/Rog6 – Guildmistress of the Merchant Guild of Pitchfield.

*Appearance.* Cessira Folken is a young woman with clear Oeridian looks and dark hair that falls to her shoulders.

A Knowledge (Splintered Suns) or bardic knowledge check will reveal the following about Cessira's background:

**DC 12:** Folken has been the head of the merchant guild in Pitchfield for the last three years.

**DC 18:** The recent situation with Pelsand has put pressure on her, and some people are starting to doubt her leadership. It is important for her to get an agreement and stop the taxing of Pitchfield traders on the Pelsand roads, lest she lose confidence of her guild.

**DC 20:** She gained her current position after the former guild master was discredited and forced to step down. The exact details of his resignation are unknown, as it was arranged behind closed doors, and after Cessira's installation as guild master, all written records were destroyed.

**DC 25:** Folken has sent a high-ranking guild member to investigate setting up a permanent guild office in Axebjerg, near the northern border. Some see this as a

threat that the guild is willing to violate the agreement with the crown regarding Ahlissan trade if tariffs are not lifted on the Naerie route.

The recent trade agreement with Naerie has soured her relations with the Council of Lords considerably. While some trade opportunities have been opened, Hazendel's restrictions of the trade mean Pitchfield's merchants will benefit far less than they had hoped. The fact that they were not invited to the original talks is also cause for them to be sceptical about the results. The recent move to Axebjerg already indicates trouble.

Note: PCs who have played *SND4-01 Arrows from the Sun* and *SND4-04 Woodland Games* may have encountered Cessira before.

♣ **Lord Marrec Hugher** [MA-rek YOU-gar], - LN Male Human (mixed Suel-Oeridian) Clr4 - (Zilchus); President of the Benefit.

*Appearance:* Lord Hugher is a portly man, quite a catch in his earlier years, but less so now with age showing. He has a small moustache and uneven teeth, but a catchy smile and a warm voice. He dresses in loose fitting clothes, decent but not very opulent. He wears a prominent silver symbol of Zilchus.

A Knowledge (nobility or royalty), bardic knowledge or Knowledge (Splintered Suns) check will reveal the following about Lord Marrec's background:

**DC 12:** Lord Hugher is a senior priest of Zilchus, and the most visible face of the Benefit, a merchant organization based in New Keep. He is Senior Administrator, and conducts all business with the local farmers. He reports to Lady Councillor Elyda Velsher of the Newkeep city council.

**DC 17:** Hugher is originally from Naerie. He is a distant member of House Darmen and strongly supports free trade between Ahlissa and Sunndi.

**DC 20:** Hugher succeeded Meladrin, a man who turned out to have been cooperating with the bandits for as yet unknown purposes. Meladrin's treason has done quite some damage to the Benefit's reputation, and Hugher has had his work cut out to restore confidence in the organisation.

PCs who have played *SND2-01 United We Stand*, *SND4-01 Arrows from the Sun* and *TSS03-07 The Lance of Osson* will have met Lord Marrec.

Whatever the PCs might suspect, Lord Marrec has absolutely nothing to do with the current kidnapping or the bandits involved. He will take serious offence if accused of such.

Between them, Lady Myrana, Lord Marrec and Mistress Cessira will explain what has happened.

The basic facts are as follows:

- Count Karaled of Darmen, the Ahlissan envoy to the Convocation has been attacked by what appear to have been Sunndian bandits en route to Pitchfield. The Ahlissan escort fought off the bandits, but once the dust had settled, it was found that the envoy's squire was missing.
- This morning, a Sunndian woodsman by the name of Blanir delivered a demand for a ransom of a "Baron" Lemwyr. However, there was no noble of that station with the Ahlissan delegation.
- This "Baron" is obviously the missing squire, who was named Lemwyr. It is clear that Lemwyr told his captors that he is a Baron to save his own skin.
- The Ahlissan envoy has vociferously refused to pay the ransom, claiming that as the attack happened on Sunndian soil, it is they who should sort out this mess. In fact, he is insisting on it! If the squire is not returned alive in a timely manner, the Ahlissan delegation will withdraw from the Convocation. The possibility of a trade blockade of Sunndi has been spoken of.
- The ransom has been set at APL x 1000gp. The variable ransom is so that it is possible (but painful) for the PCs to pay the ransom themselves if they choose. However, Lady Myrana will state in no uncertain terms that the Sunndian Crown does not give into the demands of kidnappers and bandits. She wants the PCs to recover Lemwyr alive and, if possible, bring the bandits to justice.
- The woodsman Blanir, very probably an accomplice of the kidnappers, will lead the PCs to a point where the ransom is to be paid. The merchants will loan a sum equal to the ransom to trick Blanir into believing that the PCs really intend to pay up. Obviously, the money is to be returned in its entirety, along with Lemwyr and the kidnappers. While it matters little if the kidnappers are returned dead or alive, it is imperative that Lemwyr be recovered alive and well.

The two merchants will stress that the Convocation is vital to secure trade relations with Ahlissa. Given the fact all trade between Sunndi and the central Flanaess must flow through Ahlissa, an embargo would ruin many Sunndian merchants, who had just begun to recover from the lean years of the Greyhawk Wars and its aftermath.



The merchants can explain to unwilling PCs that their country will benefit from the stronger position at the Convocation should they succeed in their task and gain credit for the deed. The honor of putting their country in that strong position is in their hands. Better prices will benefit both rich and poor alike.

No financial reward will be offered. This point is not negotiable. If the PCs are satisfied and wish to take up the task, go to Encounter 2

If the PCs are in the employ of Count Karaled, read aloud the following:

*You are shown into a small, richly appointed antechamber, lit by a number of strategically placed candelabras. A circular table dominates the centre of the chamber, at which Count Karaled is seated.*

*"Ah, excellent! Please good fellows, sit, sit! Did you enjoy my little show for the Sunndians? If that olve had gone any paler, I think he would have passed out on the spot.*

*"But enough of that. Down to business. Lemwyr my squire must be recovered, but I am damned if I shall trust these Sunndians to do it. It is my hypothesis that they are the very ones behind the whole affair. Therefore, I want you to bring Lemwyr back alive and in one piece and leave those responsible dead and in as many pieces as you can contrive to carve them up into. Do bring me their heads though. These Sunndians need to be shown the folly of meddling with the servants of the Nightingale Throne of Ahlissa."*

The basic facts are as follows:

- This morning, a Sunndian woodsman by the name of Blanir delivered a demand for a ransom of a "Baron" Lemwyr. However, there was no noble of that station with the Ahlissan delegation.
- This "Baron" is obviously the missing squire. It is clear that Lemwyr told his captors that he is a Baron to save his own skin.
- The Count refuses to pay the ransom. The ransom has been set at APL x 1000gp. The variable ransom is so that it is possible (but painful) for the PCs to pay the ransom themselves if they choose. However, the count will state in no uncertain terms that the United Kingdom of Ahlissa does not give into the demands of kidnappers and bandits. He wants the PCs to recover Lemwyr alive and dispose of the bandits with extreme prejudice as a warning to other would be kidnappers.

- The woodsman Blanir, very probably an accomplice of the kidnappers, will lead the PCs to a point where the ransom is to be paid. The merchants will loan a sum equal to the ransom to trick Blanir into believing that the PCs really intend to pay up. Obviously the money is to be returned in its entirety, along with Lemwyr and the severed heads of the kidnappers.

Once the PCs are satisfied, go to Encounter 2.

## Encounter 2: Into the Hills

In this encounter the PCs enter the forests en route to the kidnapper's camp in the Gloriele Mountains, and get a feel for lay of the land. They also have the chance to meet some of the locals, and gain information about the surrounding country and its dangers.

No matter who the PCs are working for, the scene the next morning is the same. Read aloud or paraphrase the following:

*Next morning, the driving rain is falling in sheets. Peals of thunder rumble ominously from the leaden sky. You are standing in the shelter of an arcade, watching the rain lash the cobblestones of the streets. Torrents of muddy water gurgle and rush along the gutters and out through Pitchfield's northern gate.*

*A patrol of sodden Sunndian soldiers comes tramping down the street towards you. In their midst, you can see a short, bedraggled young man swathed in a much patched traveling cloak, which may once may have been brightly coloured, but is now a mud-spattered, grotty brown. A mangy dog trots along beside him, stopping occasionally to bite and scratch furiously at what appears to be a considerable infestation of fleas.*

*The Sunndian warriors come to a halt. Before the sergeant at arms can utter a word, the man in the mudstained cloak pushes past him, sticks out a grubby hand and says: "Blanir's the name and guiding's my game. You got the money then?"*

### DM Note

Blanir, the guide given to the PCs, is an important character so his information is given below. He will not fight at any point in the module; he is no coward, but likes to stay alive. He will dive for cover in all combat situations.

☛ **Blanir:** NE male human (Oeridian) Com1.

*Appearance:* Short, of average build, clothed in dull natural colors, no armor or weapons.

*Character:* In his early twenties, Blanir is a thief in the making. He is not stupid and is aware of his insignificance in current events. He was originally from a village far in the south of Sunndi near the Vast Swamp. Thus he has a longstanding wariness of swamps and their inhabitants. Blanir was thrown out of the town and disowned by his family having been suspected of stealing from his neighbours. This he considers a great injustice, as there was no proof, despite the fact that he was actually guilty! He will admit as much with pride.

Blanir is a member of the kidnap gang holding the Ahlissan squire. He has been sent to Pitchfield to bring the ransom demand and escort the group delivering the ransom to the drop-off site in the mountains. He will insist on seeing the money before he leads the PCs anywhere. If threatened by any of the PCs, he will tell them to back off if they ever want to see the hostage alive again. If anything happens to him, his companions will kill the Ahlissan without a second thought.

Blanir has a companion in the form of Lucky, a mangy mongrel dog, non-descript brown in colour and pungent in odour. Blanir is very fond of the cur and will not take kindly to anyone abusing him.

Blanir will refuse to go one step without first seeing the ransom money. Once he is happy that the PCs can pay the ransom and the PCs themselves are ready to depart, ask the players to set the marching order for open territory, with Blanir at the front. Then read aloud the following:

*Setting out northward, the wind drives the rain almost horizontally into your face. Your unwanted guide, Blanir, seems to know where he is going, but his exact plan and motives are unclear. Somewhat like its master, the smelly mongrel appears not a little dim and stupid. It stays close to Blanir, except when nature requires a short stop.*

*The noise of the wind is incredible, and it constantly flaps your wet clothing around you. After a long climb going slowly uphill you arrive at the edge of the forest. Many young fir trees with branches at ground level bar your way. Blanir pushes forward and disappears into the trees.*

Give the players a chance to respond, if anyone says they go in right behind him read the following boxed text:

*As you rush through behind Blanir, you see him some 15 feet away, studying the ground at his feet. He appears to come to some conclusion, scuffs his feet and turns towards you.*

Blanir has in fact just destroyed a marker left by his companions, which tells him where the others are hiding.

Until now he did not know which of five possible locations his companions are at. He did however know where the marker would be. All that is left of the marker is a few lines in the ground, a burnt twig and a couple of stones.

If the PCs do not enter the tree line, Blanir will come back and get them after a few minutes. Read aloud the following:

*After pushing your way through the wet fir trees, you are soaked to the skin. Beyond the young growth lies a steeper slope clothed with taller firs and pines. The thick carpet of yellowed pine needles is soft and springy underfoot. A few plants and shrubs thrive in the areas where daylight penetrates the canopy, but generally undergrowth is sparse and the way ahead clear.*

*Blanir calls out:*

*'Come on then! We can make a good distance before dark if we get a move on. We have about three or four days travel ahead of us, mostly uphill'.*

*Then he sets off up the slope between the brown-gray trunks of the taller trees.*

Blanir will say nothing more of his destination, but insists the PCs must get moving. He is willing to talk as he travels and is keen to know as much about the PCs as they are willing to tell. His main focus is on finding out who is the most powerful member of the party, be it magic user or fighter, but he will not ask directly. Blanir will say something of himself and perhaps too much if his questioner is clever (he may give away that he is "a bit of a rogue").

Continue below when ready:

*You walk for another two hours. As you crest the second steep climb of the day, you see what appears to be a woodcutters' camp in the valley below. It seems to be occupied by humans, though there is at least one Dwur also.*

*Blanir half turns and says: "We had better stay with the loggers for the night. Safety in numbers and all that. If that's OK with you lot?"*

The PCs can either:

- 1): Enter the camp to talk and perhaps stay;
- 2): Bypass the camp and rest somewhere else;
- 3): Attack the camp.

### 1: Enter the camp and talk

This is an open and free-flowing encounter. Let the PCs do whatever they want. The camp is inhabited by a group of 11 humans and 1 Dwarf. There are the following points the PCs may want to know, please read them out as you see fit.

- There is a large fire blazes in the center of the camp, in preparation for the cooking of the evening meal.
- The only accommodations the loggers have are animal skin bivouacs.
- The loggers are carrying axes (not battle axes), and look hardy, though none have armor.

If the PCs enter the camp, the loggers all stand and seem interested in the visitors (they do not get many). Any female is offered a nice dry place to sit next to the fire. The men are all Oeridian, and all are willing to talk and chat. It is Godsdag, a day of prayer and rest, so there is little work to be done.

### Characters of Note

The loggers wear working clothes and carry axes, wrapped in oilskins against the rain and either tucked into bedrolls or kept near to hand. The dwarf bears a battleaxe as well but it is kept out of sight.

**Gorsenn**, logger boss: CG male Oeridian human Exp3; Rough and tough like all the others in the group, and a commoner, Gorsenn knows more about his trade than any his companions. He is suspicious of the newcomers, as are all his men, but will be polite. However, if the PCs are foreigners, a note of caution and distrust will also be apparent.

Gorsenn is willing to give advice if the PCs are both polite and honest (as far as he knows). He will not help anyone (or their group) who mistreats or threatens his men or who tries to order him around and question his authority. The same goes for 'snobs'. He will take money for information but it will neither change his opinion nor the information given but he will at least give the information listed under DC 10 to 15 Diplomacy check.

♣ **Marbrenn**, cook: CG male Oeridian human Com1; Again a commoner, Marbrenn is a bit more jovial than the others. He likes to be entertained and loves music. If he sees a musical instrument, he will insist on a performance. Add a +4 Circumstance Bonus to any Diplomacy check with Marbrenn if a PCs has done some sort of 'performance' for the camp.

### Diplomacy Checks

As the loggers are somewhat suspicious of the PCs, they may not want to tell the PCs things. Accordingly, the PCs need to make a single Diplomacy check for Gorsenn and Marbrenn to make a good impression and gain their trust.

The first PC entering the camp should make the first Diplomacy check (see below for the DC), as Gorsenn will

move to greet them. Apply modifiers for role-playing at your discretion.

The second Diplomacy check with Marbrenn is only allowed if the PCs do not anger Gorsenn, although if anyone is carrying a musical instrument, Marbrenn will actively home in the PCs, Gorsenn's attitude notwithstanding. If no musical instruments are visible, then, assuming the PCs have not angered him, Gorsenn will direct the PCs to Marbrenn as a source of information.

DO NOT permit the group to make any additional Diplomacy checks. There is only one chance to make the first impression.

If the PCs have upset Gorsenn (i.e. failed their checks), the loggers will not share any information with them, though they will still provide the PCs with food and water as needed.

**Diplomacy check modifiers:** +4 circumstance bonus when requesting information from Marbrenn the cook, if the PCs have performed some form of musical entertainment

+4 circumstance bonus with Gorsenn the Logger Boss or Marbrenn the cook if the PC is Oeridian. This represents the softening of strong suspicion of the PCs by the Loggers due to race.

Apply a discretionary modifier for good/bad role-playing.

Once the checks have been made for a given NPC, he will answer questions with answers from the lists below, depending on the result of the check.

#### Diplomacy Check DC 10

- *"Ware the woodland spirits, take care in the woods, build only small fires and treat the land as you would a babe in arms".*
- *"Only take water from a running stream, don't eat any fungus unless you know it will not harm you."*
- *"There's many pit traps about used to catch wild boars. Careful where you step! There is a black boar nearby that is getting a bit brave and his tusks are huge."*

#### Diplomacy Check DC 15

- *"If you run short of food, stake out one of the water pools, a deer or other animal will come along for a drink sooner or later. Or you can try for a rabbit at least."*
- *"If you come across any Dwur, show respect and you will be all right. They are no danger to us but here they travel in groups and it's their land."*
- *"If you go up high, keep quiet, for the birds up there are vicious and deadly, or so I have heard."*

Diplomacy Check DC 20+

- *"Not all plants are friends. I heard of one that can even fly at you and eat your arm right off!"*
- *"Tis said a demon of some kind stalks the deeper forest at night; it must be invisible, though, because no one has ever seen it!"*
- *"There is a group of people further north up to no good, they are lead by a short chap, but I have never see them up close and do not know their numbers."*

After the PCs have had some interaction with the loggers, they will be allowed to stay if they can convince Gorsenn they are no threat and they have not offended or threatened anyone. The presence of any larger than normal or dire animals with the group will be considered an automatic threat that will mean the PCs will be asked to leave at dusk. Due to the loggers' superstitions, once a creature is seen it will be considered a threat. Simply dismissing the creature into the woods will not cause the loggers to change their minds about the danger.

If they are forced to leave or end up in a fight, skip the rest of this section and select one of the other sections: 2) Bypass the camp and rest alone somewhere else; 3) Attack the camp.

If the PCs stay the night with the loggers, read aloud in the morning:

*As you awaken, you realize what a terrible night of weather you have had. The rain has been pouring down constantly on your borrowed leather shelter. Thankfully it stayed up in the winds that whipped at it all night. There is a warm broth (soup) on the fire, which you have been offered.*

If the PCs have no further business or questions for the loggers, they can set off. Go to Encounter 3

## 2: Bypass the camp

Read aloud the following when the PC make the decision to bypass the camp or are asked to leave.

*As you move away from the camp and climb uphill, you catch a sniff of some stew brewing in the camp behind you. It smells quite good.*

*After some searching, you manage to find a little overhang of rock, which juts up out of the ground. It will provide a little cover against the rain now night is truly upon you. You cannot help noticing how quickly darkness descends.*

*Your guide lifts his head saying:*

*"The weather is going to be unkind this nigh".*

*Blanir unpacks an oilskin and calls his dog to him before wrapping up with his back to the rock.*

Allow the PCs to set watches and do anything else they would like (like build a shelter). It is possible for the PCs to use spells to safeguard their safety, but remember they all need eight hours rest (not actual sleep).

### **If the PCs build a shelter**

If they have no tents, the PCs will have to construct a shelter. To construct a shelter, the DC is normally quite low. However to construct a shelter to withstand the storm that is about to happen requires a DC 10 Survival check and one hour to complete. The shelter will stand for one hour for every two points over the DC. It is 8 hours until dawn.

Apply a +5 circumstance bonus if the PCs have an oilskin (or tent material) or can convince Blanir to give up his oilskin for a place in the shelter (he wants a dry night as much as the PCs do). Do not advise the PCs of the success or failure 'till either morning or when the shelter falls down.

There is no problem if the shelter holds up. If it does not they will have to rebuild it, costing half an hour with the same skill check (as they already have the materials gathered.)

Select one of the following and read aloud.

### Shelter Built & Held Up

*As you awaken you realize what a terrible night of weather you have had. The rain has been poring down constantly on your shelter. Thankfully it stayed up in the winds that whipped at it all night.*

### No Shelter Built or Shelter Falls Down

*The elements have been unkind. The rain and wind have been constant. You have been battered and drenched despite the cover provided by the trees around you. This has been a truly horrid night of rest.*

If the PCs have not had a 'restful' night, no hit points are regained through natural healing nor can be any spells be regained. The PCs will be considered fatigued until they have eight hours comfortable rest. Olves may not be fatigued dependent on when they were on guard duty and sleeping times, as they only need four hours. However, they will still need the full eight hours to re-memorize spells.

If the PCs are ready to proceed, go to Encounter 3

### 3) Attack the camp

This will be a short fight, ten of the occupants are human Com1 (hp 4; melee +0 (1d6/x3, hand axe)) and one is a dwarf Com1 (hp 5, melee +1 (1d8/x3 battle axe). The final character is Gorsenn. Consider him as a Exp3 with maximum hit points (hp 13; melee +2 (1d6/x3, hand axe). They will attempt to flee if half their numbers are downed.

If this happens and ANY of the loggers are slain, any PC directly involved in the killing has performed an evil act and MUST immediately be removed from play and the LIVING GREYHAWK campaign. The other PCs receive no XP for the death of innocent peasants, nor are the dead men's possessions worth anything to scavenge and resell.

When all is over and the smoke has cleared, find out how the PCs are going to spend the night and continue with that section as best you can. After killing the loggers the PCs may not wish to spend the night at their camp!

When the PCs are ready to proceed next morning, go to Encounter 3

## Encounter 3: The High Road or Low Road?

This encounter follows on from Encounter 2. The PCs have just set off after their first night in the forest. They are given a choice of route to take by their guide. One route leads to a combat sooner, the other to a restful night's sleep and combat later in the module.

Read aloud the following:

*The going is initially much the same as yesterday with the trail winding on uphill for the most part and the weather still miserable. As you climb, your surroundings begin to change somewhat. The bare lower trunks of fir trees surround you like a colonnade of wooden pillars. It must be 40 feet up to the first branch. A thick carpet of pine needles covers the ground, making the going soft but soggy underfoot. The forest floor is bare, bar the occasional fungus or fallen tree.*

*You suddenly become aware of how loud the patter of raindrops through the canopy has become. Aside from there rain, the forest is completely silent. You can hear your friends breathing but all else appears still. Your guide seems unfazed and is plodding on ahead, though his dog has taken the opportunity to add further dampness to a nearby tree.*

If the PCs have animal companions, they will not have reacted to the change. Allow the PCs to react if they wish (they may assume the lack of sound to be an attack imminent!), if they do not react or when they wish to carry on continue below;

*The storm rages on above, but under the canopy, its clamour is muted. You can hear water landing on the ground after its long fall from the treetops and to notice the creaking of the trees, forced to sway due to the gales above and the occasional quiet call of birds singing high in the trees.*

*For the past hour you have been following some sort of game trail, little more than a faint thinning of the pine needles on the ground. Blanir stops and seems a little indecisive at a fork in the trail.*

Blanir will not make the choice of trails himself for two reasons. Firstly, he is actually unsure which way is best and if he picks the wrong one the PCs may blame him for anything that goes wrong. Secondly, he wants to see who makes the decisions for the party and thus learn more about them.

If a PC approaches Blanir or calls out to him read aloud the text below:

*"I'm unsure which way would be best today. The left path would be my chosen route, but we have had a lot of rain and the trail that way is in the lee of a steep rise. Right, the trail goes through thicker undergrowth and I would have to stick to the trail. In more than one place that trail sees open sky. The weather I don't mind but the poison dragons I do. Then again, will they fly in this? The distance is the same as best as I can guess. Which way do you lot think?"*

If the PCs ask about why the first trail is bad, Blanir will explain, speaking really, really slowly as if to someone who is both deaf and stupid that this means it will be very wet under foot and that the trail leads through a marshy valley. Moreover there is a risk of landslides or floods, given the torrential downpour. Blanir does know more and if asked about either route he will give the following information.

#### Left – Low road

Creatures:

*"Possibility of crocs, snakes, lizards and I have heard about some plants that can pick you up and kill you, but I am not sure that's true!"*

Terrain:

*"It'll be a bit wet and boggy, the trail may be flooded in places, but the trees there are different and we should be able to go around if it gets too bad."*

#### Right – High Road

Creatures:

*"You want more them bloody dragons! Well a good sign would be wolves or wild boars that would mean no dragon today!"*

Terrain:

*"On three occasions the trail goes through areas, which see open sunlight. On all three occasions we will be above the treetops and exposed for a short time. The ground will be hard underfoot and sometimes rocky."*

Allow the PCs whatever time they need to make their choice. When they have chosen make a note their choice, and select from the following options.

- Right - High Road, Go to Option A – Left.
- Left - Low Road Go to Option B - Right.

### Option A – Left

The PCs have taken the left trail, the low trail through a marsh. Though they will not know it yet, combat is imminent.

Read aloud again:

*You have traveled the rest of the afternoon. For the last hour or so the ground has become soft, wet and muddy. The fir trees have given way to white barked silver birches and the ground is again full with bracken and undergrowth.*

*The storm has obviously died down now and though it is still raining, it no longer impedes your travel or sight. Your mighty leader Blanir has veered off the track heading for what looks like a bump in the ground. The smelly dog has run on ahead and seems happy to be out of the damp sludge in which you are all walking. The rise is perhaps 5ft higher than the surrounding area, which is almost flat.*

*Blanir grunts again:*

*"It is getting late again and it's time to set up camp. There's dry ground ahead and a fresh supply of water from a spring. The storm is breaking, so we should have a nice night's rest."*

Ask the PCs what they are doing and if and how they are setting watches. Pick the APL section from Combat below as some of the APL's are different, at least look at the tactics before hand as in some situations the combat may be triggered by the PCs prior to nightfall.

### **Combat Environment**

DM NOTE – the terrain here is Medium Forest, (*Dungeon Masters Guide* page 87) which means only 30% (in this case the top of the mound 20 feet radius, roughly) of the ground is free from foliage. Elsewhere the light undergrowth is from between 2-8 feet high though up to 20 feet in some clumps of bracken and bushes, much of which is

waterlogged as well. Any creature/PC applies the conditions below if they are NOT in a clear area. (There is a player handout for these conditions)

### **Conditions: Light Undergrowth**

2 squares of movement to move into light foliage

+2 to DC of Move Silently and Tumble checks

Provides Concealment

Listen checks at –2 per 10 feet (not the usual –1)

Impossible to Spot creatures beyond 40 feet. (Due to total concealment beyond that distance)

### APL 2 (EL 4)

➤ **Ratswarms (2):** Tiny animal (swarm): hp 13, see *Monster Manual* p239

Allow the PCs to go to sleep, roll randomly to determine on which watch they are attacked and for the direction of attack.

**Tactics:** None whatsoever! The first swarm will approach at normal speed moving (Move Silently check at –4) and keeping out of sight (Hide Check at +9). The second swarm will move in and attack at the end of round two with the same checks and from a random direction again.

**Treasure:** None

### DM Note

Keep an eye on any PC not getting any sleep, though the PCs could rest the next morning.

### APL's 4-14...

If the PCs search the immediate area or start to build a shelter, jump straight to the combat section below, if not roll randomly to find out which watch the attack happens.

If the PCs search the area, the creature(s) will attack as soon as one of the PCs is in range, an opposed Spot check vs the creature's Hide will be required to see if the PC is caught flat footed (there is no surprise round as the PC was actively looking for trouble).

If the PCs start building a shelter, they will have to forage for materials and will be considered distracted by that task. As such they have a –5 conditional modifier to the opposed Spot check. Any PCs failing this check will be caught flat-footed.

### APL 4 (EL 6)

➤ **Tendriculos (1):** Huge plant: hp 94, see *Monster Manual* p241

### APL 6 (EL 8)

➤Tendriculos (2): Huge plant: hp 94, see *Monster Manual* p241

### APL 8 (EL 10)

➤Tendriculos (4): Huge plant: hp 94, see *Monster Manual* p241

### APL 10 (EL 12)

➤Greenwise (2): Huge Plant: hp 102; see Appendix 1

### APL 12 (EL 14)

➤Greenwise (4): Huge Plant: hp 102; see Appendix 1

### APL 14 (EL 15)

➤Greenwise (6): Huge Plant: hp190; see Appendix 1

**Tactics:** The plants have moved to this spot knowing that travelers sometimes stay here, they have settled within 50 feet of the clearing and will wait till someone comes within range or after a few hours waiting will close in to eat. They are very hungry and do not work as a team, each individual will kill 'till full of food then depart.

**Treasure:** None

### DM Note

Keep an eye on any PC not getting any sleep, though the PCs could rest the next morning.

If the PCs defeat the creature, go to Encounter 4

### Option B – Right

The PCs have taken the right trail, the high road. This will expose the PCs to the elements, but at this time they will escape attack! Read aloud the text below:

*You take the right trail, hoping it is the correct and safest trail. The path is mainly uphill, the tall fir trees spreading their branches high above you. Water drops are still coming down heavily through the trees, though you can see no sky through the canopy overhead. Blanir begins to move slowly and quietly. Motioning over his shoulder for you to stop, he keeps his voice to a whisper:*

*“Any of you good at scouting and keeping out of sight?”*

When a volunteer is found continue:

*“We are about to lose the cover of the trees, up ahead the path breaks out onto solid rock. We need to scout the area and get our bearings to the next rocky outcrop. To do this we need the height of the rocks above the trees. If we go around we could end up on the wrong trail”*

This is in fact the truth, for the PCs at least, though he guesses he could find his way but there would always be a chance of getting lost.

As someone advances, have them make a DC 15 Move Silently check. Blanir will note a major success. Continue below:

*As you advance, the light grows and the undergrowth thickens. The storm has died down now, but it is still raining a little. At the edge of the trees, wild flowers cluster thickly in the brightening light, intermingled with a mixture of grasses and herbs. The rocky outcrop ahead of you is tall, wide and steep. It looks like it may have a flat top.*

Again the PCs may expect combat, there is none; they can enter the area and climb the stone, read aloud

*You can easily spot another spike of stone slicing through the trees a long distance to the north, unfortunately uphill again.*

Allow the PCs to report back to the rest of the party and then read aloud or paraphrase the following:

*Continuing on, you pass two more rock outcrops without incident. The day is long and though the rain is still falling, there is shelter under the trees and the air is warm. That evening, your campsite is set under the trees in an area with almost no undergrowth, making it easy to spot anything sneaking up on you this night.*

Let the PCs set watches as usual. Then select the appropriate APL from below.

The night passes uneventfully. Go to Encounter 4

## Encounter 4: This Way & That

This encounter follows on from Encounter 3. Regardless of whether the PCs took the high road or low road, the guide will attempt to make as many turns as possible to disorientate the PCs, so they can not find their way back. Blanir knows the area well and the PCs may not be aware of the deception until it is too late.

Read aloud the following:

*The next morning, the rain is still falling. After the first few hours travel, the fir trees begin to thin out more. The light penetrates easily between them and the undergrowth runs wild. Your guide seems keen to keep a*

*healthy pace today. You have made a turn heading almost downhill for an hour before turning right to climb an incline. The slope is very steep and you almost have to scramble up on your hands and knees. At the top Blanir insists on stopping for lunch, saying he thinks he may have pushed the pace a bit too much.*

This again is the truth. No party should travel too fast through the forest, especially not this one, without taking the time to study the animal trails and signs of danger all around. However, Blanir knows the risks, and intends to vary both the speed of travel and direction as much as possible today.

Over dinner Blanir will continue to probe the PCs for their strengths and weaknesses especially who among them is the most powerful in combat.

If any of the PCs wants to figure out where they are or expresses a concern about the way home allow them a DC 20 Survival check to avoid getting lost and not be able to find their way back. (The reason for the High DC is because PCs are being led and not finding their own way plus their "guide" is trying to confuse them. If the PCs said previously that they have been keeping an eye on the trail all along, reduce the DC to 10.

If the PCs express concern about their location AFTER the rest stop (i.e. after you begin the next read aloud text) then use the following.

- PC questions during the next read aloud text = DC 25 Survival check.
- PC questions after the next read aloud text = DC 30 Survival check

Again, if the PCs have stated they were keeping an eye out for landmarks and the route they have been taking, reduce the check DC by 5.

If the groups progress is not questioned or the PCs failed their checks, then the party are considered lost at the start of the return journey. Keep in mind they will have traveled between 10-20 miles in this day alone, so flying up to take a look around is not going to help!

The PCs could of course *charm* Blanir or use magic to gain information. If this happens permit an additional DC 15 Survival check if useful information is extracted.

Blanir will not give information freely even under pressure. Without him the PCs will fail and he knows it.

#### DM Note

Read the next section slowly. Give the players the opportunity to interrupt you.

*As you set off again after your rest the pace is slower, and thank the gods it's finally stopped raining! The going is easier the trail being flat for the most part. The smelly dog seems happier at the slower pace.*

*Your guide makes a number of drastic changes in direction during the afternoon. As the light starts to fade again, he stops and moves off the trail looking for somewhere to camp.*

*Blanir speaks up: "Time to set watches again. I can take one if you want?"*

After watches and precautions have been made read the following.

*Your campsite is better this evening though the weather is cooler and dryer.*

Have the PC on the middle watch of the night make a DC 15 Listen check. If they are successful, read aloud or paraphrase the following:

*You have been on watch for about an hour. The nighttime sounds of the forest are familiar by now. Perhaps that is why your ears pick up at the strange sounds carried on the breeze. You hear the distant clash of metal and then a long braying note, as though from an immense horn, far off to the north. The horns sounds three times, and is then cut off suddenly.*

No further sounds will be heard. The sounds are far off to the north, though given the way sounds echo and carry in the hills, it's hard to say how far away it is. In any event the rest of the night will be uneventful.

Go to Encounter 5

## Encounter 5: Attack from the Wild:

This encounter follows on from Encounter 4. The PCs are attacked for no apparent reason after stumbling onto some tracks.

*Blanir seems keen again to get moving at first light. Your journey continues much as yesterday, though the undergrowth is constantly closing in on the trail. The trail itself has shrunk to only few feet or so wide so that walking along your shoulders brush the vegetation on both sides. Through the treetops you can see the steep wooded lower slopes of a snow capped mountain rearing up ahead. As yet, it is still some distance away, perhaps a day's travel.*



Have the PCs roll a DC 15 Spot check or a DC 10 Survival Check. If successful, read aloud or paraphrase the following:

*The undergrowth on both sides of the track shows recent disturbance. To the left the bushes and branches have been pushed over, drooping on to the path, on the right there is a gap in the bushes. The disturbance spreads out along the path for about 20 feet.*

#### DM Note - What has happened?

Last night a group of dwur from Glorvardum defeated a band of giants and their ogre allies. The dwarves attacked one of the giant's encampments at night and killed all those present – mainly females and young. The PCs may have heard the sounds of the battle carried on the wind last night. The Dwur, retreating from the vengeful men folk of the camp, crossed this path about two hours ago, heading home. They are being followed and the PCs are going to be in the wrong place at the wrong time.

As the first PC steps up to where the Dwur trail, allow for a quick look around. A DC 5 Survival check will allow them to determine that a band of some 30 dwur came through here at speed only a few hours ago. Have the PCs make a DC 10 Listen check to hear the approaching giantkin warband, then give them 1 round of actions to deploy themselves before the foe is upon them. Pick the APL section from Combat below as some of the APL's are different, at least look at the tactics before hand. The combat environment is relevant to all parties.

#### Combat Environment

DM NOTE – the terrain here is Forest, Medium Foliage (*Dungeon Masters Guide* page 87) that means only 30% (in this case the trail and the tracks left by the Dwur) of the ground is free from foliage. Elsewhere the undergrowth is from between 2-8 feet high though up to 20 feet in some clumps of bracken and bushes. Any creature/PC applies the conditions below if they are NOT in a clear area. (There is a player handout for these conditions)

#### Conditions: Light Undergrowth

- ❖ 2 squares of movement to move into light foliage
- ❖ +2 to DC of Move Silently and Tumble checks
- ❖ Provides Concealment
- ❖ Listen checks at –2 per 10 feet (not the usual –1)
- ❖ Impossible to Spot creatures beyond 40 feet. (Due to total concealment beyond that distance)

#### APL 2 (EL 4)

🐉Ogre: large giant; hp 29, see *Monster Manual* p 199

#### APL 4 (EL 6)

🐉Ogres (3): large giant: hp 29, see *Monster Manual* p 199

#### APL 6 (EL 8)

🐉Ogres (6): large giant: hp 29, see *Monster Manual* p199

#### APL 8 (EL 11)

🐉Ogres (6): large giant: hp 29, see *Monster Manual* p199

🐉Ogre (2): large giant Bbn4: hp 79; see Appendix 1

🐉Hill Giant (1): large giant: hp 102, see *Monster Manual* p122

#### APL 10 (EL 13)

🐉Ogres (6): large giant Bbn4: hp 79; see Appendix 1

🐉Hill Giant (3): large giant: hp 102, see *Monster Manual* p122

#### APL 12 (EL 15)

🐉Ogres (6): large giant Bbn4: hp 79; see Appendix 1

🐉Hill Giant (3): large giant Bbn4: hp 162; see Appendix 1

#### APL 14 (EL 17)

🐉Ogres (8): large giant Bbn6: hp 105; see Appendix 1

🐉Hill Giant (3): large giant Bbn6: hp 174; see Appendix 1

**Tactics:** They are after dwarves, having had their young murdered by the Dwur during the night. Each of them will stop briefly on the trail and check both ways; if the giantkin spot any PC (opposed Spot/Hide checks) they will attack in force. This is a confused combat there are no tactics just the chaos of battle.

#### Treasure:

APL 2: Loot: 0 gp; Coin: 0 gp; Magic: 0 gp

APL 4: Loot: 10gp; Coin: 0 gp; Magic: 0 gp

APL 6: Loot: 20 gp; Coin: 0 gp; Magic: 0 gp

APL 8: Loot: 30 gp; Coin: 0 gp; Magic: 0 gp

APL 10: Loot: 30 gp; Coin: 0 gp; Magic: 0 gp

APL 12: Loot: 30 gp; Coin: 0 gp; Magic: 0 gp

APL 14: Loot: 30 gp; Coin: 0 gp; Magic: 0 gp

**Development:** If the PCs defeat the enemy, proceed to Encounter 6

## Encounter 6: The Final Climb

This encounter follows on immediately after the combat in Encounter 5. In this encounter the PCs have a night's rest and then begin their climb to where the kidnappers have

their hide and, depending on their route to this point, may be attacked along the way.

Blanir will give a comment about the prowess of the most powerful character (as he saw it) and will show great respect for him/her. (This character is now Blanir's target and he needs to warn his friends about this PC).

Read aloud when ready:

*Once you manage to collect yourselves, you begin to journey onwards. The weather remains dry for the rest of the day, which passes uneventfully*

*Before nightfall you notice that the ground has become harder under foot, and the trail you are walking on becomes wider. Ahead the snow-capped peak you saw yesterday looms large, towering over you. Within half a mile you are walking on what appears to be a road! And indeed it is exactly that, a very old road, with plants and the occasional brave tree pushing the well-worked paving stones apart. Though the wilderness is reclaiming it, it is a road nonetheless.*

Any Dwur among the PCs will notice on a DC 5 Craft (stonemason) or Profession (architect/engineer) or Knowledge (architecture/engineering) check that the road is of Dwur make. Non-Dwur may attempt to identify the workmanship with a DC 20 Craft (stonemason) or Profession (architect/engineer) or Knowledge (architecture/engineering) check. The age of the construction is undetermined.

Read aloud the following:

*After maybe a mile of easy travel, you leave the trees and are faced with a sheer cliff of granite. Your road swerves left along the bottom and appears to ascend a little way off. The trees and undergrowth have reclaimed at least half the width of the road and it is about 5 feet wide at its best point and less than two feet at its narrowest point.*

*Blanir again indicates that it is time to camp. "We have the last climb of our journey together tomorrow, it will be up hill all the way, and we will be able to deliver the ransom before dusk tomorrow"*

Blanir's comments are correct. He is expecting to greet his friends near the top of the road, almost a full day's journey away.

Any PCs using horses should be advised that they will not be able to take them up the road, they are simply too large.

Ask the PCs to set watches again, and then advise them the night passes quietly. When they are up and ready read below.

*You begin your climb early. The day is fine if a little cloudy. The road has only just survived the test of time, its width varying from only 2 feet to 10 feet wide. Its outside edge is jagged and broken where successive rock falls have gouged out huge chunks. You continue upwards for what you know is going to be a long day of near endless walking.*

**DM Note:** If the PCs took the right trail in Encounter 3 then they are attacked here so follow the Encounter as normal. If the PCs Followed the Left trail in Encounter 3 and fought the plants then skip the rest of this encounter and go to Encounter 7 now.

Read aloud or paraphrase the following:

*Out of the sky to your left you hear a screech and a guttural growl in an ancient language. A winged creature with light brown coloring is swooping down upon you.*

Consider the PCs to be on a five-foot ledge (except where noted on the map). The PCs have a round to react before the creature(s) attack(s), then roll for initiative.

In APL 2-4 the screech was simply a combination of a birdcall and nay of a horse (hippogriff) at all other APL's it was a screech in Draconic of one word 'Breakfast!'

#### APL 2 (EL 4)

➤Hippogriff (2): large magical beast: hp 25, see *Monster Manual* p152

#### APL 4 (EL 6)

➤Hippogriff (4): large magical beast: hp 25, see *Monster Manual* p152

#### APL 6 (EL 8)

➤Wyvern (2): large dragon: hp 59, see *Monster Manual* p259

#### APL 8 (EL 10)

➤Wyvern (4): large dragon: hp 59, see *Monster Manual* p259

#### APL 10 (EL 12)

➤Wyvern (7): large dragon: hp 59, see *Monster Manual* p259

#### APL 12 (EL 14)

➤Wyvern advanced (4): large dragon: hp 182; see Appendix 1

## APL 14 (EL 15)

➤Wyvern advanced (6): large dragon: hp 182; see Appendix 1

**Tactics:** Kill and feed. They will attempt to keep the PCs on the ledge and NOT let them fall or force them to fall. They want food and if the PCs drop to the ground below, other animals will take their food, and that would be a loss and a waste of food for them. If however a PC decides to jump off the cliff the damage will be 20d6. it is a very long way down.

**Treasure:** None again!

## Encounter 7: Lofty Heights

In this encounter the kidnappers are going to try to get paid. It is close to midday. The kidnappers have a plan and it just might work...

Read aloud the following:

*After three hours of climbing you can see an area of woodland off the road on a broad, gentle upslope. There is a sudden whipping sound in the air and an arrow buries itself into the earth at Blanir's feet. Your guide stops dead in his tracks. He holds up his hands and turns slowly to face you.*

*Calmly, he says: "OK, here is where it all happens, I guess. There are good archers tracking you all, so keep your weapons sheathed and do not cast spells. This is your only warning. Now follow me slowly. OK?"*

Blanir was expecting to find his friends further up the mountain, but he knows the drill from now on, his friends with bows will shoot anyone who casts a spell, they will not spend arrows on anyone drawing a weapon however.

What Blanir believes is not correct...the archer who fired has dropped to the ground the other side of a tree and has run down the trail unseen to alert the camp a little way off. Of course if the PCs cast spells, they will not be attacked as there is no-one looking... but will they risk it?

Continue when ready with the following:

*Blanir leads you to a small track into the trees, slowly, saying every now and then:*

*"Take it easy lads. No need for anyone to die today".*

*Ahead the trail open out into a rocky clearing that slopes upward towards the base of a sheer granite scarp. A stream cascades down from high above into a small pool. Trees surround the clearing on three sides. Some 50 feet away across a small area of loose and broken stone, a man in leather armor stands atop some boulders. You can only*

*see his top half. Blanir falls back from his position at the front.*

*"This is your show now..." he says. He shakes hands with [insert name of the best combatant in the party here]...*

*"Good luck," he says.*

This has simply told the kidnappers who their first target is. The PCs will probably realize this, but it is too late to do much about it now.

The guy in front of the PCs is a human of normal size. This may make the PCs think he is not in charge if they gained good information previously...and that would be correct). He is Thamin, a cleric, though he will not tell the PCs that. The real leader is in the undergrowth, to the PC's rear left, in a hide with cover.

Thamin, a priest of Olidamarra, is however, a skilled negotiator and will try to get the PCs to pay the ransom. He will lower the cost of the ransom by as much as 80% if the PCs negotiate well and convince him that the man they are holding is only a squire. He will come down slowly though 10% at a time. Try to do this through role-playing, but if you insist on using skill checks, have the PCs make a DC 15+APL Diplomacy check, modified by role-playing to bargain Thamin down. No matter how good the Diplomacy check result is, Thamin will not release the squire without receiving at least 20% of the demanded ransom.

### If the ransom is paid

If the PCs pay the ransom (presumably out of their own pockets), Thamin will instruct Blanir to take the money to the camp and return with the prisoner, whilst the PCs stay put. Once Blanir has released the prisoner, he will move into the trees on the far side of the clearing under one of the archers. The prisoner will be released and the PCs can go home. Once the PC's are out of sight of the camp, the kidnappers will break camp immediately. The PCs are unlikely to catch the kidnappers after this point as they will take the money and run, covering their tracks as they go. A DC 24 Survival check is required to pick up their trail. If the kidnappers realize they are being followed (opposed Spot check vs the PCs Hide), they will prepare and ambush for their pursuers. Use the stats and tactics below to resolve the fight.

If the PCs let the kidnappers escape, go to Encounter 8

### If the ransom is not paid...

Thamin will not wait too long as he wants the money immediately as some of his precast spells are running. Therefore he will negotiate for up to 10 rounds then attack. (Tactics may vary by APL)

**DM Note:** The tactics for each NPC are given separately, as they are pretty much out of contact with each other and each will assume the other is doing their part. Please read the tactics, before entering combat.

#### APL 2 (EL 4)

- ☛ **Pertween:** male halfling Rog1; hp 8; see Appendix 1
- ☛ **Thamin:** male human Clr1; hp 11; see Appendix 1
- ☛ **Archers(2):** male half elf Ftr1; hp 12; see Appendix 1

#### APL 4 (EL 6)

- ☛ **Pertween:** male halfling Rog4; hp 24; see Appendix 1
- ☛ **Thamin:** male human Clr2; hp 11; see Appendix 1
- ☛ **Archers(2):** male half elf Ftr2; hp 20; see Appendix 1

#### APL 6 (EL 8)

- ☛ **Pertween:** male halfling Rog6; hp 38; see Appendix 1
- ☛ **Thamin:** male human Clr4; hp 35; see Appendix 1
- ☛ **Archers(2):** male half elf Ftr3; hp 28; see Appendix 1

#### APL 8 (EL 9)

- ☛ **Pertween:** male halfling Rog7; hp 44; see Appendix 1
- ☛ **Thamin:** male human Clr5; hp 43; see Appendix 1
- ☛ **Archers(2):** male half elf Ftr4; hp 36; see Appendix 1

#### APL 10 (EL 11)

- ☛ **Pertween:** male halfling Rog9; hp 56; see Appendix 1
- ☛ **Thamin:** male human Clr7; hp 59; see Appendix 1
- ☛ **Archers(2):** male half elf Ftr6; hp 52; see Appendix 1

#### APL 12 (EL 13)

- ☛ **Pertween:** male halfling Rog11; hp 68; see Appendix 1
- ☛ **Thamin:** male human Clr9; hp 76; see Appendix 1
- ☛ **Archers(2):** male half elf Ftr6/Wiz1/Arc1; hp 65; see Appendix 1

#### APL 14 (EL16)

- ☛ **Pertween:** male halfling Rog14; hp 86; see Appendix 1
- ☛ **Thamin:** male human Clr11; hp 92; see Appendix 1
- ☛ **Archers(2):** male half elf Ftr6/Wiz1/Arc4; hp 86; see Appendix 1

**Tactics:** The kidnappers have overwhelming confidence in their leader Pertween and expect him to tip the balance in their favor. This is likely to be a quick combat as the PCs should be a lot stronger than the kidnappers.

**Pertween:** Eliminate the PCs from the back of the party. At higher APL's he will be invisible and will use this to his advantage to sneak attack as much as possible. The

DM is free to alter his actions dependent on the situation around him.

**Thamin:** His main function is to distract PC spell casters. At APL 2 he will make his best efforts to do this using readied actions and spells.

In all other APL's he will use his *wand of silence* to pre-cast *silence* on one or two sling bullets (dependent on how much time he has) which he will place behind the big bolder 20 feet to his left. He will use the stones to interrupt PC spell casting using ready actions to do so. He will have also used his best *silence* spell available to cast on Pertween. The DM is free to alter his actions dependent on the situation around him, including pre-casting additional spells if the PCs delay their approach to the clearing.

**Archers:** Their function is to pepper the targeted PC that Blanim has indicated 'till he is downed. If another target is posing a greater threat, the bowmen will concentrate their fire on them. Their next preferred target is spell casters. The DM is free to alter their actions dependent on the situation.

The archers are in well-designed hides that provide cover and concealment (+4 AC, +2 reflex saves and 20% miss chance).

The hides are about 40 feet above the ground, and have a reasonable view of the clearing, though not of the area immediately below their respective trees. They will continue to hide as best they can even when firing. The Hide check will vary by APL but they do have a +10 circumstance bonus to Hide at all times whilst in the hides and will try to remain hidden whilst firing taking a -20 to the Hide check.

The Spot check to locate the archers is modified as below.

Distance from PCs starting point is 80-100 feet and the archers are 10 feet inside a wooded area. Total Spot modifier is -8 to -10 dependent on position.

**Blanim:** He will dive for cover at the outset of combat, if it looks bad for the kidnappers (his friends), he will rush through the trees back to the road and keep running as fast as he can. If the PCs track him, keep in mind he is NOT going back towards Pitchfield and is going at full speed! A DC 20 Survival check is required to track him.

**Treasure:** Select the appropriate APL from below

**APL 2:** Loot: 88 gp; Coin: 7 gp; Magic: *cloak of resistance* +1 (83 gp), *everburning torch* (9 gp), *+1 large wooden shield* (96 gp), *potion of cure light wounds* (2) (4 gp each), *potion of invisibility* (2) (25 gp each), *potion of shield of faith* (2) (4 gp each).

**APL 4:** Loot: 138 gp; Coin: 108 gp; Magic: *cloak of resistance* +1 (83 gp), *everburning torch* (9 gp), *+1 large wooden shield* (96 gp), *potion of cure light wounds* (2) (4

gp each), *potion of invisibility* (2) (25 gp each), *potion of shield of faith* (2) (4 gp each), *wand of silence* (5 Charges) (37.5 gp)

**APL 6:** Loot: 138 gp; Coin: 58 gp; Magic: *cloak of resistance +1* (83 gp), *dust of disappearance* (292 gp), *everburning torch* (9 gp), *+1 large wooden shield* (96 gp), *potion of cure light wounds* (2)- (4 gp each), *potion of invisibility* (2) (25 gp each), *potion of shield of faith* (2) (4 gp each), *wand of silence* (5 Charges) (37.5 gp)

**APL8:** Loot: 111 gp; Coin: 3 gp; Magic: *cloak of resistance +1* (83 gp), *dust of disappearance* (2) (292 gp each), *everburning torch* (9 gp), *+1 large wooden shield* (96 gp), *potion of cure light wounds* (2)- (4 gp each), *potion of invisibility* (2) (25 gp each), *potion of shield of faith* (2) (4 gp each), *+1 rapier*- (193 gp), *wand of silence* (5 Charges) (37.5 gp)

**APL10:** Loot: 109 gp; Coin: 42 gp; Magic: *cloak of resistance +1* (83 gp), *dust of disappearance* (2) (292 gp each), *everburning torch* (9 gp), *+2 large wooden shield* (346 gp), *+1 leather armor* (97 gp each), *potion of cure light wounds* (2) (4 gp each), *potion of invisibility* (2) (25 gp each), *potion of shield of faith* (2) (4 gp each), *+1 vicious rapier* (693 gp), *wand of silence* (5 Charges) (37.5 gp)

**APL12:** Loot: 109 gp; Coin: 133 gp; Magic: *cloak of resistance +1* (83 gp), *dust of disappearance* (2) (292 gp each), *everburning torch*- (9 gp), *+2 large wooden shield* (346 gp), *+1 leather armor* (97 gp each), *potion of cure light wounds* (2) (4 gp each), *potion of invisibility* (2) (25 gp each), *potion of shield of faith* (2) (4 gp each), *+1 wounding rapier* (1527 gp), *wand of silence* (5 Charges) (37.5 gp)

**APL14:** Loot: 109 gp; Coin: 3 gp; Magic: *cloak of resistance +1*(2) (83 gp each), *dust of disappearance* (2) (292 gp each), *everburning torch*- (9 gp), *+2 large wooden shield of arrow deflection*- (1346 gp), *+2 leather armor of shadow* (659 gp each), *potion of cure light wounds* (2) (4 gp each), *potion of invisibility* (2) (25 gp each), *potion of shield of faith* (2) (4 gp each), *+1 wounding vicious rapier*- (2693 gp), *wand of silence* (5 Charges) (37.5 gp)

**Detect Magic Results:** *cloak of resistance +1* (Moderate Transmutation), *dust of disappearance* (Moderate Illusion), *everburning torch* (Faint Evocation), *+1 large wooden shield* (Moderate Enchantment), *+2 large wooden shield* (Moderate Enchantment), *+2 large wooden shield of arrow deflection* (Strong Enchantment), *+1 leather armor* (Moderate enchantment), *+2 leather armor of shadow* (Moderate Enchantment), *potion of cure light wounds* (Faint Conjuration), *potion of invisibility* (Faint Illusion), *potion of shield of faith* (Faint Abjuration), *+1 rapier* (Moderate Enchantment), *+1 vicious rapier* (Moderate Enchantment), *+1 wounding rapier* (Moderate Enchantment), *+1 wounding vicious rapier* (Strong Enchantment), *wand of silence* (Faint Illusion).

🗖️ **Crypts of Iron Souls:** This PC now knows a significant clue hinting at the location of one of the entrances to the Crypts of Iron Souls legendary resting place of the favored dead of Glorvardum. This may come in useful in subsequent modules.

🥂 **Silver Goblet:** A silver goblet engraved with the initials JG (10 gp). Only one PC may leave the table with this item.

🗖️ **Granite Rock:** A piece of head-sized granite engraved with faded Dwur Runes (0 gp). Only one PC may leave the table with this item.

When the PC have finished killing things and search the camp read the following.

*Now that you have chance to explore the campsite, you easily find the captive Lemwyr, tied and gagged but otherwise unharmed. Searching the campsite you find a set of fine clothes, a silver goblet with the initials JG on it and a lit torch that gives off no heat. There are also a few trinkets of value to add to your purse, and something a little odd. A single stone about the size of your head and covered with some sort of runic script lies in the middle of the campfire.*

The players can make of this what they will. If someone is able to read Dwur runes (that is, can speak dwarven) give him or her Handout 4. A DC 20 bardic knowledge or Knowledge (history) check allows the PCs to recall that the honoured dead of Glorvardum were buried in the famed Crypts of the Iron Souls. These tombs hidden under the roots of the Glorioles are reputed to contain a wealth of dwur treasures and artifacts.

However hard the PCs search the surrounding area, however, they will find no further traces of the Crypts. That is an adventure for another day. Take note of how long they spend searching though, as it may have implications for the outcome of the scenario.

Lemwyr is an excitable young Ahlissan of Oeridian descent, perhaps 19 years of age. He will be grateful to the PCs for rescuing him, doubly so if they are citizens of Ahlissa.

Go to Encounter 8

## Encounter 8: Didn't They do Well! But What Exactly Did They do?

This encounter follows on from the moment the PCs leave the kidnappers campsite.

Way back in Encounter 4: This Way and That, Blanir attempted to get the party lost so that they could not find the way to the camp again should they try to. Pick the situation that best fits the PCs situation.

### If the PC are lost...

Now this is a problem, as the PCs have no non-magical way of finding their way home. Unless the PCs are powerful or clever they will be late to return.

If the Players have not realized what has happened, you may explain this to them. After an hour of random travel, each PCs needs to make a DC 20 (-1 per hours of subsequent travel) Survival check to realize that they're lost.

Read aloud...

*As you begin your journey home a remarkable realization comes to your mind. Without your guide, which way is home exactly?*

Having recognized the fact that they are lost, the PCs must make a DC 15 (+2 per subsequent hour of travel) to find their bearings again. If they fail this check, they may make another check after a further two hours of wandering.

If the PCs have Lemwyr, go to Conclusion – Late to the Party.

If the PCs do not have Lemwyr, go to Conclusion - A Very Poor Show.

### If the PCs are not lost...

No problem then, they can go home as normal and be in time for celebrations and hot coco!

*You begin your journey home, safe in the knowledge that you know the way. At least the journey home is looking dryer and the sun is out.*

If the PCs have Lemwyr, Go to Conclusion -Party Time

If the PCs do not have Lemwyr Go to Conclusion - A Poor Show.

## Conclusion

Pick the appropriate heading for the PCs situation.

### Late to the party

*As you meander back into town, you are informed by a cleric of Zilchus, in somewhat accusing tones, that the Convocation is over. Count Karaledde stomped out, still fuming about being attacked and the lack of action to*

*rectify the situation. Later that evening a messenger arrives with a guard. He presents you each with a bag of gold each containing 50gp, though he will not say who sent the money.*

### Party Time

*You are greeted back with lots of pats on the back and thanks from all sides especially the clerics of Zilchus. The Convocation continues and the first signs are that your actions have helped the negotiations. Later that evening a messenger arrives with a guard. He presents you each with a bag of gold each containing 100gp, though he will not say who sent the money.*

### A Poor Show

*As you meander back into town, you are greeted by a cleric of Zilchus, he seems a little surprised to see you. In somewhat accusing tones, he advises you that the Convocation is over. Count Karaledde stomped out, still fuming about being attacked and the lack of action to rectify the situation. This was several days ago. Your news of on the loss of Lemwyr the squire is not taken well. It seems your actions have not been at all useful.*

### Treasure:

- APL 2: Coin: 100 gp;
- APL 4: Coin: 100 gp;
- APL 6: Coin: 100 gp;
- APL 8: Coin: 100 gp;
- APL 10: Coin: 100 gp;
- APL 12: Coin: 100 gp;
- APL 14: Coin: 100 gp;

## Campaign Consequences

Send the answers to the questions below to the author at [rwills.partykiller@ntlworld.com](mailto:rwills.partykiller@ntlworld.com)

- Q Which country were the PCs representing?
- Q Were any of the Loggers killed?
- Q Was the squire recovered safely?
- Q Did the PCs return to the Convocation in time?
- Q Did the PCs discover the Dwur runes?

## 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 role-playing) to each character.

### Encounter 3: High Road of Low Road

APL2	120 XP
APL4	180 XP
APL6	240 XP
APL8	300 XP
APL10	360 XP
APL12	420 XP
APL14	450 XP

**NOTE:** PCs only get experience from Encounter 3 OR Encounter 6 not both.

### Encounter 5: Attack from the Wild

APL2	120 XP
APL4	180 XP
APL6	240 XP
APL8	330 XP
APL10	390 XP
APL12	450 XP
APL14	510 XP

### Encounter 6: The Final Climb

APL2	120 XP
APL4	180 XP
APL6	240 XP
APL8	300 XP
APL10	360 XP
APL12	420 XP
APL14	450 XP

**NOTE:** PCs only get experience from Encounter 3 OR Encounter 6 not both.

### Encounter 7: Lofty Heights

APL2	120 XP
APL4	180 XP
APL6	240 XP
APL8	270 XP
APL10	330 XP
APL12	390 XP
APL14	480 XP

### Discretionary Role-playing Award:

APL2	90 XP
APL4	135 XP

APL6	180 XP
APL8	225 XP
APL10	270 XP
APL12	315 XP
APL14	360 XP

### Total Possible Experience:

APL2	450 XP
APL4	675 XP
APL6	900 XP
APL8	1125 XP
APL10	1350 XP
APL12	1575 XP
APL14	1800 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.

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

### Encounter 5: Attack from the Wild

APL 2: Loot: 6 gp;  
APL 4: Loot: 10gp;  
APL 6: Loot: 20 gp;  
APL 8: Loot: 30 gp;  
APL 10: Loot: 30 gp;  
APL 12: Loot: 30 gp;  
APL 14: Loot: 30 gp;

### Encounter 7: Lofty Heights

APL 2: Loot: 88 gp; Coin: 7 gp; Magic: 256 gp  
APL 4: Loot: 138 gp; Coin: 108 gp; Magic: 293 gp  
APL 6: Loot: 138 gp; Coin: 58 gp; Magic: 585 gp  
APL 8: Loot: 111 gp; Coin: 3 gp; Magic: 1070 gp  
APL 10: Loot: 109 gp; Coin: 42 gp; Magic: 2013 gp  
APL 12: Loot: 109 gp; Coin: 133 gp; Magic: 2930 gp  
APL 14: Loot: 109 gp; Coin: 3 gp; Magic: 6221 gp

### Encounter 8: Didn't they do well!

APL 2: Coin: 100 gp;  
APL 4: Coin: 100 gp;  
APL 6: Coin: 100 gp;  
APL 8: Coin: 100 gp;  
APL 10: Coin: 100 gp  
APL 12: Coin: 100 gp;  
APL 14: Coin: 100 gp;

### Total Possible Treasure

APL 2: Loot: 88 gp; Coin: 107 gp; Magic: 256 gp  
APL 4: Loot: 148 gp; Coin: 208 gp; Magic: 293 gp  
APL 6: Loot: 158 gp; Coin: 158 gp; Magic: 585 gp  
APL 8: Loot: 141 gp; Coin: 103 gp; Magic: 1070 gp  
APL 10: Loot: 109 gp; Coin: 142 gp; Magic: 2013 gp  
APL 12: Loot: 139 gp; Coin: 133 gp; Magic: 2930 gp  
APL 14: Loot: 139 gp; Coin: 103 gp; Magic: 6221 gp

### Special

🏆 **Silver Goblet:** A silver goblet engraved with the initials JG (10 gp). Only one PC may leave the table with this item.

🏆 **Granite Rock:** A piece of head-sized granite engraved with faded Dwur Runes (0 gp). Only one PC may leave the table with this item.

🏆 **Success!** For a totally successful result the PCs move one step upwards in flavored status with the church of Zilchus in Onnwal, Sunndi and Ahlissa.

For a total failure the PCs move one step downwards in flavored status with the church of Zilchus in Onnwal, Sunndi and Ahlissa.

🏆 **Crypts of Iron Souls:** This PC now knows a significant clue hinting at the location of one of the entrances to the Crypts of Iron Souls, legendary resting place of the favored dead of Glorvardum. This may come in useful in subsequent modules.



## Items for the Adventure Record

For a totally successful result the PCs move one step upwards in flavored status with the church of Zilchus in Onnwal, Sunndi and Ahlissa.

For a total failure the PCs move one step downwards in flavored status with the church of Zilchus in Onnwal, Sunndi and Ahlissa.

### Item Access

#### APL 2

- ❖ *Potion of Invisibility* (Adventure, CL 3rd, Source)
- ❖ *Potion of Cure light wounds* (Adventure, 1st, Source)
- ❖ *Cloak of resistance +1* (Adventure, CL 5th, Source)
- ❖ *+1 Large wooden shield* (Adventure, CL 3rd, Source)
- ❖ *Everburning torch* (Adventure, CL 1st, Source)

#### APL 4 (All of APL 2 plus the following)

- ❖ *Wand of Silence* (Adventure, CL 3rd, Source)

#### APL 6 (All of APLs 2-4 plus the following)

- ❖ *Dust of disappearance* (Adventure, CL 7th, Source)

#### APL 8 (All of APLs 2-6 plus the following)

- ❖ *+1 Rapier* (Frequency, CL 3rd, Source)

#### APL 10 (All of APLs 2-6 plus the following)

- ❖ *+2 Large wooden shield* (Frequency, CL 6th, Source)
- ❖ *+1 Vicious rapier* (Frequency, CL 9th, Source)
- ❖ *+1 Leather armour* (Frequency, CL 3rd, Source)

#### APL 12 (All of APLs 2-6 plus the following)

- ❖ *+1 wounding rapier* (Frequency, CL 10th, Source)

- ❖ *+2 Large wooden shield* (Adventure, CL 6th, Source)

- ❖ *+1 Leather armour* (Adventure, CL 3rd, Source)

#### APL 14 (All of APLs 2-6 plus the following)

- ❖ *+1 Wounding vicious rapier* (Adventure, CL 12th, Source)
- ❖ *+2 leather armour of shadow* (Adventure, CL 4th, Source)
- ❖ *+2 Large wooden shield of arrow deflection* (Adventure, CL 12th, Source)

## Appendix 1: APL 2

### Encounter 3: High road or Low Road?

🐉 **Ratswarm (2):** tiny animal (swarm); hp 13; see *Monsters Manual* page 239

### Encounter 5: Attack from the Wild

🐉 **Ogre (1):** large giant; hp 29, see *Monster Manual* p199

### Encounter 6: The Final Climb

🐉 **Hippogriff (2):** large magical beast; hp 25; see *Monster Manual* page 152

### Encounter 7: Lofty Heights

🐉 **Pertween:** male halfling Rog1; CR 1; small humanoid; HD 1d6+2; hp 8; Init +4; Spd 20 ft. AC 17, touch 15, flat-footed 13; Base Atk +0; Grp +0; Atk +5 melee (1d4/18-20, masterwork rapier); SA Sneak attack +1d6; SQ Trap finding; AL CN; SV Fort +2, Ref +6, Will +2; Str 10, Dex 19, Con 14, Int 16, Wis 14, Cha 11.

*Skills and Feats:* Bluff +4, Escape Artist +8, Gather Information +7, Hide +12, Listen +8, Move Silently +10, Search +7, Sense Motive +6, Spot +6, Survival +5, Tumble +8; Weapon Finesse (rapier)

**Sneak Attack:** If Pertween can sneak attack successfully he deals the extra damage listed above.

**Trap Finding (Ex):** Pertween can use his search skill to find traps.

*Possessions:* leather armor, masterwork rapier, *potion of cure light wounds* (2), *potion of invisibility*, *potion of shield of faith*.

🐉 **Thamin:** male human Clr1; CR 1; medium humanoid; HD 1d8+3 hp 11; Init +7; Spd 30 ft. AC 17, touch 12, flat-footed 15; Base Atk +0; Grp +1; Atk +2 melee (1d6+1/18-20, masterwork rapier) or +3 ranged (1d6+1, javelin); SA Turn undead; AL CN; SV Fort +5, Ref +4, Will +5; Str 12, Dex 15, Con 17, Int 14, Wis 15, Cha 12.

*Skills and Feats:* Bluff +6, Concentration +3, Diplomacy +4, Disguise +3, Heal +3, Hide +1, Knowledge Religion +5, Sense Motive +4, Spellcraft +6; Improved Initiative, Martial Weapon Proficiency

Spells Prepared (3/3; base DC = 12 + spell level): 0—*light, guidance, resistance*, 1st—*command, entropic shield\*, shield of faith*.

\*Domain spell. *Domains:* Luck Domain (Power of good fortune, usable once per day. Re-roll one roll that you have just made before the result is known. You must take the result of the second roll); Trickery Domain (Bluff, Disguise and Hide are all class skills)

*Possessions:* *cloak of resistance +1*, holy symbol of Olidammara, javelin, *+1 large wooden shield*, leather armor, masterwork rapier, *potion of invisibility*, *potion of shield of faith*.

🏹 **Archers (2):** male half elf Ftr1; CR 1; medium humanoid; HD 1d10+2; hp 12; Init +3; Spd 30; AC 15, touch 13, flat-footed 12; Base Atk +1; Grp +2; Atk +2 melee (1d6+1/19-20, short sword) or +5 ranged (1d8, longbow); SQ Elf traits; AL CN; SV Fort +4, Ref +3, Will +0; Str 12, Dex 17, Con 14, Int 14, Wis 10, Cha 6.

*Skills and Feats:* Climb +3, Hide +6, Move Silently +6, Jump +3, Spot +3; Point Blank Shot, Weapon Focus (longbow).

*Possessions:* leather armor, longbow, short sword, 20 arrows.

## Encounter 3: High road or Low Road?

🐉 **Tendriculos (1):** Huge plant: hp 94; see *Monster Manual* page 241

## Encounter 5: Attack from the Wild

🐉 **Ogres (3):** large giant: hp 29; see *Monster Manual* page 199

## Encounter 6: The Final Climb

🐉 **Hippogriff(4):** large magical beast: hp 25; see *Monster Manual* page 152

## Encounter 7: Lofty Heights

🐉 **Pertween:** male halfling Rog4; CR 4; small humanoid; HD 4d6+8; hp 24; Init +4; Spd 20 ft. AC 18, touch 16, flat-footed 13; Base Atk +3; Grp +3; Atk +10 melee (1d4/18-20, masterwork rapier); SA Sneak attack +2d6; SQ Trap finding, evasion trap sense +1, uncanny dodge; AL CN; SV Fort +3, Ref +9, Will +3; Str 10, Dex 20, Con 14, Int 16, Wis 14, Cha 11.

*Skills and Feats:* Bluff +7, Escape Artist +12, Gather Information +10, Hide +16, Listen +11, Move Silently +14, Search +10, Sense Motive +9, Spot +9, Survival +6.5, Tumble +12; Dodge, Weapon Finesse (rapier).

**Sneak Attack:** If Pertween can sneak attack successfully he deals the extra damage listed above.

**Trap Finding (Ex):** Pertween can use his search skill to find traps.

**Evasion (Ex):** Pertween takes no damage if he makes a reflex saving throw against an attack that would normally deal half damage on a successful save.

**Trap Sense (Ex):** Pertween gains a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

*Possessions:* leather armor, masterwork rapier, *potion of cure light wounds*, *potion of invisibility*, *potion of shield of faith*.

🐉 **Thamin:** male human Clr2; CR 2; medium humanoid; HD 2d8+6 hp 19; Init +7; Spd 30 ft. AC 17, touch 12, flat-footed 15; Base Atk +1; Grp +2; Atk +3 melee (1d6+1/18-20, masterwork rapier) or +4 ranged (1d6+1, javelin); SA Turn undead; AL CN; SV Fort +6, Ref +4, Will +6; Str 12, Dex 15, Con 17, Int 14, Wis 15, Cha 12.

*Skills and Feats:* Bluff +7, Concentration +4, Diplomacy +6, Disguise +3, Heal +3, Hide +3, Knowledge Religion +5, Sense Motive +4, Spellcraft +7; Improved Initiative, Martial Weapon Proficiency

*Spells Prepared (4/4; base DC = 12 + spell level):* 0—*guidance* (2), *light*, *resistance*, 1st—*command* (2), *entropic shield*\*, *shield of faith*.

\*Domain spell. *Domains:* Luck Domain (Power of good fortune, usable once per day. Re-roll one roll that you have just made before the result is known. You must take the result of the second roll); Trickery Domain (Bluff, Disguise and Hide are all class skills)

*Possessions:* *Possessions:* *cloak of resistance +1*, holy symbol of Olidammara, javelin, *+1 large wooden shield*, leather armor, masterwork rapier, *potion of invisibility*, *potion of shield of faith*, *wand of silence* (5 charges).

🐉 **Archers (2):** male half elf ftr2; CR 2; medium humanoid; HD 2d10+4; hp 20; Init +3; Spd 30; AC 15, touch 13, flat-footed 12; Base Atk +2; Grp +3; Atk +3 melee (1d6+1/19-20, short sword) or +7 ranged (1d8, masterwork longbow); SQ Elf traits; AL CN; SV Fort +5, Ref +3, Will +0; Str 12, Dex 17, Con 14, Int 14, Wis 10, Cha 6.

*Skills and Feats:* Climb +4, Hide +6.5, Move Silently +6.5, Jump +3, Spot +3.5; Point Blank Shot, Precise Shot, Weapon Focus (longbow),

*Possessions:* leather armor, masterwork longbow, short sword, 40 arrows.

## Encounter 3: High road or Low Road?

🔥 **Tendriculos (2):** huge plant: hp 94; see *Monster Manual* page 241

## Encounter 5: Attack from the Wild

🔥 **Ogres (6):** large giant: hp 29; see *Monster Manual* page 199

## Encounter 6: The Final Climb

🔥 **Wyvern (2):** large dragon: hp 59; see *Monster Manual* page 259

## Encounter 7: Lofty Heights

🔥 **Pertween:** male halfling Rog6; CR 6; small humanoid; HD 6d6+12; hp 38; Init +5; Spd 20 ft. AC 18, touch 16, flat-footed 13; Base Atk +4; Grp +4; Atk +10 melee (1d4/18-20, masterwork); SA Sneak Attack +3d6; SQ Trap finding, evasion, trap sense +2, uncanny dodge; AL CN; SV Fort +4, Ref +10, Will +4; Str 10, Dex 20, Con 14, Int 16, Wis 14, Cha 11.

*Skills and Feats:* Bluff +9, Escape Artist 14, Gather Information +12, Hide +18, Listen +13, Move Silently +16, Search +12, Sense Motive +11, Spot +11, Survival +7.5, Tumble +14; Doge, Mobility, Weapon Finesse (rapier).

**Sneak Attack:** If Pertween can sneak attack successfully he deals the extra damage listed above.

**Trap Finding (Ex):** Pertween can use his search skill to find traps.

**Evasion (Ex):** Pertween takes no damage if he makes a reflex saving throw against an attack that would normally deal half damage on a successful save.

**Trap Sense (Ex):** Pertween gains a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

**Uncanny Dodge (Ex):** Pertween retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker

*Possessions:* *dust of disappearance*, leather armor, masterwork rapier, *potion of cure light wounds* (2), *potion of invisibility*, *potion of shield of faith*.

🔥 **Thamin:** male human Clr4; CR 4; medium humanoid; HD 4d8+12 hp 35; Init +7; Spd 30 ft. AC 17, touch 12, flat-footed 15; Base Atk +3; Grp +4; Atk +5 melee (1d6+1/18-20, masterwork rapier) or +5 ranged

(1d6+1, javelin); SA Turn undead; AL CN; SV Fort +6, Ref +4, Will +6; Str 12, Dex 15, Con 17, Int 14, Wis 16, Cha 12.

*Skills and Feats:* Bluff +9, Concentration +6, Diplomacy +8, Disguise +3, Heal +4, Hide +6, Knowledge Religion +5, Sense Motive +7, Spellcraft +9; Improved Initiative, Martial Weapon Proficiency, Negotiator.

*Spells Prepared* (5/5/4; base DC = 13 + spell level): 0—*Guidance* (2), *light* (2), *resistance*, 1st—*command* (2), *entropic shield*\*, *shield of faith* (2); 2nd—*invisibility*\*, *resist energy* (electricity), *silence* (2).

\*Domain spell. *Domains:* Luck Domain (Power of good fortune, usable once per day. Re-roll one roll that you have just made before the result is known. You must take the result of the second roll); Trickery Domain (Bluff, Disguise and hide are all class skills)

*Possessions:* *cloak of resistance* +1, holy symbol of Olidammara, javelin, +1 large wooden shield, leather armor, masterwork rapier, *potion of invisibility*, *potion of shield of faith*, *wand of silence* (5 charges).

🔥 **Archers (2):** male half elf Ftr3; CR 3; medium humanoid; HD 3d10+6; hp 28; Init +3; Spd 30; AC 15, touch 13, flat-footed 12; Base Atk +3; Grp +4; Atk +4 melee (1d6+1/19-20, short sword) or +8 ranged (1d8, masterwork longbow); SQ Elf traits; AL CN; SV Fort +5, Ref +4, Will +1; Str 12, Dex 17, Con 14, Int 14, Wis 10, Cha 6.

*Skills and Feats:* Climb +4, Hide +7, Move Silently +7, Jump +4, Spot +4; Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow).

*Possessions:* leather armor, masterwork longbow, short sword, 40 arrows.

## Encounter 3: High road or Low Road?

🐉 **Tendriculos (6)**: huge plant: hp 94; *Monster Manual* page 241

## Encounter 5: Attack from the Wild

🐉 **Ogres (6)**: large giant: hp 29; *Monster Manual* page 199

🐉 **Ogres (2)**: male large giant Bbn4: CR 7; medium humanoid; HD 4d8+19 plus 4d12+16 (Bbn4); hp 105; Init 0; Spd 40; AC 19, touch 10, flat-footed 19; Base Atk +7; Grp +19; Atk +15 melee (2d8+12, greatclub) Full Atk +15/+10 melee (2d8+12, greatclub); Space/Reach 10 ft. by 10 ft./10 ft.; SA Rage 2/Day; SQ Fast movement, illiteracy, uncanny dodge, trap sense +1, low-light vision, darkvision 60 ft.; AL CE; SV Fort +13, Ref +3, Will +3; Str 26, Dex 11, Con 18, Int 8, Wis 10, Cha 4.

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

**Fast Movement (EX)**: Land speed is faster than normal as long as wearing no armor, light armor or medium armor.

**Illiteracy**: Not automatically able to read or write the languages he is able to speak.

**Rage (EX)**: Twice per day an ogre Barbarian can enter a state of fierce rage that lasts for 8 rounds. The following changes are in effect as long as he rages: AC 17, touch 8, flat footed 17; hp 125; Atk +20/+15 (2d8+16, greatclub).

**Trap Sense (Ex)**: The barbarian gains a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

**Uncanny Dodge (Ex)**: The Barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker.

*Possessions*: greatclub, hide armor.

🐉 **Hill Giant (1)**: large giant: hp 102; see *Monster Manual* page 123

## Encounter 6: The Final Climb

🐉 **Wyvern (4)**: large dragon: hp 59; see *Monster Manual* page 259

## Encounter 7: Lofty Heights

🐉 **Pertween**: male halfling Rog7; CR 7; small humanoid; HD 7d6+14; hp 44; Init +5; Spd 20 ft. AC 19, touch 16, flat-footed 14; Base Atk +5; Grp +5; Atk +10 melee (1d4+1/18-20, *+1 rapier*); SA Sneak Attack +4d6; SQ trap finding, evasion, trap sense +2, uncanny dodge; AL CN; SV Fort +4, Ref +10, Will +4; Str 10, Dex 20, Con 14, Int 16, Wis 14, Cha 11.

*Skills and Feats*: Bluff +10, Escape Artist 15, Gather Information +12, Hide +19, Listen +14, Move Silently +17, Search +13, Sense Motive +12, Spot +12, Survival +8, Tumble +15; Doge, Mobility Weapon Finesse (rapier).

**Sneak Attack**: If Pertween can sneak attack successfully he deals the extra damage listed above.

**Trap Finding (Ex)**: Pertween can use his search skill to find traps.

**Evasion (Ex)**: Pertween takes no damage if he makes a reflex saving throw against an attack that would normally deal half damage on a successful save.

**Trap Sense (Ex)**: Pertween gains a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

**Uncanny Dodge (Ex)**: Pertween retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker

*Possessions*: *dust of disappearance* (2), leather armor, *+1 rapier*, *potion of cure light wounds* (2), *potion of invisibility*, *potion of shield of faith*.

🐉 **Thamin**: male human Clr5; CR 5; medium humanoid; HD 5d8+15 hp 43; Init +7; Spd 30 ft. AC 19, touch 12, flat-footed 16; Base Atk +3; Grp +4; Atk +5 melee (1d6+1/18-20, masterwork rapier) or +5 ranged (1d6+1, javelin); SA Turn undead; AL CN; SV Fort +7, Ref +5, Will +7; Str 12, Dex 15, Con 17, Int 14, Wis 16, Cha 12.

*Skills and Feats*: Bluff +10, Concentration +7, Diplomacy +8, Disguise +3, Heal +4, Hide +6, Knowledge Religion +5, Sense Motive +8, Spellcraft +10; Improved Initiative, Martial Weapon Proficiency, Negotiator.

*Spells Prepared* (5/5/4/3; base DC = 13 + spell level): 0—*guidance* (2), *light* (2), *resistance*, 1st—*command* (3), *entropic shield*\*, *shield of faith* (1); 2nd—*invisibility*\*, *resist energy* (electricity), *silence* (2); 3rd—*bestow curse*, *dispel magic*, *protection from energy* (fire).

\*Domain spell. *Domains*: Luck Domain (Power of good fortune, usable once per day. Re-roll one roll that

you have just made before the result is know. You must take the result of the second roll); Trickery Domain (Bluff, Disguise and hide are all class skills)

*Possessions:* *cloak of resistance +1*, holy symbol of Olidammara, javelin, *+1 large wooden shield*, leather armor, masterwork rapier, *potion of invisibility*, *potion of shield of faith*, *wand of silence* (5 charges).

🏹 **Archers (2):** male half elf Ftr4; CR 4; medium humanoid; HD 4d10+8; hp 36; Init +4; Spd 30; AC 15, touch 13, flat-footed 12; Base Atk +4; Grp +5; Atk +5 melee (1d6+1/19-20, short sword) or +10 ranged (1d8+2, masterwork longbow); SQ Elf traits; AL CN; SV Fort +6, Ref +4, Will +1; Str 12, Dex 18, Con 14, Int 14, Wis 10, Cha 6.

*Skills and Feats:* Climb +5, Hide +8, Move Silently +8, Jump +5, Spot +3; Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Weapon Specialization (longbow).

*Possessions:* leather armor, masterwork longbow, short sword, 60 arrows.

## Encounter 3: High road or Low Road?

➤ **Greenvise (2):** CR 10; huge plant; HD 12d8+48; hp 102; Init +0; Spd 10ft.; AC 16, touch 8, flat-footed 16; Base Atk +6; Grp +26; Atk +16 melee (2d4+9, slam); Full Atk +16 melee (2d4+9, 4 slams) and +11 melee (1d6+4, bite); Space/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.

*Skills and Feats:* A Greenvise has no skills or Feats.

**Death Fog (SA):** Twice per day, a Greenvise 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 further 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 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 Greenvise is not impeded by its own death fog, so it can move and fight within the fog freely.

**Improved Grab (SA):** If a Greenvise hits an opponent that is at least one size category smaller than itself with a small 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 hold, it can transfer the opponent to its maw with another successful grapple check, dealing automatic bite damage, then try to swallow whole in the next round. Alternatively, the Greenvise 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 Greenvise 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 (SA):** A Greenvise can swallow a single that is at least one size category smaller than

itself by making a successful grapple check (grapple bonus+26), provided it already has that opponent in its maw (see Improved Grab, above). Once inside the Greenvise, the opponent takes 2d6+9 points of bludgeoning damage and 2d4 points of acid damage per round from plants stomach. A successful grapple check allows the swallowed creature to climb out of the stomach and return to the Greenvise'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 escape. Once a single swallowed creature exits, muscular action closes the whole; thus, another swallowed opponent must cut its own way out. A Greenvise's stomach can hold 1 Large, 4 Medium-size, 16 Small or 64 tiny or smaller opponents.

**Plant Traits (EX):** A Greenvise is immune to poison, *sleep*, paralysis, stunning and polymorphing. It is not subject to critical hits or mind affecting effects. The creature also has low light vision.

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

## Encounter 5: Attack from the Wild

➤ **Ogres (6):** male large giant Bbn4: CR 7; medium humanoid; HD 4d8+19 plus 4d12+16 (Bbn4); hp 105; Init 0; Spd 40; AC 17, touch 9, flat-footed 17; Base Atk +7; Grp +19; Atk +15 melee (2d8+12, greatclub) Full Atk +15/+10 melee (2d8+12, greatclub); Space/Reach 10 ft. by 10 ft./10 ft.; SA Rage 2/Day; SQ Fast movement, illiteracy, uncanny dodge, trap sense +1, low-light vision, darkvision 60 ft.; AL CE; SV Fort +13, Ref +3, Will +3; Str 26, Dex 11, Con 18, Int 8, Wis 10, Cha 4.

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

**Fast Movement (EX):** Land speed is faster than normal as long as wearing no armor, light armor or medium armor.

**Illiteracy:** Not automatically able to read or write the languages he is able to speak.

**Rage (EX):** Twice per day an ogre Barbarian can enter a state of fierce rage that lasts for 8 rounds. The following changes are in effect as long as he rages: AC

17, touch 8, flat footed 17; hp 125; Atk +20/+15 (2d8+16, greatclub).

**Trap Sense (Ex):** The barbarian gains a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

**Uncanny Dodge (Ex):** The Barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker.

*Possessions:* greatclub, hide armor.

🐉 **Hill Giant (3):** large giant: hp 102; see *Monster Manual* page 123

## Encounter 6: The Final Climb

🐉 **Wyvern (7):** large dragon: hp 59; see *Monster Manual* page 259

## Encounter 7: Lofty Heights

🐉 **Pertween:** male halfling Rog9; CR 9; small humanoid; HD 9d6+18; hp 56; Init +5; Spd 20 ft. AC 19, touch 17, flat-footed 13; Base Atk +6; Grp +6; Atk +12 melee (1d4+1/18-20, +1 vicious rapier); Full Atk +12/+7 melee (1d4+1/18-20, +1 vicious rapier); SA Sneak attack +5d6; SQ trap finding, evasion, trap sense +3, uncanny dodge, improved uncanny dodge; AL CN; SV Fort +5, Ref +11, Will +5; Str 10, Dex 21, Con 14, Int 16, Wis 14, Cha 11.

*Skills and Feats:* Bluff +12, Escape Artist 17, Gather Information +14, Hide +21, Listen +16, Move Silently +19, Search +15, Sense Motive +14, Spot +14, Survival +9, Tumble +17; Doge, Mobility, Spring Attack, Weapon Finesse (rapier).

**Sneak Attack:** If Pertween can sneak attack successfully he deals the extra damage listed above.

**Trap Finding (Ex):** Pertween can use his search skill to find traps.

**Evasion (Ex):** Pertween takes no damage if he makes a reflex saving throw against an attack that would normally deal half damage on a successful save.

**Trap Sense (Ex):** Pertween gains a +3 bonus on Reflex saves made to avoid traps and a +3 dodge bonus to AC against attacks made by traps.

**Uncanny Dodge (Ex):** Pertween retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker

**Improved Uncanny Dodge (Ex):** Pertween can no longer be flanked, only a rogue of 4 levels higher can use flanking to perform a sneak attack.

*Possessions:* dust of disappearance (2), +1 leather armor, +1 vicious rapier, potion of cure light wounds (2), potion of invisibility, potion of shield of faith.

🐉 **Thamin:** male human Clr7; CR 7; medium humanoid; HD 7d8+21 hp 59; Init +7; Spd 30 ft. AC 19, touch 12, flat-footed 17; Base Atk +5; Grp +6; Atk +7 melee (1d6+1/18-20, masterwork rapier) or +7 ranged (1d6+1, javelin); SA Turn undead; AL CN; SV Fort +9, Ref +5, Will +9; Str 12, Dex 15, Con 17, Int 14, Wis 16, Cha 12.

*Skills and Feats:* Bluff +14, Concentration +9, Diplomacy +8, Disguise +3, Heal +4, Hide +6, Intimidate +3, Knowledge Religion +5, Sense Motive +9, Spellcraft +12; Improved Initiative, Martial Weapon Proficiency, Negotiator, Persuasive.

*Spells Prepared* (6/6/5/4/2; base DC = 13 + spell level): 0—guidance (2), light (2), resistance (2); 1st—command (2), entropic shield\*, sanctuary, shield of faith (2); 2nd—invisibility\* (2), resist energy (electricity), silence (2); 3rd—dispel magic (2), bestow curse, protection from energy (fire)\*; 4th—freedom of movement\*, dismissal.

\*Domain spell. *Domains:* Luck Domain (Power of good fortune, usable once per day. Re-roll one roll that you have just made before the result is know. You must take the result of the second roll); Trickery Domain (Bluff, Disguise and hide are all class skills)

*Possessions:* cloak of resistance +1, holy symbol of Olidammara, javelin, +2 large wooden shield, +1 leather armor, masterwork rapier, potion of invisibility, potion of shield of faith, wand of silence (5 charges).

🏹 **Archers(2):** male half elf Ftr6; CR 6; medium humanoid; HD 6d10+12; hp 52; Init +8; Spd 30; AC 15, touch 14, flat-footed 12; Base Atk +6; Grp +7; Atk +7 melee (1d6+1/19-20, short sword) or +12 ranged (1d8+2, masterwork longbow); Full Atk +7/+2 melee (1d6+1/19-20, short sword) or +12/+7 ranged (1d8+2, masterwork longbow); SQ Elf traits; AL CN; SV Fort +7, Ref +6, Will +2; Str 12, Dex 18, Con 14, Int 14, Wis 10, Cha 6.

*Skills and Feats:* Climb +5, Hide +9, Move Silently +9, Jump +5, Spot +3; Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow) Weapon Specialization (longbow), Improved Initiative.

*Possessions:* leather armor, masterwork longbow, short sword, 60 arrows.



## Encounter 3: High road or Low Road?

➤ **Greenvise (4):** CR 10; huge plant; HD 12d8+48; hp 102; Init +0; Spd 10ft.; AC 16, touch 8, flat-footed 16; Base Atk +6; Grp +26; Atk +16 melee (2d4+9, slam); Full Atk +16 melee (2d4+9, 4 slams) and +11 melee (1d6+4, bite); Space/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.

*Skills and Feats:* A Greenvise has no skills or Feats.

**Death Fog (SA):** Twice per day, a Greenvise 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 further 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 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 Greenvise is not impeded by its own death fog, so it can move and fight within the fog freely.

**Improved Grab (SA):** If a Greenvise hits an opponent that is at least one size category smaller than itself with a small 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 hold, it can transfer the opponent to its maw with another successful grapple check, dealing automatic bite damage, then try to swallow whole in the next round. Alternatively, the Greenvise 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 Greenvise 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 (SA):** A Greenvise can swallow a single that is at least one size category smaller than

itself by making a successful grapple check (grapple bonus+26), provided it already has that opponent in its maw (see Improved Grab, above). Once inside the Greenvise, the opponent takes 2d6+9 points of bludgeoning damage and 2d4 points of acid damage per round from plants stomach. A successful grapple check allows the swallowed creature to climb out of the stomach and return to the Greenvise'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 escape. Once a single swallowed creature exits, muscular action closes the whole; thus, another swallowed opponent must cut its own way out. A Greenvise's stomach can hold 1 Large, 4 Medium-size, 16 Small or 64 tiny or smaller opponents.

**Plant Traits (EX):** A Greenvise is immune to poison, *sleep*, paralysis, stunning and polymorphing. It is not subject to critical hits or mind affecting effects. The creature also has low light vision.

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

## Encounter 5: Attack from the Wild

➤ **Ogres (6):** male large giant Bbn4: CR 7; medium humanoid; HD 4d8+19 plus 4d12+16 (Bbn4); hp 105; Init 0; Spd 40; AC 17, touch 9, flat-footed 17; Base Atk +7; Grp +19; Atk +15 melee (2d8+12, greatclub) Full Atk +15/+10 melee (2d8+12, greatclub); Space/Reach 10 ft. by 10 ft./10 ft.; SA Rage 2/Day; SQ Fast movement, illiteracy, uncanny dodge, trap sense +1, low-light vision, darkvision 60 ft.; AL CE; SV Fort +13, Ref +3, Will +3; Str 26, Dex 11, Con 18, Int 8, Wis 10, Cha 4.

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

**Fast Movement (EX):** Land speed is faster than normal as long as wearing no armor, light armor or medium armor.

**Illiteracy:** Not automatically able to read or write the languages he is able to speak.

**Rage (EX):** Twice per day an ogre Barbarian can enter a state of fierce rage that lasts for 8 rounds. The following changes are in effect as long as he rages: AC

17, touch 8, flat footed 17; hp 125; Atk +20/+15 (2d8+16, greatclub).

**Trap Sense (Ex):** The barbarian gains a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

**Uncanny Dodge (Ex):** The Barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker.

*Possessions:* greatclub, hide armor.

➤ **Hill Giant (3):** male large giant Bbn4: CR 11; medium humanoid; HD 12d8+60 plus 4d12+20 (Bbn4); hp 162; Init -1; Spd 30; AC 20, touch 8, flat-footed 20; Base Atk +13; Grp +24; Atk +20 melee (2d8+10/19-20, greatclub) Full Atk +21/+16/+11 melee (2d8+10/19-20, greatclub); Space/Reach 10 ft. by 10 ft./10 ft.; SA Rock throwing, rage 2/day; SQ Fast movement, illiteracy, uncanny dodge, trap sense +1, low-light vision, rock throwing, rock catching; AL CE; SV Fort +12, Ref +3 Will +4; Str 25, Dex 8, Con 20, Int 6, Wis 10, Cha 7.

*Skills and Feats:* Climb +7, Jump +7, Spot +6; Cleave, Improved Bull Rush, Improved Critical (greatclub), Improved Sunder, Power Attack, Weapon Focus (greatclub).

**Fast Movement (EX):** Land speed is faster than normal as long as wearing no armor, light armor or medium armor.

**Illiteracy:** Not automatically able to read or write the languages he is able to speak.

**Rage (EX):** Twice per day a Hill Giant Barbarian can enter a state of fierce rage that lasts for 9 rounds. The following changes are in effect as long as he rages: AC 18, touch 6, flat footed 18; hp 194; Atk +23/+18+13 (2d8+13/19-20, Greatclub);

**Trap Sense (Ex):** The barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

**Uncanny Dodge (Ex):** The Barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker.

**Rock Throwing (EX):** Able to hurl rocks weighting 40 to 50 pounds (Small objects) with a range of 120 ft. and up to five range increments.

**Rock Catching (EX):** A giant of at least large size can catch small medium or large rocks (of similar projectiles). Once per round a giant that would normally be hit by a rock can make a reflex save to catch it as a free action. The DC is 15 for a small rock, 20 for a medium one and 25 for a large one. The giant must be ready and aware of the attack.

*Possessions:* greatclub, hide armor.

## Encounter 6: The Final Climb

➤ **Advanced Wyvern (4):** CR 11; gargantuan dragon; HD 13d12+91; hp 182; Init +0; Spd 20ft., Fly 60 ft. (poor); AC 21, touch 6, flat-footed 21; Base Atk +13; Grp +37; Atk +26 melee (2d8+13 plus poison, stinger); Full Atk +26 melee (2d8+13 plus poison, stinger) and +24 melee (4d8+13, bite) and +24 melee (3d6+6, 2 wings) and +24 melee (4d6+13, 2 talons); Space/Reach 20 ft. by 20 ft./20 ft.; SA Improved grab, poison; SQ Darkvision, 60 ft., immunity to *sleep* and paralysis, low-light vision, scent; AL N; SV Fort +15, Ref +8, Will +9; Str 36, Dex 10, Con 24, Int 6, Wis 12, Cha 9.

*Skills and Feats:* Hide +10, Listen +16, Move Silently +14, Spot +20; Ability Focus (poison), Hover.

**Improved Grab (SA):** To use this ability a Wyvern must hit with its talons. It can then start a grapple as a free action, without provoking an attack of opportunity. If the grapple is successful it establishes a hold and stings.

**Poison (EX):** Injury, DC 25 Fortitude save, initial and secondary damage 2d6 Con. The Save DC is Constitution based.

**Hover (Feat):** When flying the creature can halt its forward motion as a move action. It can the fly in any direction, including straight down or straight up at half speed, regardless of its maneuverability. If a creature begins its turn hovering, it can hover in place for the turn and take a full-round action. A hovering creature cannot make wing attacks, but it can attack with all other limbs and appendages it could use in a full attack.

**Ability Focus (Feat):** Increases the wyverns poison by +2, (this bonus has been calculated in the poison DC given above).

## Encounter 7: Lofty Heights

➤ **Pertween:** male halfling Rog11; CR 11; small humanoid; HD 11d6+22; hp 68; Init +5; Spd 20 ft. AC 19, touch 16, flat-footed 14; Base Atk +8; Grp +8; Atk +14 melee (1d4+1/18-20, +1 *wounding rapier*); Full Atk +14/+9 melee (1d4+1/18-20, +1 *vicious wounding rapier*); SA Sneak attack +6d6, crippling strike; SQ Trap finding, evasion, trap sense +3, uncanny Dodge, improved uncanny dodge; AL CN; SV Fort +6, Ref +13, Will +6; Str 10, Dex 21, Con 14, Int 16, Wis 14, Cha 11.

*Skills and Feats:* Bluff +14, Escape Artist 19, Gather Information +16, Hide +23, Listen +18, Move Silently +21, Search +17, Sense Motive +16, Spot +16, Survival +10, Tumble +19; Doge, Mobility, Spring Attack, Weapon Finesse (rapier)

**Sneak Attack (SA):** If Pertween can sneak attack successfully he deals the extra damage listed above.

**Trap Finding (Ex):** Pertween can use his search skill to find traps.

**Evasion (Ex):** Pertween takes no damage if he makes a reflex saving throw against an attack that would normally deal half damage on a successful save.

**Trap Sense (Ex):** Pertween gains a +3 bonus on Reflex saves made to avoid traps and a +3 dodge bonus to AC against attacks made by traps.

**Uncanny Dodge (Ex):** Pertween retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker

**Improved Uncanny Dodge (Ex):** Pertween can no longer be flanked, only a rogue of 4 levels higher can use flanking to perform a sneak attack.

**Crippling Strike (EX):** An opponent damaged by a sneak attack from Pertween takes 2 points of strength damage due to his skill with the blade. (Points recover at a rate of 1 per day)

*Possessions:* *cloak of resistance +1, dust of disappearance (2), +1 leather armor, +1 wounding rapier, potion of cure light wounds (2), potion of invisibility, potion of shield of faith.*

☛**Thamin:** male human Clr9; CR 9; medium humanoid; HD 9d8+27 hp 76; Init +7; Spd 30 ft. AC 20, touch 13, flat-footed 17; Base Atk +6; Grp +7; Atk +8 melee (1d6+1/18-20, masterwork rapier) or +9 ranged (1d6+1, javelin); Full Atk +7/+2 melee (1d6+1/18-20, rapier) or +8/+3 ranged (1d6+1, javelin); SA Turn undead; AL CN; SV Fort +10, Ref +7, Will +10; Str 12, Dex 16, Con 17, Int 14, Wis 16, Cha 12.

*Skills and Feats:* Bluff +16, Concentration +11, Diplomacy +10, Disguise +3, Heal +4, Hide +7, Intimidate +3, Knowledge Religion +5, Sense Motive +11, Spellcraft +14; Improved Initiative, Martial Weapon Proficiency, Negotiator, Persuasive, Silent Spell

*Spells Prepared* (6/6/6/5/3/2; base DC = 13 + spell level): 0—*guidance (2), light (3), resistance*; 1st—*command (2), entropic shield\*, obscuring mist, shield of faith (2)*; 2nd—*invisibility\*, resist energy (cold), resist energy (electricity), silence (2), silent cure light wounds*; 3rd—*bestow curse, dispel magic (2), silent invisibility, protection from energy (fire)\**; 4th—*confusion\*, dismissal, freedom of movement\**; 5th—*break enchantment\*, true seeing*.

\*Domain spell. *Domains:* Luck Domain (Power of good fortune, usable once per day. Re-roll one roll that you have just made before the result is know. You

must take the result of the second roll); Trickery Domain (Bluff, Disguise and hide are all class skills)

*Possessions:* *cloak of resistance +1, holy symbol of Olidammara, javelin, +2 large wooden shield, +1 leather armor, masterwork rapier, potion of invisibility, potion of shield of faith, wand of silence (5 charges).*

☛**Archers(2):** male half elf Ftr6/Wiz1/Arc1; CR 8; medium humanoid; HD 6d10+12 (Ftr) plus 1d4+2 (Sor) plus 1d8+2 (Arc); hp 65; Init +8; Spd 30; AC 16, touch 14, flat-footed 12; Base Atk +7; Grp +8; Atk +8 melee (1d6+1/19-20, short sword) or +13 ranged (1d8+3, masterwork longbow); Full Atk +8/+3 melee (1d6+1/19-20, short sword) or +13/+8 ranged (1d8+3, masterwork longbow); SA Enhance arrow +1; SQ Elf traits; AL CN; SV Fort +9, Ref +8, Will +4; Str 12, Dex 19, Con 14, Int 14, Wis 10, Cha 6.

*Skills and Feats:* Climb +5, Hide +13, Move Silently +9, Jump +5, Spellcraft +6, Spot +5; Point Blank Shot, Precise Shot, Rapid Shot, Scribe Scroll, Summon Familiar, Weapon Focus (longbow), Weapon Specialization (longbow).

**Enhance Arrow (SU):** Every non-magical arrow an arcane archer fires, becomes a magical arrow with a bonus equal to that listed above. Enhanced arrows only function for the arcane archer and have no additional cost.

*Spells Prepared* (5/3; base DC = 12 + spell level): 0—*disrupt undead (2), touch of fatigue (2)*; 1st—*obscuring mist, ray of enfeeblement, shield*.

*Spellbook:* 0—all; 1st—*chill touch, obscuring mist, ray of enfeeblement, shield, true strike*.

Necromancer: Banned schools: Illusion; Evocation.

*Possessions:* leather armor, masterwork longbow, short sword, 60 arrows.

## Encounter 3: High road or Low Road?

➤ **Greenvise (6):** CR 10; huge plant; HD 12d8+48; hp 102; Init +0; Spd 10ft.; AC 16, touch 8, flat-footed 16; Base Atk +6; Grp +26; Atk +16 melee (2d4+9, slam); Full Atk +16 melee (2d4+9, 4 slams) and +11 melee (1d6+4, bite); Space/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.

*Skills and Feats:* A Greenvise has no skills or Feats.

**Death Fog (SA):** Twice per day, a Greenvise 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 further 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 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 Greenvise is not impeded by its own death fog, so it can move and fight within the fog freely.

**Improved Grab (SA):** If a Greenvise hits an opponent that is at least one size category smaller than itself with a small 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 hold, it can transfer the opponent to its maw with another successful grapple check, dealing automatic bite damage, then try to swallow whole in the next round. Alternatively, the Greenvise 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 Greenvise 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 (SA):** A Greenvise can swallow a single that is at least one size category smaller than

itself by making a successful grapple check (grapple bonus+26), provided it already has that opponent in its maw (see Improved Grab, above). Once inside the Greenvise, the opponent takes 2d6+9 points of bludgeoning damage and 2d4 points of acid damage per round from plants stomach. A successful grapple check allows the swallowed creature to climb out of the stomach and return to the Greenvise'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 escape. Once a single swallowed creature exits, muscular action closes the whole; thus, another swallowed opponent must cut its own way out. A Greenvise's stomach can hold 1 Large, 4 Medium-size, 16 Small or 64 tiny or smaller opponents.

**Plant Traits (EX):** A Greenvise is immune to poison, *sleep*, paralysis, stunning and polymorphing. It is not subject to critical hits or mind affecting effects. The creature also has low light vision.

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

## Encounter 5: Attack from the Wild

➤ **Ogres (8):** male large giant Bbn6: CR 9; medium humanoid; HD 4d8+19 plus 6d12+24 (Bbn6); hp 105; Init -1; Spd 30; AC 17, touch 9, flat-footed 17; Base Atk +9; Grp +21; Atk +18 melee (2d8+13, +1 *greatclub*) Full Atk +18/+13 melee (2d8+13, +1 *greatclub*); Space/Reach 10 ft. by 10 ft./10 ft.; SA Rage 2/Day; SQ Fast movement, illiteracy, uncanny dodge, trap sense +2, low-light vision, darkvision 60 ft., improved uncanny dodge; AL CE; SV Fort +13, Ref +3, Will +3; Str 26, Dex 11, Con 18, Int 8, Wis 10, Cha 4.

*Skills and Feats:* Climb +13, Hide -6, Jump +17, Listen +4, Spot +4; Improved Overrun, Power Attack, Toughness, Weapon Focus (*greatclub*).

**Fast Movement (EX):** Land speed is faster than normal as long as wearing no armor, light armor or medium armor.

**Illiteracy:** Not automatically able to read or write the languages he is able to speak.

**Rage (EX):** Twice per day an ogre Barbarian can enter a state of fierce rage that lasts for 8 rounds. The following changes are in effect as long as he rages: AC

17, touch 8, flat footed 17; hp 125; Atk +20/+15 (2d8+16, greatclub).

**Trap Sense (Ex):** The barbarian gains a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

**Uncanny Dodge (Ex):** The Barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker.

**Improved Uncanny Dodge (Ex):** The barbarian can no longer be flanked, only a rogue of 4 levels higher can use flanking to perform a sneak attack.

*Possessions:* greatclub, hide armor.

➤ **Hill Giant (3):** Male Large Giant Bbn6: CR 13; medium humanoid; HD 12d8+60 plus 6d12+30 (Bbn4); hp 174; Init -1; Spd 30; AC 20, touch 8, flat-footed 20; Base Atk +15; Grp +26; Atk +23 melee (2d8+10/19-20, greatclub) Full Atk +23/+18/+13 melee (2d8+10/19-20, greatclub); Space/Reach 10 ft. by 10 ft./10 ft.; SA Rock throwing, rage 2/day; SQ Fast movement, illiteracy, uncanny dodge, trap sense +2, low-light vision, rock throwing, rock catching, improved uncanny dodge; AL CE; SV Fort +13, Ref +4 Will +5; Str 25, Dex 8, Con 20, Int 6, Wis 10, Cha 7.

*Skills and Feats:* Climb +7, Jump +7, Spot +6; Cleave, Improved Bull Rush, Improved Critical (greatclub), Improved Overrun, Improved Sunder, Power Attack, Weapon Focus (greatclub).

**Fast Movement (EX):** Land speed is faster than normal as long as wearing no armor, light armor or medium armor.

**Illiteracy:** Not automatically able to read or write the languages he is able to speak.

**Rage (EX):** Twice per day a Hill Giant Barbarian can enter a state of fierce rage that lasts for 9 rounds. The following changes are in effect as long as he rages: AC 18, touch 6, flat footed 18; hp 199; Atk +25/+20+15 (2d8+13/19-20, Greatclub).

**Trap Sense (Ex):** The barbarian gains a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

**Uncanny Dodge (Ex):** The Barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker.

**Improved Uncanny Dodge (Ex):** The barbarian can no longer be flanked, only a rogue of 4 levels higher can use flanking to perform a sneak attack.

**Rock Throwing (EX):** Able to hurl rocks weighting 40 to 50 pounds (Small objects) with a range of 120 ft. and up to five range increments.

**Rock Catching (EX):** A giant of at least large size can catch small medium or large rocks (of similar

projectiles). Once per round a giant that would normally be hit by a rock can make a reflex save to catch it as a free action. The DC is 15 for a small rock, 20 for a medium one and 25 for a large one. The giant must be ready and aware of the attack.

*Possessions:* greatclub, hide armor.

## Encounter 6: The Final Climb

➤ **Advanced Wyvern (4):** CR 11; gargantuan dragon; HD 13d12+91; hp 182; Init +0; Spd 20ft., Fly 60 ft. (poor); AC 21, touch 6, flat-footed 21; Base Atk +13; Grp +37; Atk +26 melee (2d8+13 plus poison, stinger); Full Atk +26 melee (2d8+13 plus poison, stinger) and +24 melee (4d8+13, bite) and +24 melee (3d6+6, 2 wings) and +24 melee (4d6+13, 2 talons); Space/Reach 20 ft. by 20 ft./20 ft.; SA Improved grab, poison; SQ Darkvision, 60 ft., immunity to *sleep* and paralysis, low-light vision, scent; AL N; SV Fort +15, Ref +8, Will +9; Str 36, Dex 10, Con 24, Int 6, Wis 12, Cha 9.

*Skills and Feats:* Hide +10, Listen +16, Move Silently +14, Spot +20; Ability Focus (poison), Hover.

**Improved Grab (SA):** To use this ability a Wyvern must hit with its talons. It can then start a grapple as a free action, without provoking an attack of opportunity. If the grapple is successful it establishes a hold and stings.

**Poison (EX):** Injury, DC 25 Fortitude save, initial and secondary damage 2d6 Con. The Save DC is Constitution based.

**Hover (Feat):** When flying the creature can halt its forward motion as a move action. It can the fly in any direction, including straight down or straight up at half speed, regardless of its maneuverability. If a creature begins its turn hovering, it can hover in place for the turn and take a full-round action. A hovering creature cannot make wing attacks, but it can attack with all other limbs and appendages it could use in a full attack.

**Ability Focus (Feat):** Increases the wyverns poison by +2, (this bonus has been calculated in the poison DC given above).

## Encounter 7: Lofty Heights

➤ **Pertween:** male halfling Rog14; CR 14; small humanoid; HD 11d6+26; hp 86; Init +10; Spd 20 ft. AC 20, touch 16, flat-footed 14; Base Atk +10; Grp +10; Atk +17 melee (1d4+1/18-20, +1 *rapier*); Full Atk +17/+12melee (1d4+1/18-20, +1 *rapier*); SA Sneak attack +7d6, crippling strike, defensive roll; SQ Trap finding, evasion, trap sense +4, uncanny dodge,

improved uncanny dodge; AL CN; SV Fort +7, Ref +15, Will +7; Str 10, Dex 22, Con 14, Int 16, Wis 14, Cha 11.

**Skills and Feats:** Bluff +17, Escape Artist 23, Gather Information +19, Hide +32, Listen +21, Move Silently +25, Search +20, Sense Motive +19, Spot +19, Survival +11.5, Tumble +22; Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse (rapier).

**Sneak Attack (SA):** If Pertween can sneak attack successfully he deals the extra damage listed above.

**Trap Finding (Ex):** Pertween can use his search skill to find traps.

**Evasion (Ex):** Pertween takes no damage if he makes a reflex saving throw against an attack that would normally deal half damage on a successful save.

**Trap Sense (Ex):** Pertween gains a +4 bonus on Reflex saves made to avoid traps and a +4 dodge bonus to AC against attacks made by traps.

**Uncanny Dodge (Ex):** Pertween retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker

**Improved Uncanny Dodge (Ex):** Pertween can no longer be flanked, only a rogue of 4 levels higher can use flanking to perform a sneak attack.

**Crippling Strike (EX):** An opponent damaged by a sneak attack from Pertween takes 2 points of strength damage due to his skill with the blade. (Points recover at a rate of 1 per day)

**Defensive Roll (EX):** The rogue can roll with a potential lethal blow to take less damage from it than she otherwise would. Once per day, when she would be reduced to 0 or fewer hp points by damage in combat (from a weapon or other blow not a spell or special ability), the rogue can attempt to roll with the damage. To use this ability, the rogue must attempt a Reflex saving throw (DC = Damage dealt). If the save succeeds, she takes only half damage from the blow; if it fails, she takes full damage. She must be aware of the attack and be able to react to it in order to execute her defensive roll – if she is denied her Dexterity bonus to AC, she can't use this ability. Since this effect would not normally allow a character to make a Reflex save for half damage, the rogue's evasion ability does not apply to the defensive roll.

**Possessions:** *cloak of resistance +1, dust of disappearance (2), +2 leather armor of shadow, +1 vicious wounding rapier, potion of cure light wounds (2), potion of invisibility, potion of shield of faith.*

**Thamin:** male human Clr11; CR 11; medium humanoid; HD 11d8+33 hp 92; Init +7; Spd 30 ft. AC 21, touch 13, flat-footed 18; Base Atk +8; Grp +9; Atk +9 melee (1d6+1/18-20, rapier) or +10 ranged (1d6+1,

javelin); Full Atk +9/+4 melee (1d6+1/18-20, rapier) or +10/+5 ranged (1d6+1, javelin); SA Turn undead; AL CN; SV Fort +10, Ref +7, Will +10; Str 12, Dex 16, Con 17, Int 14, Wis 16, Cha 12.

**Skills and Feats:** Bluff +18, Concentration +13, Diplomacy +10, Disguise +3, Heal +4, Hide +13, Intimidate +3, Knowledge Religion +5, Sense Motive +12, Spellcraft +16; Improved Initiative, Martial Weapon Proficiency, Negotiator, Persuasive, Silent Spell

**Spells Prepared** (6/7/6/6/4/3/2); base DC = 13 + spell level); 0—*guidance (2); light (3), resistance*; 1st—*command (2), divine favor, entropic shield\*, obscuring mist, shield of faith (2)*; 2nd—*silent cure light wounds, invisibility\*, resist energy (electricity), resist energy (cold) silence (2); spiritual weapon*; 3rd—*bestow curse, silent darkness, dispel magic (2), silent invisibility; protection from energy (fire)\*, 4th— confusion\*, dismissal, freedom of movement\*, poison*; 5th—*break enchantment\*, slay living, trueseeing*; 6th—*harm, mislead\**

\*Domain spell. **Domains:** Luck Domain (Power of good fortune, usable once per day. Re-roll one roll that you have just made before the result is known. You must take the result of the second roll); Trickery Domain (Bluff, Disguise and hide are all class skills)

**Possessions:** *cloak of resistance +1, holy symbol of Olidammara, javelin, +2 large wooden shield of arrow catching, +2 leather armor of shadow, masterwork rapier, potion of invisibility, potion of shield of faith, wand of silence (5 charges).*

**Archers(2):** male half elf Ftr6/Wiz1/Arc4; CR 11; medium humanoid; HD 6d10+12 (Ftr) plus 1d4+2 (Sor) plus 4d8+8 (Arc); hp 86; Init +8; Spd 30; AC 16, touch 14, flat-footed 12; Base Atk +10; Grp +11; Atk +11 melee (1d6+1/19-20, short sword) or +17 ranged (1d8+4, masterwork longbow); Full Atk +11/+6 melee (1d6+1/19-20, short sword) or +17/+12 ranged (1d8+4, masterwork longbow); SA Enhance arrow +2, imbue arrow, seeker arrow; SQ Elf traits; AL CN; SV Fort +11, Ref +10, Will +5; Str 12, Dex 19, Con 14, Int 14, Wis 10, Cha 6.

**Skills and Feats:** Climb +5, Hide +15, Move Silently +15, Jump +5, Listen +6, Spellcraft +6, Spot +9; Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Scribe Scroll, Summon Familiar, Weapon Focus (longbow), Weapon Specialization (longbow).

**Enhance Arrow (SU):** Every non-magical arrow an arcane archer fires, becomes a magical arrow with a bonus equal to that listed above. Enhanced arrows

only function for the arcane archer and have no additional cost.

**Imbue Arrow (SU):** Can place an area spell upon an Arrow. When the arrow is fired the spells are centered on where the arrow lands. It takes a standard action to cast the spell and fire the arrow, which must be fired in the same round as the spell is cast.

**Seeker Arrow (SU):** Once per day the arcane archer can launch an arrow at a target known to him within range and the arrow will travel to the target, even around corners. This negates cover and concealment modifiers, but otherwise the attack is rolled normally. Using the ability is a standard action (including shooting the arrow).

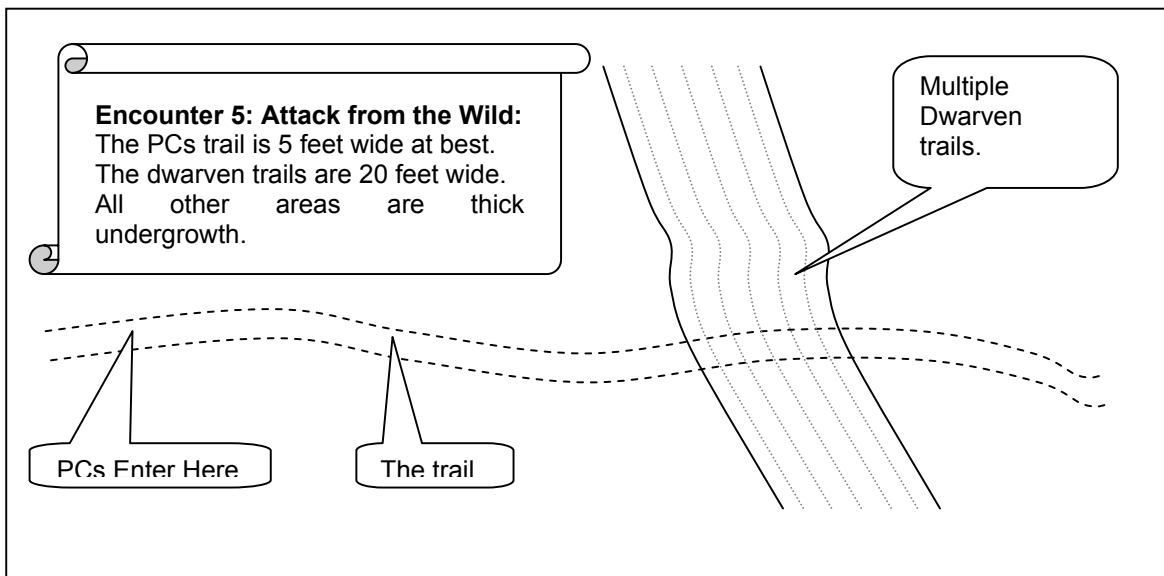
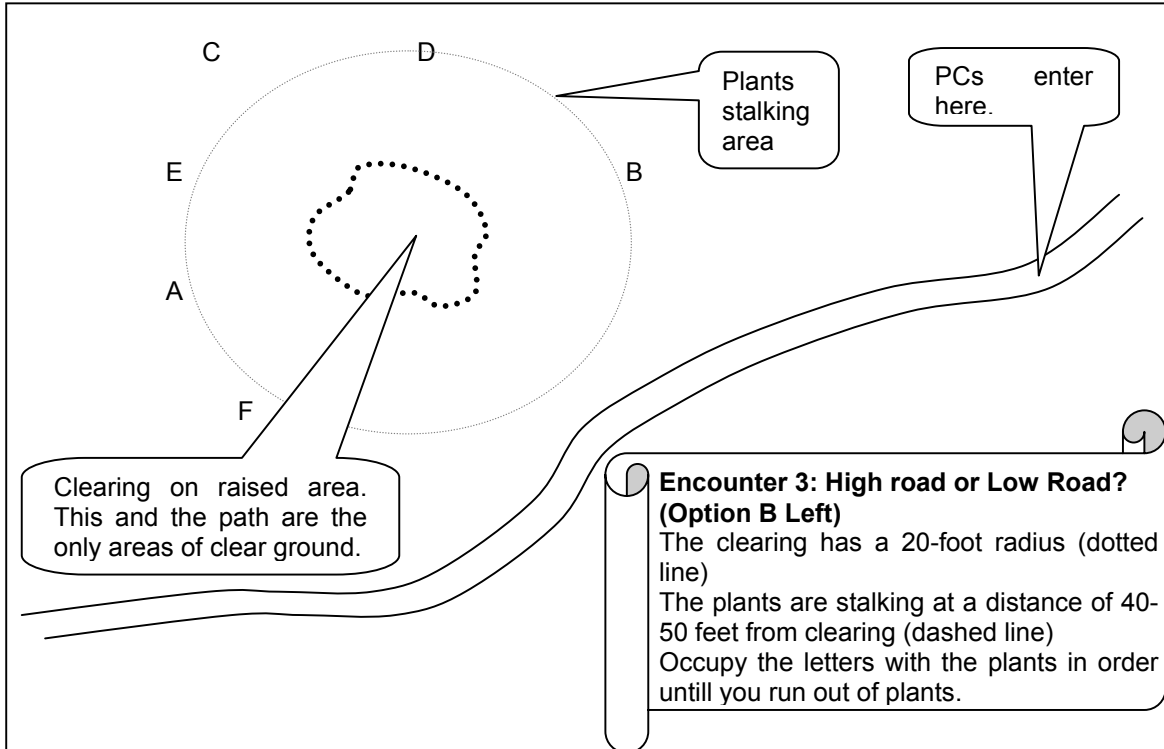
*Spells Prepared* (5/3; base DC = 12 + spell level):  
0—*disrupt undead* (2), *touch of fatigue* (2); 1st—*obscuring mist*, *ray of enfeeblement*, *shield*.

*Spellbook:* 0—all; 1st—*chill touch*, *obscuring mist*, *ray of enfeeblement*, *shield*, *true strike*.

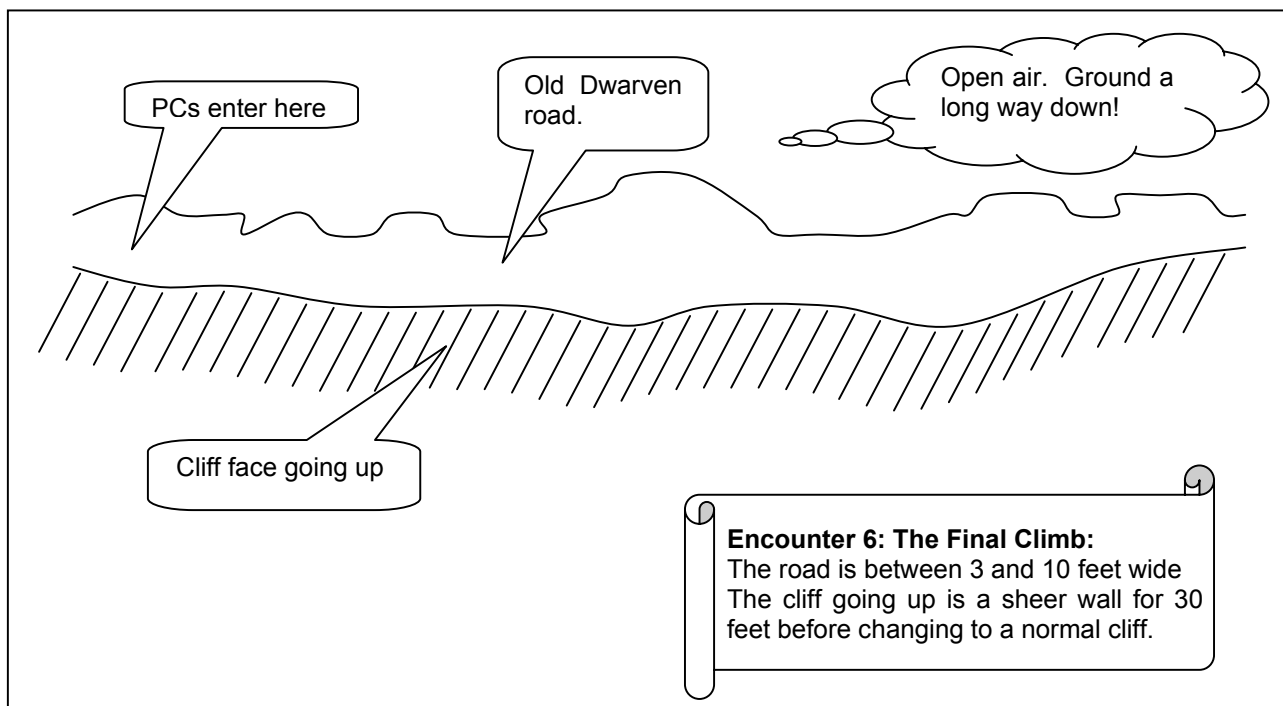
Necromancer: Banned schools: Illusion; Evocation.

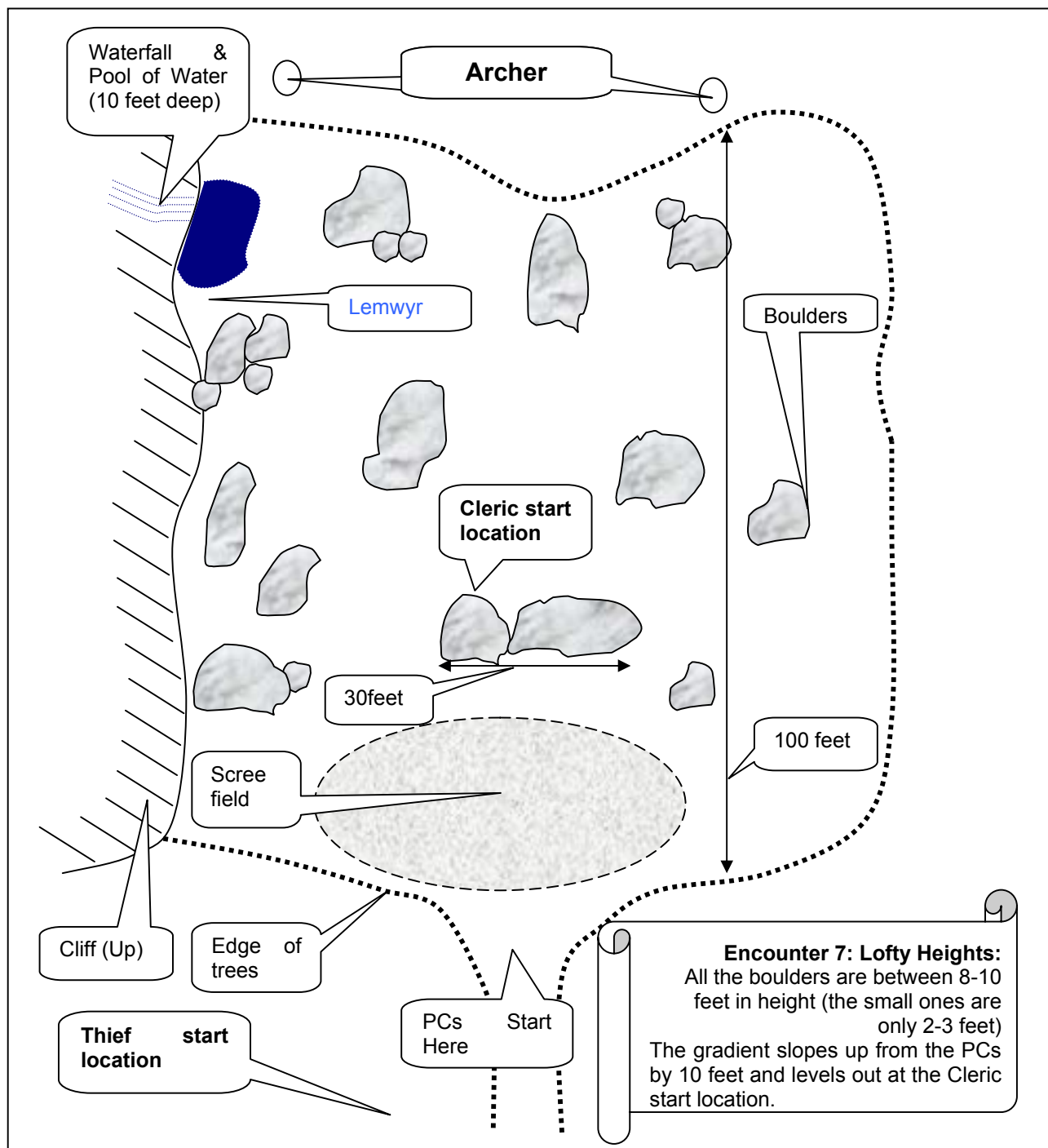
*Possessions:* leather armor, masterwork longbow, short sword, 60 arrows.

## Appendix 2 Maps









## Appendix 3

### New Creature - Greenvise

**Greenvise:** CR 10; huge plant; HD 12d8+48; hp 102; Init +0; Spd 10ft.; AC 16, touch 8, flat-footed 16; Base Atk +6; Grp +26; Atk +16 melee (2d4+9, slam); Full Atk +16 melee (2d4+9, 4 slams) and +11 melee (1d6+4, bite); Space/Reach 10 ft. by 10 ft./15ft.; 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.

*Skills and Feats:* A Greenvise has no skills or Feats.

Greenvises are ambulatory vegetable horrors that stalk the fringes of some humanoid settlements. These carnivorous plants are not bold – they prefer to ambush lone prey that happens to come to near. Greenvises rest at night and actively hunt during daylight hours, repositioning themselves throughout the day if prey in a particular hunting area proves scarce.

A greenvise is a larger, sturdier version of the Venus fly trap, with a thick, green, trunklike stem and four sturdy tendrils that hang down like vines. When the creature opens its mouth, a mottled pink maw lined with toothlike thorns is revealed; when closed the mouth structure resembles an ordinary leafy bush. A greenvise has small, tendrillike roots that it uses to move.

### Combat

After setting itself up in an appropriate location, a greenvise lies in wait for prey to pass. It lunges at the first living creature it senses, using all its tendrils to grab prey and transfer it to its maw. An extremely hungry or seriously greenvise releases a death fog to weaken its opponents and obscure their vision. Although multiple greenvises are sometimes found together, they do not share their prey and thus do not assist each other in combat unless many potential victims are present.

**Death Fog (SA):** Twice per day, a Greenvise 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 further 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 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 Greenvise is not impeded by its own death fog, so it can move and fight within the fog freely.

**Improved Grab (SA):** If a Greenvise hits an opponent that is at least one size category smaller than itself with a small 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 hold, it can transfer the opponent to its maw with another successful grapple check, dealing automatic bite damage, then try to swallow whole in the next round. Alternatively, the Greenvise 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 Greenvise 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 (SA):** A Greenvise can swallow a single that is at least one size category smaller than itself by making a successful grapple check (grapple bonus+26), provided it already has that opponent in its maw (see Improved Grab, above). Once inside the Greenvise, the opponent takes 2d6+9 points of bludgeoning damage and 2d4 points of acid damage per round from plants stomach. A successful grapple check allows the swallowed creature to climb out of the stomach and return to the Greenvise'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 escape. Once a single swallowed creature exits, muscular action closes the whole; thus, another swallowed opponent must cut its own way out. A Greenvise's stomach can hold 1 Large, 4 Medium-size, 16 Small or 64 tiny or smaller opponents.

**Plant Traits (EX):** A Greenvise is immune to poison, *sleep*, paralysis, stunning and polymorphing. It

is not subject to critical hits or mind affecting effects. The creature also has low light vision.

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

## Player's Handout 1: Condition Summary

### DM Note

It is recommended that you give each player a copy of the text below during combat in the forest.

#### Conditions: Light Undergrowth

- ❖ 2 squares of movement to move into light foliage
- ❖ +2 to DC of Move Silently and Tumble checks
- ❖ Provides Concealment
- ❖ Listen checks at -2 per 10 feet (not the usual -1)
- ❖ Impossible to Spot creatures beyond 40 feet. (Due to total concealment beyond that distance)

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Player's Handout 2:  
Strange Rock

