

Lay Down Your Burdens

A One-Round Dungeons & Dragons® Living Greyhawk™ Principality of Naerie Adventure

Version 1.0

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Ever since the Greyhawk Wars, Scarlet Brotherhood agents and their Hepmonoland warriors have been holed up in the western fringes of the Menowood, staying a thorn in the side of the Ahlissans. Now Prince Barzhaan of Naerie finally wants to see this problem resolved, one way or another. A one-round adventure set in the Principality of Naerie and the Menowood for characters level 2-15 (APLs 4-12).

Resources for this adventure [and the authors of those works] include ESA6-05 *A Point of View* [Sampo Haarlaa], ESA7-06 *And All the Prince's Men* [Sampo Haarlaa], *Monster Manual III* [Rich Burlew, Eric Cagle, Jesse Decker, etc.], NAE7-03 *Incognito* [Gordon Smith], *Player's Handbook II* [David Noonan], and *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor]

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in

this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).

Sum the results of step 1 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.

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

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

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing

this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure set in Principality of Naerie and the Menowood. All characters pay 1 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. Characters that fail to pay at least Standard Upkeep retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

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

Chapters 1 and 5 of the LGCS present more information about lifestyle and upkeep.

PREPARATION FOR PLAY

Before the game, you should check if any of the PCs are members of Ex-Scarlet Brotherhood, Church of Bralm/Lleryg, Nasranite Watch or Idee Volunteers or Army of Naerie (including Stalkers). These PCs receive +1 bonus to various skills checks throughout the adventure in addition to normal skill bonuses.

Also, if any PC has the favor of Benrad Lyrthi from ESA6-05 *Point of View*, Benrad is very polite towards them and the invitation the PCs receive should be reworded as personally addressed.

ADVENTURE BACKGROUND

When Ahlissa invaded Idee and drove away the Scarlet Brotherhood, the majority of the Brotherhood troops were killed, escaped back to Tilvanot or sent to labor camps. Several hundred managed to escape into Menowood, where the Scarlet Brotherhood had established a presence during the occupation. This enabled them to survive in the forest and remain as a localized threat for the Ahlissans.

Recent political developments in Naerie have caused some of the more primitive Hepmonalander Suels to start integrating into Ahlissan society. This was helped when Idee Volunteers, with the covert aid of House Arxx, a Naerie noble house, helped to start temples of Lleryg & Bralm in the settlement of Shar Hesiyeve. This has caused the settlement to grow as many of those living in larger

cities move to Shar Hesiyeve, which nonetheless is nothing more than a glorified ghetto.

The army of Naerie is now preparing to push on into the Menowood. Their plan is to scout the few holdouts of the Scarlet Brotherhood with some of the integrated Suels and deliver an ultimatum: those who surrender get a new chance if they forsake the Scarlet Brotherhood. After the ultimatum expires, any Suel coming from Menowood is killed. The Ahlissans also plan to actively hunt any remaining Scarlet agents in the woodlands until they are all exterminated.

A decade in the forest

The Scarlet Brotherhood established a presence in the Menowood during the occupation of Idee. As such they had some fortified places to fall back to. The Ahlissans were not aware of this and would have probably been more enthusiastic about chasing them, rather than allowing Brotherhood troops to retreat into the Menowood. With the fleeing troops was Reshes Fren, Kesh (local leader) of the Barony of Menst and he became the leader of the refugees.

The fey creatures, which had been driven back during initial Brotherhood occupation of the Menowood, launched attacks but eventually an equilibrium of sorts was established. The Brotherhood troops spread into various settlements to avoid depleting natural resources. These camps stayed in contact with each other, though this was mainly limited to *animal messenger* spells and such.

While the Menowood offered plenty of food to eat, camps were still forced to commit raids out of the Menowood which sometimes caused them to be caught by Ahlissan troops. In these battles the Scarlet Brotherhood troops were always at a disadvantage. Aside from some younger Suel who could take up arms, losses were almost impossible to replace.

Current situation

Right now the Scarlet Brotherhood camps are in dire straits. Despite their best efforts, the numbers are not on their side. The Ahlissan forces around the forest become more numerous by the day while Scarlet Brotherhood troops in Menowood get more and more depleted. Hardliners still hold out hope for "imminent liberation" by another Scarlet Brotherhood invasion. Lower ranking members have found that a decade of eking out a living in hostile territory is a wonderful way to shed one's political indoctrination. Some individuals have deserted the camps and attempted to flee to Sunndi through Hollow Highlands and other lands.

ADVENTURE SUMMARY

Introduction: The PCs arrive in Adderstone, having either heard about the Ahlissans looking for mercenaries or being sent there by various factions (Idee Volunteers, Scarlet Brotherhood soldiers, etc.). Benrad Lyrthi has

been tasked in taking soldiers to the Menowood and scouting out various outposts within.

Encounter 1 [Getting Hired]: The PCs are hired to investigate a location of a suspected Hepmonalander settlement in Menowood.

The goal of the mission is to deliver an ultimatum to the Scarlet Brotherhood troops. Those who leave Menowood and surrender are guaranteed a place to live in Shar Hesiyeve in the Barony of Monne. Those who don't do not get a second chance as Ahlissan armies receive standing orders in a month that no captives are to be taken alive.

Encounter 2 [Entering Menowood]: In the forest, the PCs are required to move silently to avoid hazards that they may face within the Menowood. Failure in Move Silently and Hide checks results in an encounter with hostile fey.

Encounter 3 [Shakon Radil]: The PCs arrive in a settlement of Hepmonalanders. The PCs must try to convince the weary Hepmonalanders to come out of the forest. Their three leaders require different ways to persuade them to comply. The leader of the hobgoblins does not listen to any arguments and needs to be fought.

Encounter 4 [Heart of the Wood]: If Ker or Ka are convinced in Encounter 3, they tell the PCs that there is something wrong with the forest and that their leader, Reshes Fren, was captured recently and that the settlement did not dare to go after them.

Encounter 5 [Shackled Man]: If PCs go to investigate, they find a clearing with some kind of standing stones. In the middle is an altar where an unconscious man has been tied down with shackles. This man is Reshes Fren, the only Kesh who survived the occupation of Idee. The PCs can kill him or take him prisoner.

If interrogated, the weary man describes that some monks found something in the forest which has transformed them. Apparently they have decided that they are the only ideologically pure Suel now.

Encounter 6 [Werewolves]: When Reshes is dealt with, Suloise monks appear and announce that they shall fight against Ahlissan until Scarlet Brotherhood once again rules in the Obedient state of Idee. The PCs must leave Reshes Fren or be attacked. If they don't leave him, the monks transform into werewolves and attack.

Conclusion: The PCs either come to the Ahlissans with good news, the Scarlet Brotherhood camp has gotten the word and is coming out soon, or they carry the bad news that the Brotherhood refused. In the best case, they also have Reshes Fren with them.

INTRODUCTION

Each PC receives a call to Adderstone on behalf of various interested parties. Choose the appropriate Player Handout (1-4) based on the PCs meta-organization memberships (4 is for PCs any remaining PCs).

Read or paraphrase the following:

As Pelor's blessing descends beneath the horizon, you finally reach the gates of Adderstone. Standing guard are two members of the garrison; one a flannorian middle aged male and the other a babyfaced oeridian teen without a hint of stubble upon his chin. The elder of the two guards regards you with the calm demeanor of seasoned soldier and asks, "What brings you to Adderstone?"

The guards let the PCs into the village if the PCs show their invitation or even just speak politely to the guards. The guard's intent is to merely measure the character of who enters the village and to raise the alarm if an obvious enemy approaches (ogres, various monsters living in nearby hills, etc.). The guards give directions to Benrad Lythi upon request. If the PCs wish to sleep in an Inn first then visit Benrad Lythi in the morning, adjust the boxed text accordingly. Once the PCs seek out Benrad Lythi, proceed with Encounter 1.

1: GETTING HIRED

This encounter involves the PCs meeting Benrad Lythi, the commander of the Adderstone Garrison and learning of their mission. Once the PCs search out Benrad Lythi, read or paraphrase the following:

Finding Benrad Lythi is an easy matter. The village of Adderstone isn't very large; finding the garrison headquarters building is a trivial task.

After a short wait, you are admitted to Benrad's office to find him sifting through piles of documents on his desk. Looking up, he says "I'm Commander Lythi, how can I help you?"

Below are questions and answers to drive conversation with the PCs. They don't need to ask the precise question to get the appropriate answer. Questions marked with an * should be worked into the conversation even if the PCs don't ask the relevant question.

Note that some PCs might have met Benrad in ESA6-05 *A Point of View*. If PCs have his favor from that adventure, Benrad is polite to PCs and remembers them by name.

Q: You requested us. What is this all about?

A: Ah, so you are the specialists requested to take on the mission. Very good, please sit down. I'm sure you have many questions.

***Q: What is the mission?**

A: Simple – convince the Scarlet Brotherhood members to abandon Menowood peacefully. Prince Barzhaan has called for an end to the skirmishing between Ahlissan forces and those who call the Menowood home. The Prince is mounting a final offensive against the Scarlet Brotherhood in Menowood and he has sanctioned this last and final mission so they can save themselves from their own stubbornness. Naturally it is also done to reduce inevitable casualties that such an attack would cause on our side.

Q: When do we leave?

A: Two days hence. Get a room at the Inn and get plenty of rest. We have an aerial transport available if you don't like to walk.

Q: How much are we getting paid?

A: You will each be paid [50 x APL] gp, half now, half upon completion. I also have some supplies to borrow to you.

Q: What about supplies?

A: It is likely you run into fey creatures. I have a scroll which might be useful to you as well as supply of 100 cold iron arrows and bolts. In two days, I can also get you a cold iron weapon if needed.

DM info: Benrad gives the PCs a *scroll of junglerazer* (see Appendix 2), 100 cold iron arrows and bolts. In addition, he can borrow any masterwork cold iron simple or martial weapon from the PHB.

Q: What do you think of this mission?

A: I believe its folly, though I admit I have my own grievances with the Scarlet Scum. However, what Prince orders, I seek to accomplish to the best of my abilities.

Q: What if they refuse to leave?

A: That would be a shame for it also means that they've sentenced themselves to death. If they absolutely refuse, we won't hold you responsible, but don't give up too easily.

Q: Are we allowed to use lethal force? You know, to set an example...

A: You can always defend yourself and if you think breaking one bad egg can save the omelet then it's your judgment.

***Q: Where are the rebels to relocate?**

A: Every Scarlet Brotherhood member who agrees to abandon Menowood is guaranteed living space in Shar Hesiyeve in the Barony of Monne. Those who don't...well, the only thing they can be guaranteed to receive is a foot of Ahlissan steel into their chest.

***Q: How will we find the rebels?**

A: That has been a difficult task in the past and is why Prince Barzhaan hasn't routed them out already. However, we have recently employed the services of a

few disillusioned Scarlet Brotherhood defectors and know the location of the largest camp also known as Shakon Radil. We believe that if we can convince the largest grouping of them to leave, that they'll influence the other smaller outposts to follow their lead. We have done as good map as possible for your use (Benrad gives it to PCs).

(In addition Benrad gives PCs an official letter to show they have authority to speak as representatives of the Government.)

***Q: Won't they attack us when we arrive?**

A: As said, few defectors have contacted the camps. We have managed to secure a safe entry to Shakon Radil so even though we are still at war, your safety is guaranteed.

Q: What about hobgoblins? It's possible we bring some along

A: Well, standing orders are to kill all that enter. Bring any you find if you can. We lock them up and see what Prince wants to be done with them.

Q: What is the reward if we find Reshes Fren?

A: Do you know where he is? Well, if you can bring him back alive, the reward is one delivered by Prince Barzhaan himself! If you bring back his corpse, then a goodly chunk of gold is yours.

[Note: this question can only be asked if PCs find out about the name Reshes Fren before hand.]

Q: How are things here then?

A: Very well. Once the case of those sabotages in 596 CY was dealt with, everything has been fine. However, Beddas Haxx died under mysterious circumstances shortly after that I was given command of this place.

Q: How did he die?

A: Sorry i'm not allowed to talk about it.

If any PC has Benrads favor from ESA6-05, he whispers the following:

"How to put it... You see, Prince himself visited Beddas and shortly afterwards we found him dead. He appeared as if his flesh had turned into liquid or something. I did try to look into the matters but I later had a...visit from Princes court who told me to stop investigating it."

If they have more questions about the mission, improvise.

☞ Benrad of House Lyrthi: Male human (Oeridian-Suel) fighter 6; AL LN.

Appearance: A man of Oeridian-Suel heritage near his 50s. Dresses in a chain shirt and has a short unkempt beard. His light brown hair is short from the front and long on the sides. His eyes are blue and his left eye has an unfortunate tick, due to torture he suffered in the hands of the Scarlet Brotherhood.

Personality: Career officer. Believes in strong laws and a just monarch such as (in his eyes) Prince Barzhaan.

Development: Two days after the conversation, the group leaves Adderstone and into the Menowood.

While in Adderstone, the PCs may wish to Gather Information about various topics. If they do, consult the following:

Scarlet Brotherhood

- *DC 10: The scarlet brotherhood members residing in the Menowood are mostly primitive Hepmonalanders, though some pure blood members and hobgoblins also fled into the forest.
- *DC 25: The sole remaining leader from the Scarlet Brotherhood occupation of Idee is Reshes Fren - his whereabouts are unknown but he is rumoured to be in Menowood. During the occupation, he was the Kesh (overseer) of Menst.

Reshes Fren

- *DC 10: Reshes Fren was the leader of Menst during the Scarlet Brotherhood occupation of Idee.
- *DC 15: Reshes Fren was known to be efficient and fair towards Suel subjects. Though he brutally had anyone openly opposing Scarlet Brotherhood killed.
- *DC 23: Reshes Fren is the only Scarlet Brotherhood leader who escaped Graf Reydrich's magic and survived the eventual battles with the Ahlissans.

Menowood

- DC 5: The Menowood is an independent woodland, but some of the creatures within have ties with Suundi.
- DC 10: The Scarlet Sign and their Hepmonalanders hold the western Menowood.
- DC 15: Naerie army forces guard the perimeter of the forest but have not made serious advances into the depths yet.
- DC 20: Many dangerous creatures dwell in Menowood, including dire animals, aggressive fey and even a dragon is rumored to live within. In addition, Menowood is a home to numerous lycanthropes, mainly werewolves.

* Members of the Ex-Scarlet Brotherhood Soldier and the Church of Bralm/Llerg know this automatically. Members of other MO's mentioned in Preparation for Play section gain a +2 circumstance bonus to these checks.

Once PCs are ready to go, proceed with Encounter 2.

2: ENTERING THE MENOWOOD

Read or paraphrase the following once the PCs leave Adderstone for Menowood:

Two days after your meeting with Benrad, at dawn's first light, you are escorted out of Adderstone and begin your journey southwards bypassing Radoc and Thurbrush on your way to Menowood. The vast expanse of trees is visible even hours before you reach its borders.

There are no well defined paths into Menowood, no road signs to follow. Instead, you see enormous trees whose canopies merge to form a sea of green blocking most of the sunlight from reaching the ground below. The undergrowth thrives where light does penetrate only to wither into patches of brown and decaying moss beyond creating a dark and foreboding scene.

Strangely, there are very few sounds of wildlife although occasional birdcalls do echo among the trees.

Ask the PCs how they are traveling. It is assumed that they have their map and that they can easily work their way towards the encampment. If they fly or otherwise move in ways that encounter with the fey is automatically avoided, skip the combat (no experience is awarded). Depending on time, feel free to have the party choose watch schedules for sleeping, even though no attacks come at night.

If the PCs indicate that they are trying to Hide and/or Move Silently, they need to make opposed checks with the hostile fey. If the party is being stealthy, all PCs need to roll both Hide and Move Silently. If any PC is noticed by any fey, continue with the combat in this encounter. Otherwise, proceed with Encounter 3, awarding full experience for this encounter. Normally, neither party gains surprise for this encounter.

These redcaps are even more crazy than usual (walking in group of 4 for example) they are easy to bluff and if any PC does scout and manage to use Bluff vs. Sense Motive to cause a diversion, the redcaps go another way and don't bother the PCs. A DC 14 Knowledge (nature) check also gives some clues on their behavior, such as Redcaps aversion towards running water (thus an illusion magic showing a stream would cause them to flee).

When traveling openly, or when they failed to remain hidden, read or paraphrase the following after a couple of days of uneventful travel:

Your journey through the Menowood has taken the better part of two days as you carefully follow your map towards the Scarlet Brotherhood encampment. Rays of light filter through the canopy overhead and twinkle as they illuminate the dust in the air.

Suddenly, you hear battle cries from ahead on the path as you see very short humanoids with long sharp teeth, wrinkled skin and wearing red hats charging towards you.

Terrain: Refer to DM's Map #2 for this combat.

All squares not on the path have light undergrowth in them. 50% of the other squares have trees on them, granting cover. See DMG for details.

Creatures: These are typical redcaps wanting nothing more than to kill the PCs and dip their hats in the PCs blood, screaming their "Jama Jama" sounding battlecry.

APL 4 (EL 6)

☛ **Redcap Hunters (4):** hp 22 each; see Appendix 1.

APL 6 (EL 8)

☛ **Redcap Hunters (4):** hp 60 each; see Appendix 1.

APL 8 (EL 10)

☛ **Redcap Hunters (4):** hp 85 each; see Appendix 1.

APL 10 (EL 12)

☛ **Redcap Hunters (4):** hp 147 each; see Appendix 1.

APL 12 (EL 14)

☛ **Redcap Hunters (4):** hp 184 each; see Appendix 1.

Tactics: These redcaps aren't horribly bright, but they are accustomed to fighting alongside each other, trying to flank their opponents where appropriate.

Treasure:

APL 4: Loot 6 gp; Coin 166 gp; Magic 333 gp; *redcap tooth* (83 gp each); Total 505 gp.

APL 6: Loot 6 gp; Coin 283 gp; Magic 333 gp; *redcap tooth* (83 gp each); Total 622 gp.

APL 8: Loot 6 gp; Coin 483 gp; Magic 333 gp; *redcap tooth* (83 gp each); Total 822 gp.

APL 10: Loot 6 gp; Coin 816 gp; Magic 333 gp; *redcap tooth* (83 gp each); Total 1,155 gp.

APL 12: Loot 6 gp; Coin 1,416 gp; Magic 333 gp; *redcap tooth* (83 gp each); Total 1,755 gp.

Development: Avoiding this encounter through stealth is difficult and it should be difficult to do so. Whether they avoid the fight through stealth or defeat the fey, the PCs earn full experience points for the encounter.

If fought, and the PCs remember to bring along evidence of defeating the redcaps, such as their red caps, they earn a circumstance bonus to some skill checks in future encounters as described later.

Nothing else of interest happens and once the PCs have traveled for 3 days, they arrive to Shakon Radil. Move to Encounter 3.

3: SHAKON RADIL

Following their map, the PCs find the current location of Shakon Radil – the largest Hepmonalander Scarlet Brotherhood camp within the Menowood. Ever vigilant against fey attacks, the camp is under heavy guard.

If the PCs take extraordinary measures to avoid detection, the DM has to improvise appropriately. Also note that this isn't intended to be a combat encounter (except for the fight against Gurmugu). If for some reason the PCs intend to attack the camp, improvise as you see fit (APL 12 tables would have an easy time, APL 4 tables would likely fail).

As the PCs approach the camp, read or paraphrase the following:

Following your map, you turn to the south and start to notice a gradual lightening of the forest as you near an area that allows for more light to fill from above. Ahead on your path you see the camp. Few permanent wooden structures exist although majority of the dwellings appear to be shabby looking tents and storage areas created through the creative use of tarps pinned against large tree trunks for cover. Natural barricades as tall as a human surround the camp. The gate is made of brambles with long spikes in them and it is opened by two guards who watch you approach.

After minor questioning, Ka Leara Madi approaches and allows PCs to enter the camp.

The PCs need to try to convince the Brotherhood members to abandon Menowood and accept resettlement within Naerie. There are 3 leaders that need to be "convinced" using various means or reasoning. In case of Ker Kamackee and Ka Leara Madi, the PCs should make Sense Motive rolls vs. Bluff. If they succeed, then the PCs should gain some indication on that person's motivations, what might sway him a bit and so on.

If the PCs ask specifically for Reshes Fren, nobody admits to knowing someone of that name. They realize that the Ahlissan government likely wants Reshes to put to death.

Convincing the leaders

☛ **Ker Kamackee:** male Hepmonalander barbarian 6 (CN; Bluff +2, Sense Motive -2).

Appearance: Ker has somewhat dark hair, has green eyes, stands over 6ft tall and his entire body is covered in freckles.

Personality: Ker is the leader of the Hepmonalanders. Ker is very charismatic, but unfortunately not very wise. The former has vaulted him to a position of authority within the Hepmonalander community, the latter makes him not horribly effective and Ka Leara Madi knows it.

There are 4 options (which can be combined to achieve success) that can be used when dealing with Ker.

- **Bribery.** Ker's family was extremely poor in Hepmonaland and therefore Ker is easily bribed by coins of valuables that would give him easier life in Shar Hesiye. The bonus earned through bribery is the total bribe divided by 200 gold pieces rounded down (0-199 = +0, 200-399 = +1, etc.).
- **Reasoning.** Ker has great empathy for his followers and would welcome an option which improves their happiness. Discussing the relocation plans with Ker earns a bonus of +1. Mentioning their grisly fate if they decide to stay earns a bonus of +1. The party can also use diplomacy (one check for the party). Ker starts as Indifferent. If the party moves Ker to Helpful, they earn an additional bonus of +1. Any mention of the founding of the Bralm/Lleryg temples for the Hepmonalanders earn the party an additional bonus of +1.
- **Trickery.** As mentioned above, Ker is not very wise. Allow for the PCs using creative options to trick Ker into accepting the proposition. DM discretion is used here to assign a bonus ranging from +1 to +3.
- **Assassination.** This option is always open to the PCs, however Ker does not have statblocks in this mod. Being very charismatic, people generally like Ker very much. Seeing their adored leader slain would cause the Hepmonalander population within the camp great distress. Stress to the party through roleplay interactions that Ker is a very liked and valuable public official.

The party needs to earn a total bonus of +3 to convince Ker to move out of the Menowood.

☛ **Ka Leara Madi:** male Suel monk 7 (LE; Bluff +7).

Appearance: Ka is a typical pureblood suel with fair skin and blue eyes. He has shaved his blond hair away though.

Personality: Tired, resigned to his fate. However, still looks at his duty to make sure people under his command live as well as possible.

Ka is the leader of the pure blooded suel. Ka needs to be convinced that the Scarlet Brotherhood has abandoned them and that it is better for his people for them to come out or be massacred by the Ahlissan forces. Ka is growing more and more despondent about their situation as their numbers shrink over time through attrition. It is not hard to convince him. Ka starts off as Indifferent and needs to be moved to Helpful to comply.

Of course if players make a good effort in roleplaying and give out reasonable arguments (safety guaranteed, temples, etc.) then you can bypass the roll entirely.

If the party shows evidence of their victory against the redcaps, they earn a +5 circumstance bonus to their Diplomacy roll. A member of the MO's mentioned in the Preparation for Play section has a +1 circumstance bonus to this Diplomacy check. Other good arguments, such as telling that Brotherhood was driven out of Onnwal and

no help is coming from that direction either, should give additional bonuses (or bypass the roll entirely).

☛ **Gurmugu:** male hobgoblin barbarian/fighter (NE); Leader of the hobgoblins.

Appearance: Gurmuge is a broad shouldered big hobgoblin covered in ritual scarring. Several scalps hang on his belt.

Personality: Sure of himself, dominant. Knows he is a good fighter and not afraid to show it. In fact, hobgoblins were instrumental in initial pushes against the fey and Gurmugu sees himself as most valuable person in the camp.

Gurmugu rules the hobgoblins with an iron fist. Being by far the strongest of his people, they do as he says or suffer the consequences.

Gurmugu gained his position of authority by killing their former leader, Graknorak, in single combat where he stabbed him in the gut, than, while Graknorak was bleeding out, strangled him for good measure.

Gurmugu cannot be reasoned with to leave the camp given his own personal history with the Ahlissans. He escaped from the clutches of a Hextorite execution squad and does not go back. Gurmugu needs to be silenced or the hobgoblins do not comply.

There are 2 options:

- **Ritual combat.** Human, half-orc, or centaur PCs can fight Gurmugu (using melee weapons or unarmed combat) for control of the hobgoblin clan. Mounted combat and additional buffs are not allowed (long running buffs or equipment already worn do not need to be removed). Other races are deemed unworthy for the contest unless such an individual can anger Gurmugu enough by winning an opposed Intimidate check. Gurmugu is arrogant and willingly fights multiple qualifying PCs. The combat is to the death (lethal force). Part of the "ritual" is to watch hobgoblin women do a dance (which most likely is not too pleasant for non-hobgoblins) that takes about 2 hours (long enough for various buffs to expire).
- **Assassination.** The PCs could opt to "silence" Gurmugu away from the watchful eyes of others. This could be staged as an attack against Gurmugu while he is in his tent. Few regular hobgoblins can be put in to aid him if situation requires it.

Once Gurmugu is defeated, the hobgoblins do as the PCs propose.

Refer to DM's Map 3a (ritual combat) or 3b (assassination) for the Gurmugu combat.

APL 4 (EL 5)

☛ **Gurmugu:** male hobgoblin barbarian 1/fighter 4; hp 51; see Appendix 1.

APL 6 (EL 7)

☛ **Gurmugu:** male hobgoblin barbarian 1/fighter 6; hp 69; see Appendix 1.

APL 8 (EL 9)

☛ **Gurmugu:** male hobgoblin barbarian 1/fighter 8; hp 87; see Appendix 1.

APL 10 (EL 11)

☛ **Gurmugu:** male hobgoblin barbarian 1/fighter 10; hp 105; see Appendix 1.

APL 12 (EL 13)

☛ **Gurmugu:** male hobgoblin barbarian 1/fighter 12; hp 123; see Appendix 1.

Tactics: Gurmugu isn't shy about using his *anklets of translocation* to his advantage during combat either to escape grapples or to set up charges, aside from APL4 when he does not have one.

Treasure:

APL 4: Loot 42 gp; Coin 4 gp; Magic 311 gp; *anklet of translocation* (116 gp), +1 *bastard sword* (194 gp); Total 357 gp.

APL 6: Loot 42 gp; Coin 16 gp; Magic 540 gp; *anklet of translocation* (116 gp), +1 *bastard sword* (194 gp), *healing belt* (62 gp), +1 *ring of protection* (166 gp); Total 598 gp.

APL 8: Loot 42 gp; Magic 957 gp; *anklet of translocation* (116 gp), +1 *bastard sword* (194 gp), +1 *cloak of resistance* (83 gp), *gauntlets of ogre power* (333 gp), *healing belt* (62 gp), +1 *ring of protection* (166 gp); Total 999 gp.

APL 10: Loot 42 gp; Magic 1,707 gp; +2 *amulet of health* (333 gp), *anklet of translocation* (116 gp), +1 *vicious bastard sword* (694 gp), *gauntlets of ogre power* (333 gp), *healing belt* (62 gp), +1 *ring of protection* (166 gp); Total 1,749 gp.

APL 12: Loot 26 gp; Coin 50 gp; Magic 2,840 gp; +2 *amulet of health* (333 gp), *anklet of translocation* (116 gp), +1 *vicious bastard sword* (694 gp), +1 *breastplate* (112 gp), +1 *cloak of resistance* (83 gp), +1 *ring of protection* (166 gp); Total 2,916 gp.

Investigating camp

If PCs investigate camp, they can spot several different things in the camp that Brotherhood uses against fey.

- Few fires burning constantly, along with suitable arrows.
- Large hunting dogs to sniff out fey (counts as wolf).
- Few pureblood Suel/Hepmonaland babies, indicating racial mixing despite it being against SB ideology.
- Occasional dead fey (like Splinterwaif) or animal hanging as trophy.

Meeting two soldiers

At some point when PCs are in the camp, they can hear a dog barking loudly. If they proceed to investigate, they

see two Suel men. One keeps to dog on a leash while other just stands still, grasping a repeating crossbow with cold iron bolts. Nothing happens for a moment, until a crossbow armed man shoots at a tree, some 200 ft away. A dead pixie turns visible and tumbles down from the tree. He then walks away.

☛ **Danvius Regor:** Male feytouched ranger 5; AL CN; has permanent *see invisibility*.

Appearance: Suel man of undetermined age with large eyes and somewhat pointed, almost elfish ears. Wears leather armor and carries a repeating crossbow with Ahlissan markings.

Personality: Lost and silent. Does not speak. Hates everything related to fey.

☛ **Hissek Tesh:** Male Suel fighter 3; AL LE.

Appearance: Suel man in his 40s. His hair and beard are greying but he still has sharp blue eyes.

Personality: Determined. Hates the forest, has a "fight to the death" mentality against it.

Hissek is the one who the PCs can talk to. Danvius says nothing and, being feytouched, he is immune to spells such as *detect thoughts* that might shed light on his condition.

Use following pointers to run discussion with Hissek:

- The forest is not a good place to be. Too many dangers.
- Danvius was once a scout for Brotherhood forces. He disappeared for a year after a hunting trip. Nobody knows what happened and Danvius does not speak but apparently he "sees things".
- Hissek is ready to leave if the leaders so order.
- Hobgoblins are a necessary evil. They are good soldiers but not something one wants to spend time with.
- Their survival in the forest is much due to the leadership of Reshes Fren.

Rumors

There are not much rumors to be had in the village. Aside from hearing tremors occurring in Sunndi or seeing manticores (from Adderstone) flying about, precious little information reaches the camp. There is a general feeling on anxiety in the camp though, due to Reshes disappearance. DC 25 Gather Information check (or spell like *detect thoughts*) gets PCs information that Reshes is gone.

This might alter adventure later if PCs wish to go after him on their own. Improvise as necessary.

Development: If the PCs fail to convince Ker or Ka to leave the Menowood, proceed to the Conclusion.

If either Ker or Ka has sided with the PCs, proceed to Encounter 4.

If the PCs defeated Gurmugu in ritual combat and proceed with Encounter 4, that PC may take 4+CHA modifier (number of hobgoblins (see *Monster Manual* 153) with him.

4: HEART OF THE WOOD

Now that the PCs have earned the trust of the camp, the plot thickens. Read or paraphrase the following:

Having earned the confidence of the inhabitants of Shakon Radil, you are invited to a dinner. The meal is quite tasty, considering the circumstances. Wild herbs and vegetables provide what flavor is lacking from the meager strips of rabbit and squirrel meat. Many people seem to discuss about move out of the Menowood and there is definitely some fear of the unknown in their voice.

Sometime later, Ka Leara Madi addresses the crowd (in Suel). "Brothers and sisters, the time has come for us to leave this accursed place that we have called home for so long.

"We have had our share of battles against the cursed fey and other monstrosities of this place. We have also seen our numbers shrink as we lose members in our raids against Ahlissans. Clearly we have been abandoned by those in Tilvanot and yet, some of us still hold out hope for help across the sea. No brothers and sisters, the war is over and it is time we put this burden away" Crowd murmurs in agreement.

After this, Ka turns to PCs and speaks with softer voice.

"I must tell you something. last week our beloved leader, Reshes Fren, was captured while on patrol. He had confided in me that something about the forest was wrong and wanted to find out what was happening. Something slaughtered his entire patrol and Reshes was nowhere to be found although we did find something in journal when we searched his tent "You have convinced us of the wisdom of abandoning our homes but we do not have the remaining forces necessary to seek out Reshes. I ask of you, please don't abandon him. There are still some in the camp who don't trust of you. If you do this, they shall surely follow you as well.

Ka is hoping that suitable use of peer pressure convinces the party to help out. The camp is far too poor to pay to hire the adventurers and also bit scared by fact that their best soldiers were already with Fren. If the party agrees to help, Ka is willing to share Reshes' journal (Player Handout #5) and show them where the battle took place. From there, the party can track and eventually find Reshes Fren. Ka hopes that the PCs find Reshes and bring him back, though he is not fully aware what Ahlissans do to him.

If the party chooses to end their adventure here, proceed to the Conclusion. If the PCs accept the mission, read or paraphrase the following:

Ka Leara is overjoyed on your acceptance. A few minutes later, Ker Kamackee comes back from a short visit to a supply tent and opens a bottle of fine Ahlissan wine. "I think we have something to celebrate and I t've saved this for the occasion.

Proceed with Encounter 5 when the PCs leave the camp the following morning.

5: SHACKLED MAN

Read aloud or paraphrase when the PCs leave the camp the following morning:

The rest of the night passes uneventfully. When morning comes, Ka and a group of local trackers meet you at the gates to show you to the last known location of Reshes Fren. It only takes two hours to reach the place. Even though it has only been a week since the battle, there is not much left here to inspect. Nature has claimed most of the grisly remnants of battle though a few material reminders remain; a discarded shield here, a broken longsword there.

Ka turns to you and says, "This is where we found them. The tracks went off to the northeast, but we are too few in number to venture further into the woods. Good luck with your expedition!"

There is nothing of value here. There are however tracks heading to the northeast and appear to be made from humanoids. Ka and the rest of the trackers answer questions that the PCs may have, although, nothing is revealing. Improvise as necessary.

Once the PCs are ready to move on, determine if the party has a tracker. If the group does, feel free to modify the boxed text to imply an earlier arrival at Reshes' clearing. If not, Ka gives them one dog (see *Monster Manual* 283) to act as tracker. It finds Reshes, but a DC 15 Handle Animal check tells that something is bothering it (if *Speak with animals* is used, the dog says it smells wolf nearby but not normal wolf).

Read or paraphrase the following when PCs get to Reshes Fren.

You follow the tracks for the remainder of the day, whoever left the tracks made no effort to conceal their route. As nightfall approaches, you hear scuffling noises from ahead on the path.

Even though the party doesn't immediately walk into a combat situation, ask for their marching order to establish a sense of unknown danger. Refer to DM's Map 5/6 for use in both this and the next encounter.

The path continues for a while longer then opens into a clearing with an unusual site. The forest canopy above opens to allow for the bright moonlight to shine down into the clearing bathing the scene in an almost angelic glow. Dispelling any notion of purity is the sole middle-aged human male chained to a rock in the center of the clearing. Surrounding the man are several fey corpses with blood pooling on the forest floor from many slashing and piercing wounds.

The man seems to have freed one arm and has desperately fended off attacks using a piece of chain as a weapon but has suffered many wounds from his foes.

☛ **Reshes Fren:** male Suel monk Ftr2/Mnk8 (AI LE).

Appearance: Reshes Fren is a tall and thin Suel man with white hair, piercing blue eyes and rugged appearance.

Personality: Still loyal to Scarlet Brotherhood but slowly losing hope. Survivor by nature, he does whatever is necessary.

At this point, the party is free to deal with Reshes as they see fit. If they leave him to his fate, proceed to the conclusion. If they revive him (he is at -2 hit points and exhausted and no longer in any fighting condition), use the following to guide the role-play.

Q: Who are you?

A: I am grateful for being saved but tell me first, who are you? (He avoids telling his name until he feels more comfortable with the PCs.)

Q: We convinced those in Shakon Radil to abandon the Menowood. Will you go with them?

A: You did what? Why? (Allow the PCs to bring Reshes up to date. After hearing that his followers agreed on their own free will, he concedes the point and becomes friendly. He wishes to be set free to avoid Ahlissan capture.)

Q: Who tied you down? And why?

A: Traitors I tell you! They've gone mad! I knew something was wrong when they left our group. They had each become much more aggressive towards the rest of us and demanded we fight the Ahlissans head on. That would be pure suicide! But then I found out what drove them to this madness. They've become lycanthropes – willingly!

Q: Will you follow us out of the Menowood for safety?

A: No. If I allow myself to be captured by the Ahlissans, I'll surely be put to death. I'll rather find my way out of this place on my own.

Development: If the PCs wish to subdue or kill Reshes, he is no match for them. They can either capture Reshes

and take him to the Ahlissans, let him go, or let the werewolves continue their execution-by-fey in Encounter 6.

Feel free to continue the conversation along the lines detailed above. As the conversation winds down, proceed to encounter 6.

6: WEREWOLVES

There are no additional fey here attacking Reshes, however the werewolf monks are nearby. As the conversation between Reshes and the PCs winds to a close, the werewolf monks approach. When they arrive, read or paraphrase the following:

From the other side of the clearing, three suel humans with long tufts of hair covering much of their bodies emerge from the surrounding forest without weapons drawn. Weapons hardly seem necessary form them given their sharp claws and teeth. The eldest looking human of the group speaks, "So, you have stumbled upon our handiwork. What do you think? Reshes has continually violated the cause of pure Suel everywhere and must learn the error of his ways.

For years, we've suffered at the hands of the Ahlissans and of the Menowood fey. Justice demands that he atone for his sins against his kind by dying at the merciless hands of these fey vermin although I must say he has survived longer than I expected.

I will say this only once: do NOT interfere. Be on your way! Leave Reshes to his fate and or die!"

These Suel have been afflicted with lycanthropy. Their augmented abilities have made them believe that they have found the answer for Suel domination at last. In their twisted logic, they believe they are even more "pure Suel" than ever before and that only through the spread of lycanthropy within the Suel community can they ever truly overcome their oppressors. These werewolves can't spread lycanthropy as they are merely afflicted, not natural.

If the party agrees to leave peacefully and let Reshes die, they get no treasure or experience rewards from this encounter. However, they do still earn full rewards from completing the mission of convincing those of Shakon Radil to leave the Menowood. In this case, proceed to the Conclusion. Otherwise, continue the encounter below.

If Reshes Fren is healed, he assists the PCs in combat with a piece of chain (Atk +4, 2d4+2/x2, trip +4)., though his combat abilities are significantly reduced. He can attack anyone within 5 ft. of the rock and prefers to trip opponents and then stricken them when on the ground. The werewolves do not attack Fren.

Terrain: The clearing does not affect movement. The forest around it is considered light undergrowth and it has trees in 50% of the squares.

APL 4 (EL 7)

☛ **Werewolf Monk** (3): male human monk 2; hp 24 each; see Appendix 1.

APL 6 (EL 9)

☛ **Werewolf Monk** (3): male human monk 2; hp 56 each; see Appendix 1.

APL 8 (EL 11)

☛ **Werewolf Monk** (3): male human monk 4; hp 77 each; see Appendix 1.

APL 10 (EL 13)

☛ **Werewolf Monk** (3): male human monk 6; hp 90 each; see Appendix 1.

APL 12 (EL 15)

☛ **Werewolf Monk** (3): male human monk 6/ fighter 2; hp 105 each; see Appendix 1.

Tactics: These monks have recently been afflicted with lycanthropy and are under the delusion that they now embody the ultimate perfection of suel evolution. They fight to the death out of fanatical zeal. They use their feats and items to the best of their abilities. At higher APLs, the werewolves have potions at their disposal.

Unless you deem through opposed Spot/Hide and Listen/Move Silently that the werewolves had extra time to prepare, they begin with the potions unused. If the party gains a mobility advantage, the monks drink their *potions of fly*.

Treasure: The monks have large amount of magical treasure on them.

APL 4: Coin 75 gp; Magic 787 gp; *anklet of translocation* (116 gp each), +1 *cloak of resistance* (83 gp each), *healing belt* (62 gp each); Total 862 gp.

APL 6: Coin 225 gp; Magic 1,287 gp; *anklet of translocation* (116 gp each), +1 *cloak of resistance* (83 gp each), *healing belt* (62 gp each), +1 *ring of protection* (166 gp each); Total 1,512 gp.

APL 8: Coin 125 gp; Magic 2,287 gp; +2 *amulet of health* (333 gp each), *anklet of translocation* (116 gp each), +1 *cloak of resistance* (83 gp each), *healing belt* (62 gp each), +1 *ring of protection* (166 gp each); Total 2,412 gp.

APL 10: Magic 4,000 gp; +2 *amulet of health* (333 gp each), *anklet of translocation* (116 gp each), +2 *bracers of armor* (333 gp each), +1 *cloak of resistance* (83 gp each), *healing belt* (62 gp each), *oil of greater magic weapon* +2 (100 gp each), *potion of fly* (62 gp each), *potion of barkskin* +4 (75 gp each), +1 *ring of protection* (166 gp each); Total 4,000 gp.

APL 12: Magic 6,750 gp; +2 *amulet of health* (333 gp each), *anklet of translocation* (116 gp each), *belt monk's* (1083 gp each), +2 *bracers of armor* (333 gp each), +1 *cloak of resistance* (83 gp each), *oil of greater magic weapon* +2 (100 gp each), *potion of fly* (62 gp each), *potion of barkskin* +4 (75 gp each), *potion of haste* (62 gp each), +1 *ring of protection* (166 gp each); Total 6,750 gp.

Development: Once PCs have overcome werewolves and decided what to do with Reshes Fren, move to the Conclusion

CONCLUSION

There are 2 different conclusions unless the party did something interesting out of the scope of this adventure. If they did, improvise. Otherwise, read the appropriate conclusion.

Failed to convince Shakon Radil to leave:

Luckily, your trip out of the Menowood and travel back to Adderstone were without incident. You are quickly escorted to see Benrad Lyrthi where he anxiously awaits your report.

If the PCs tell him the truth of their failure, continue with the following boxed text. Otherwise, improvise.

Benrad looks at you disapprovingly then merely shrugs. "Oh well, I guess they'll get theirs in due time. It's a shame though, I'm sure they could've been put to good use eventually. Don't worry though, you still get paid."

Convinced Shakon Radil to leave:

Luckily, your trip out of the Menowood and travel back to Adderstone were without incident. You are quickly escorted to see Benrad Lyrthi where he anxiously awaits your report.

Allow the PCs to recount their story.

Benrad looks at you approvingly then merely shrugs. "Well, that's one less thing to worry about. Thank you for a job well done. Hopefully they'll accept their new homes and settle down once and for all."

The PCs gain the **Favor of Benrad Lyrthi**. Benrad pays the PCs [25 x APL] gold pieces as well.

Regardless

If PCs brought Reshes Fren alive with them, the garrison quickly puts him on chains and sometime later PCs learn that he was loaded on a prison wagon, destined for Naerie City and unknown fate. PCs receive **Favor of the Prince** to their AR. If PCs allowed Fren to escape, they gain **Helped Fren to escape** to their AR.

In addition, if Reshes Fren was brought back, Prince rewards each PC with a 1,000 gold coins.

If PCs return with hobgoblins, the hobgoblins are imprisoned by the garrison, and they likely face execution later. If the PCs appeal to Benrad Lyrthi with a successful DC 15 Diplomacy check and spend a favor with an Ahlissan noble house or a figure of the Naerie authorities, he relents for now. This earns that PC (and

anyone else who uses a favor with noble house) a **Hobgoblin Cohort** entry to their AR.

In addition, if PCs defeated the Redcaps, they earn **Redcap tooth** entry to their AR

Treasure: Reward for capturing Reshes Fren and completing the mission successfully.

APL 4: Coin 1,100 gp.

APL 6: Coin 1,150 gp.

APL 8: Coin 1,200 gp.

APL 10: Coin 1,250 gp.

APL 12: Coin 1,300 gp.

CAMPAIGN CONSEQUENCES

This adventure will have campaign consequences for final Naerie Gazetteer that is published. As such, Triad would like to know answers to following. Please email these to sampohaarlaa@gmail.com

- 1: Did PCs convince SB to leave Menowood?
- 2: Was Reshes Fren recovered?

The End

EXPERIENCE POINT SUMMARY

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

2: Entering the Menowood

Defeat the Fey

APL 4	180 XP
APL 6	240 XP
APL 8	310 XP
APL 10	360 XP
APL 12	420 XP

3: Shakon Radil

Defeat Gurmugu

APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP

6: Werewolves

Defeat the Werewolf monks

APL 4	210 XP
APL 6	270 XP
APL 8	340 XP
APL 10	390 XP
APL 12	450 XP

Story Award

Convince Shakon Radil to leave the Menowood

APL 4	70 XP
APL 6	90 XP
APL 8	115 XP
APL 10	135 XP
APL 12	160 XP

Discretionary roleplaying award

APL 4	65 XP
APL 6	90 XP
APL 8	110 XP
APL 10	135 XP
APL 12	155 XP

Total Possible Experience

APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every

encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasure.

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

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

1: Getting Hired

APL 4: Coin: 100 gp.

APL 6: Coin: 150 gp.

APL 8: Coin: 200 gp.

APL 10: Coin: 250 gp.

APL 12: Coin: 300 gp.

2: Entering the Menowood

APL 4: Loot 6 gp; Coin 166 gp; Magic 333 gp; *redcap tooth* (83 gp each); Total 505 gp.

APL 6: Loot 6 gp; Coin 283 gp; Magic 333 gp; *redcap tooth* (83 gp each); Total 622 gp.

APL 8: Loot 6 gp; Coin 483 gp; Magic 333 gp; *redcap tooth* (83 gp each); Total 822 gp.

APL 10: Loot 6 gp; Coin 816 gp; Magic 333 gp; *redcap tooth* (83 gp each); Total 1155 gp.

APL 12: Loot 6 gp; Coin 1416 gp; Magic 333 gp; *redcap tooth* (83 gp each); Total 1755 gp.

3: Shakon Radil

APL 4: Loot 42 gp; Coin 8 gp; Magic 311 gp; *anklet of translocation* (116 gp), +1 *bastard sword* (194 gp); Total 361 gp.

APL 6: Loot 42 gp; Coin 33 gp; Magic 540 gp; *anklet of translocation* (116 gp), +1 *bastard sword* (194 gp), *healing belt* (62 gp), +1 *ring of protection* (166 gp); Total 615 gp.

APL 8: Loot 42 gp; Magic 957 gp; *anklet of translocation* (116 gp), +1 *bastard sword* (194 gp), +1 *cloak of resistance* (83 gp), *gauntlets of ogre power* (333 gp), *healing belt* (62 gp), +1 *ring of protection* (166 gp); Total 999 gp.

APL 10: Loot 42 gp; Magic 1707 gp; +2 *amulet of health* (333 gp), *anklet of translocation* (116 gp), +1 *vicious bastard sword* (694 gp), *gauntlets of ogre power* (333 gp), *healing belt* (62 gp), +1 *ring of protection* (166 gp); Total 1749 gp.

APL 12: Loot 26 gp; Coin 100 gp; Magic 2840 gp; +2 *amulet of health* (333 gp), *anklet of translocation* (116 gp), +1 *vicious bastard sword* (694 gp), +1 *breastplate* (112 gp), +1 *cloak of resistance* (83 gp), +1 *ring of protection* (166 gp); Total 2966 gp.

6: Werewolves

APL 4: Coin 75 gp; Magic 787 gp; *anklet of translocation* (116 gp each), +1 *cloak of resistance* (83 gp each), *healing belt* (62 gp each); Total 862 gp.

APL 6: Coin 225 gp; Magic 1287 gp; *anklet of translocation* (116 gp each), +1 *cloak of resistance* (83 gp each), *healing belt* (62 gp each), +1 *ring of protection* (166 gp each); Total 1512 gp.

APL 8: Coin 125 gp; Magic 2287 gp; +2 *amulet of health* (333 gp each), *anklet of translocation* (116 gp each), +1 *cloak of resistance* (83 gp each), *healing belt* (62 gp each), +1 *ring of protection* (166 gp each); Total 2412 gp.

APL 10: Magic 4000 gp; +2 *amulet of health* (333 gp each), *anklet of translocation* (116 gp each), +2 *bracers of armor* (333 gp each), +1 *cloak of resistance* (83 gp each), *healing belt* (62 gp each), *oil of greater magic weapon* +2 (100 gp each), *potion of fly* (62 gp each), *potion of barkskin* +4 (75 gp each), +1 *ring of protection* (166 gp each); Total 4000 gp.

APL 12: Magic 6750 gp; +2 *amulet of health* (333 gp each), *anklet of translocation* (116 gp each), *belt monk's* (1083 gp each), +2 *bracers of armor* (333 gp each), +1 *cloak of resistance* (83 gp each), *oil of greater magic weapon* +2 (100 gp each), *potion of fly* (62 gp each), *potion of barkskin* +4 (75 gp each), *potion of haste* (62 gp each), +1 *ring of protection* (166 gp each); Total 6750 gp.

Conclusion

APL 4: Coin: 1100 gp.

APL 6: Coin: 1150 gp.

APL 8: Coin: 1200 gp.

APL 10: Coin: 1250 gp.

APL 12: Coin: 1300 gp.

Treasure Cap

APL 4: 650 gp.

APL 6: 900 gp.

APL 8: 1,300 gp.

APL 10: 2,300 gp.

APL 12: 3,300 gp.

Total Possible Treasure

APL 4: Loot 48 gp; Coin 1,449; Magic 1,431 gp; Total 2,928 gp.

APL 6: Loot 48 gp; Coin 1,841; Magic 2,160 gp; Total 4,049 gp.

APL 8: Loot 48 gp; Coin 2,008; Magic 3,577 gp; Total 5,633.

APL 10: Loot 48 gp; Coin 2,316; Magic 6,040 gp; Total 8,404 gp.

APL 12: Loot 32 gp; Coin 3,116; Magic 9,923 gp; Total 13,071 gp.

ADVENTURE RECORD ITEMS

Redcap Tooth: When a redcap dies, it leaves behind a single tooth. Anyone wearing this tooth gains a +2 circumstance bonus on Charisma-based checks when dealing with fey, and a +4 circumstance bonus when dealing with other redcaps.

Faint transmutation; CL 6th; cannot be made; Price 1,000 gp.

Favor of Benrad Lyrthi: You may use this favor to gain one-time access to one of the following: *axiomatic* or *bane (human)* weapon enchantment upgrade, *spell resistance* or *twilight* (MIC) armor enchantment upgrade or a *lesser clasp of energy protection (fire)* (MIC), a *gauntlets of the blazing arc* (MIC) or a *medal of gallantry* (MIC).

Members of the Idee Volunteers, Nasranite Watch, Church of Bralm/Lleryg & Army of Naerie may use this favor twice. This favor also increases their affiliation score by +2 and it's now ____

Favor of the Prince: For bringing Reshes Fren to Ahlissans, you may re-use any one favor you have gained and already used, provided it was gained in an adventure taking place in Naerie.

Hobgoblin cohort: You now have access to Hobgoblin cohort along with a license to keep it. This cohort can adventure freely in Naerie but it is advisable elsewhere to ask your DM if it suits the adventure.

Helped Fren to escape: You helped Reshes Fren to escape from Ahlissans. This grants access to one of the following: upgrade *axiomatic* weapon enchantment, Heroic Destiny (RD), Law Devotion (CC) or Magic Devotion (CC).

In addition this increases you affiliation points by +2. Your affiliation score is now ____

ITEM ACCESS

APL 4:

- *Anklets of translocation* (Adventure; MIC; 1,400 gp)
- *Healing belt* (Adventure; MIC; 750 gp)
- *Redcap tooth* (Adventure; CL 6th; See above; 1,000 gp)

APL 10 (all of APLs 4-8 plus the following):

- *+1 vicious bastard sword* (Adventure; DMG)
- *Oil of greater magic weapon +2* (Adventure; DMG)
- *Potion of barkskin +4* (Adventure, DMG)

APL 12 (all of APLs 4-10 plus the following):

- *Belt: monk's* (Adventure; DMG)

APPENDIX 1: APL 4

2: ENTERING THE MENOWOOD

REDCAP* HUNTER

CR 2

* *Monster Manual III* 138

CE Small fey

Init +5; **Senses** Listen +9, Spot +9; low-light vision

Languages Common, Sylvan

AC 13, touch 12, flat-footed 12

(+1 size, +1 Dex, +1 natural)

hp 22 (4 HD); DR 5/cold iron

Fort +3, **Ref** +5, **Will** +5

Speed 30 ft. (6 squares)

Melee medium scythe +5 (2d4+3/x4) or

Ranged medium sling +5 (1d6+3)

Base Atk +2; **Grp** +4

Atk Options Power Attack

Special Actions

Combat Gear

Abilities Str 14, Dex 13, Con 14, Int 11, Wis 12, Cha 13

SQ eldritch stone, powerful build

Feats Improved Initiative, Power Attack

Skills Hide +12, Intimidate +8, Listen +8, Move Silently +8, Spot +8, Survival +8

Possessions combat gear plus 250gp

Eldritch Stone (Su) Bullets fired from a redcap's sling glow with a greenish-blue magical energy, giving them a +1 enhancement bonus on attack rolls and damage rolls as well as dealing 1d6 points of damage (instead of the 1d4 points an ordinary bullet deals).

Powerful Build (Ex) The physical stature of a recap lets it function in many ways as if he were one size category larger. Whenever a redcap is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts or trip attempts), the redcap is treated as one size larger if doing so is advantageous to it. A redcap is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A recap can use weapons designed for a creature one size larger without penalty. However, its space and reach remain those of a creature of its actual size. The benefits of this characteristic stack with the effects of powers, abilities, and spells that change the subject's size category.

3: SHAKON RADIL

GURMUGU

CR 5

Male hobgoblin barbarian 1/ fighter 4

NE Medium humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft.; Listen +5, Spot +1;

Languages Common, Goblin

AC 17, touch 12, flat-footed 15

(+2 Dex, +5 armor)

hp 51 (5 HD)

Fort +9, **Ref** +3, **Will** +2

Speed 30 ft. in breastplate (6 squares), base movement 40 ft.

Melee +1 bastard sword +10 (1d10+7/19-20x2) or

Melee masterwork ranseur +9 (2d4+4/x3) or

Melee spiked gauntlet +8 (1d4+3/x2)

Base Atk +5; **Grp** +8

Atk Options Combat Reflexes, Improved Unarmed Strike, Rage 1/day

Combat Gear *anklets of translocation*

Abilities Str 16, Dex 15, Con 16, Int 10, Wis 12, Cha 8

SQ
Feats Combat Reflexes, Exotic Weapon Proficiency (bastard sword), Improved Unarmed Strike, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

Skills Climb +7, Intimidate +7, Listen +5, Move Silently +6, Swim -1

Possessions combat gear plus 50gp

Rage (Ex): A barbarian can fly into screaming blood frenzy a certain number of times a day. In a rage, a barbarian gains phenomenal strength and durability but becomes reckless and less able to defend himself. He temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. While in a rage, the barbarian loses the ability to use spell-like abilities. A fit of rage lasts for a number of rounds equal to 3 + the (newly improved) Constitution modifier. At the end of the rage, the barbarian becomes fatigued.

Skills Hobgoblins have a +4 racial bonus on Move Silently checks.

6: WEREWOLVES

WEREWOLF MONK

CR 4

Male human monk 2

LE Medium humanoid (shapechanger, human suel)

Init +8; **Senses** low-light vision, scent; Listen +2, Spot +2;

Languages Common

AC 18, touch 16, flat-footed 14

(+4 Dex, +2 class, +2 natural)

hp 24 (4 HD); DR 5/silver

Resist evasion

Fort +10, **Ref** +11, **Will** +8

Speed 30 ft. (6 squares)

Melee claw +6/+6 (1d6+4) and

Melee bite +2 (1d6+2)

Base Atk +2; **Grp** +6

Atk Options Combat Reflexes, Stunning Fist 2/day (DC 14), flurry of blows

Combat Gear *anklet of translocation, healing belt*

Abilities Str 18, Dex 18, Con 16, Int 10, Wis 15, Cha 8

SQ Alternate form, lycanthropic empathy

Feats Combat Reflexes, Improved Initiative, Improved Unarmed Strike, Iron Will, Stunning Fist, Track, Weapon Focus (bite)

Skills Balance +10, Escape Artist +9, Hide +11, Move Silently +11, Tumble +9

Possessions combat gear plus +1 *cloak of resistance*, 150 gp

Alternate form (Su) The werewolf monks in this adventure remain in their hybrid form.

Lycanthropic Empathy (Ex) In any form, lycanthropes can communicate and empathize with normal or dire animals of their animal form. This gives them a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack".

2: ENTERING THE MENOWOOD

REDCAP HUNTER

CR 4

Monster Manual III 138

CE Small fey

Init +7; **Senses** low-light vision; Listen +12, Spot +12;

Languages Common, Sylvan

AC 17, touch 14, flat-footed 14

(+1 size, +3 Dex, +3 natural)

hp 60 (8 HD); DR 5/cold iron

Fort +6, **Ref** +9, **Will** +7

Speed 30 ft. (6 squares)

Melee medium scythe +10 (2d4+6/x4) or

Ranged medium sling +9 (1d6+5)

Base Atk +4; **Grp** +8

Atk Options Power Attack

Special Actions

Combat Gear

Abilities Str 18, Dex 17, Con 18, Int 11, Wis 12, Cha 13

SQ eldritch stone, powerful build

Feats, Improved Initiative, Power Attack Weapon Focus (scythe)

Skills Hide +18, Intimidate +12, Listen +12, Move Silently +14, Spot +12, Survival +12

Possessions combat gear plus 425gp

Eldritch Stone (Su) Bullets fired from a redcap's sling glow with a greenish-blue magical energy, giving them a +1 enhancement bonus on attack rolls and damage rolls as well as dealing 1d6 points of damage (instead of the 1d4 points an ordinary bullet deals).

Powerful Build (Ex) The physical stature of a recap lets it function in many ways as if he were one size category larger. Whenever a redcap is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts or trip attempts), the redcap is treated as one size larger if doing so is advantageous to it. A redcap is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A recap can use weapons designed for a creature one size larger without penalty. However, its space and reach remain those of a creature of its actual size. The benefits of this characteristic stack with the effects of powers, abilities, and spells that change the subject's size category.

3: SHAKON RADIL

GURMUGU

CR 7

Male hobgoblin barbarian 1/ fighter 6

NE Medium humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft.; Listen +5, Spot +1;

Languages Common, Goblin

AC 18, touch 13, flat-footed 16; Dodge

(+2 Dex, +5 armor, +1 deflection)

hp 69 (7 HD)

Fort +10, **Ref** +4, **Will** +3

Speed 30 ft. in breastplate (6 squares), base movement 40 ft.

Melee +1 bastard sword +13/+8 (1d10+7/19-20x2) or

Melee masterwork ranseur +11/+6 (2d4+4/x3) or

Melee spiked gauntlet +10/+5 (1d4+3/x2)

Base Atk +7; **Grp** +10

Atk Options Combat Reflexes, Improved Unarmed Strike, Power Attack, Rage 1/day

Combat Gear *anklet of translocation, healing belt*

Abilities Str 16, Dex 15, Con 16, Int 10, Wis 12, Cha 8

SQ

Feats Combat Reflexes, Dodge, Exotic Weapon Proficiency (bastard sword), Improved Unarmed Strike, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

Skills Climb +9, Intimidate +9, Listen +5, Move Silently +6, Swim -1

Possessions combat gear plus +1 *ring of protection*, 200 gp

Rage (Ex): A barbarian can fly into screaming blood frenzy a certain number of times a day. In a rage, a barbarian gains phenomenal strength and durability but becomes reckless and less able to defend himself. He temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. While in a rage, the barbarian loses the ability to use spell-like abilities. A fit of rage lasts for a number of rounds equal to 3 + the (newly improved) Constitution modifier. At the end of the rage, the barbarian becomes fatigued.

Skills Hobgoblins have a +4 racial bonus on Move Silently checks.

6: WEREWOLVES

WEREWOLF MONK

CR 6

Male human monk 2

LE Large humanoid (shapechanger, human suel)

Init +8; **Senses** low-light vision, scent ; Listen +4, Spot +4;

Languages Common

AC 19, touch 16, flat-footed 15

(-1 size, +4 Dex, +2 class, +1 deflection, +3 natural)

hp 64 (8 HD); DR 5/silver

Resist evasion

Fort +13, **Ref** +13, **Will** +13

Speed 30 ft. (6 squares)

Melee claw +14/+14 (1d8+10) and

Melee bite +10 (1d8+5) or

Melee unarmed strike +13 (1d8+9) and

Melee bite +9 (1d8+4)

Space 10 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +19

Atk Options Combat Reflexes, Stunning Fist 3/day
(DC 16), flurry of blows, trip

Special Actions

Combat Gear *healing belt*

Abilities Str 30, Dex 18, Con 18, Int 10, Wis 15, Cha
8

SQ Alternate form, lycanthropic empathy

Feats Alertness, Combat Reflexes, Improved
Initiative, Improved Unarmed Strike, Iron Will, Run,
Stunning Fist, Track, Weapon Focus (bite)

Skills Balance +12, Escape Artist +9, Hide +13, Move
Silently +18, Tumble +9,

Possessions combat gear plus +1 *cloak of
resistance*, +1 *ring of protection*, 450gp

Alternate form (Su) The werewolf monks in this
adventure remain in their hybrid form.

Lycanthropic Empathy (Ex) In any form,
lycanthropes can communicate and empathize with
normal or dire animals of their animal form. This
gives them a +4 racial bonus on checks when
influencing the animal's attitude and allows the
communication of simple concepts and (if the
animal is friendly) commands, such as "friend,"
"foe," "flee," and "attack".

2: ENTERING THE MENOWOOD

REDCAP HUNTER

CR 6

Monster Manual III 138

CE Small fey

Init +8; **Senses** low-light vision; Listen +14, Spot +14;

Languages Common, Sylvan

AC 19, touch 15, flat-footed 15

(+1 size, +4 Dex, +4 natural)

hp 85 (10 HD); DR 10/cold iron

Fort +8, **Ref** +11, **Will** +8

Speed 30 ft. (6 squares)

Melee medium scythe +12 (2d4+7/x4) or

Ranged medium sling +11 (1d6+6)

Base Atk +5; **Grp** +10

Atk Options Cleave, Power Attack

Special Actions

Combat Gear

Abilities Str 20, Dex 19, Con 20, Int 11, Wis 12, Cha 13

SQ eldritch stone, powerful build

Feats Cleave, , Improved Initiative, Power Attack, Weapon Focus (scythe)

Skills Hide +21, Intimidate +14, Listen +14, Move Silently +17, Spot +14, Survival +14

Possessions combat gear plus 725gp

Eldritch Stone (Su) Bullets fired from a redcap's sling glow with a greenish-blue magical energy, giving them a +1 enhancement bonus on attack rolls and damage rolls as well as dealing 1d6 points of damage (instead of the 1d4 points an ordinary bullet deals).

Powerful Build (Ex) The physical stature of a recap lets it function in many ways as if he were one size category larger. Whenever a redcap is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts or trip attempts), the redcap is treated as one size larger if doing so is advantageous to it. A redcap is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A recap can use weapons designed for a creature one size larger without penalty. However, its space and reach remain those of a creature of its actual size. The benefits of this characteristic stack with the effects of powers, abilities, and spells that change the subject's size category.

3: SHAKON RADIL

GURMUGU

CR 9

Male hobgoblin barbarian 1/ fighter 8

NE Medium humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft.; Listen +5, Spot +1;

Languages Common, Goblin

AC 18, touch 13, flat-footed 16; Dodge, Mobility

(+2 Dex, +5 armor, +1 deflection)

hp 87 (9 HD)

Fort +12, **Ref** +5, **Will** +4

Speed 30 ft. in breastplate (6 squares), base movement 40 ft.

Melee +1 bastard sword +15/+10 (1d10+9/19-20x2) or

Melee masterwork ranseur +14/+9 (2d4+6/x3) or

Melee spiked gauntlet +13/+8 (1d4+4/x2)

Base Atk +9; **Grp** +13

Atk Options Combat Reflexes, Improved Unarmed

Strike, Power Attack, Spring Attack, Rage 1/day

Combat Gear *anklet of translocation, healing belt*

Abilities Str 19, Dex 15, Con 16, Int 10, Wis 12, Cha 8
SQ

Feats Combat Reflexes, Dodge, Exotic Weapon

Proficiency (bastard sword), Improved Unarmed

Strike, Mobility, Power Attack, Spring Attack, Weapon

Focus (bastard sword), Weapon Specialization

(bastard sword)

Skills Climb +12, Intimidate +11, Listen +5 , Move

Silently +6, Swim +0

Possessions combat gear plus +1 *cloak of resistance, gauntlets of ogre power, +1 ring of protection*

Rage (Ex): A barbarian can fly into screaming blood frenzy a certain number of times a day. In a rage, a barbarian gains phenomenal strength and durability but becomes reckless and less able to defend himself. He temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. While in a rage, the barbarian loses the ability to use spell-like abilities. A fit of rage lasts for a number of rounds equal to 3 + the (newly improved) Constitution modifier. At the end of the rage, the barbarian becomes fatigued.

Skills Hobgoblins have a +4 racial bonus on Move Silently checks.

6: WEREWOLVES

WEREWOLF MONK

CR 8

Male human monk 4

LE Large humanoid (shapechanger, human suel)

Init +8; **Senses** low-light vision, scent; Listen +4, Spot +4;

Languages Common

AC 19, touch 16, flat-footed 15

(-1 size, +4 Dex, +2 class, +1 deflection, +3 natural)

hp 85 (10 HD); DR 5/silver

Resist evasion

Fort +15, **Ref** +14, **Will** +14 (+16 against enchantment spells and effects)

Speed 40 ft. (8 squares)

Melee claw +16/+16/ (1d6+10) and

Melee bite +12 (1d8+5) or

Melee unarmed strike +16/+11 (2d6+10) and

Melee bite +12 (1d8+5)

Space 10 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +25

Atk Options Combat Reflexes, Stunning Fist 5/day (DC 17), flurry of blows, *ki* strike (magic)

Special Actions

Combat Gear *healing belt*

Abilities Str 30, Dex 18, Con 20, Int 10, Wis 15, Cha 8

SQ Alternate form, lycanthropic empathy, slow fall 20 ft.

Feats Alertness, Combat Reflexes, Improved Initiative, Improved Unarmed Strike, Improved Grapple, Iron Will, Run, Stunning Fist, Track, Weapon Focus (bite)

Skills Balance +14, Escape Artist +11, Hide +15, Move Silently +20, Tumble +11

Possessions combat gear plus +2 *amulet of health*, +1 *cloak of resistance*, +1 *ring of protection*

Alternate form (Su) The werewolf monks in this adventure remain in their hybrid form.

Lycanthropic Empathy (Ex) In any form, lycanthropes can communicate and empathize with normal or dire animals of their animal form. This gives them a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack".

2: ENTERING THE MENOWOOD**REDCAP HUNTER****CR 8***Monster Manual III 138*

CE Small fey

Init +10; **Senses** low-light vision; Listen +18, Spot +18;**Languages** Common, Sylvan**AC** 23, touch 17, flat-footed 17; Dodge (+1 size, +6 Dex, +6 natural)**hp** 147 (14 HD); DR 10/cold iron**Fort** +11, **Ref** +15, **Will** +10**Speed** 30 ft. (6 squares)**Melee** medium scythe +16/+11 (2d4+10/x4) or**Ranged** medium sling +15/+10 (1d6+8)**Base Atk** +7; **Grp** +14**Atk Options** Cleave, Power Attack**Special Actions****Combat Gear****Abilities** Str 24, Dex 23, Con 24, Int 11, Wis 12, Cha 13**SQ** eldritch stone, powerful build**Feats** Cleave, Dodge, Improved Initiative, Power Attack, Weapon Focus (scythe)**Skills** Hide +27, Intimidate +18, Listen +18, Move Silently +23, Spot +18, Survival +18**Possessions** combat gear plus 1225**Eldritch Stone (Su)** Bullets fired from a redcap's sling glow with a greenish-blue magical energy, giving them a +1 enhancement bonus on attack rolls and damage rolls as well as dealing 1d6 points of damage (instead of the 1d4 points an ordinary bullet deals).**Powerful Build (Ex)** The physical stature of a recap lets it function in many ways as if he were one size category larger. Whenever a redcap is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts or trip attempts), the redcap is treated as one size larger if doing so is advantageous to it. A redcap is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A recap can use weapons designed for a creature one size larger without penalty. However, its space and reach remain those of a creature of its actual size. The benefits of this characteristic stack with the effects of powers, abilities, and spells that change the subject's size category.**3: SHAKON RADIL****GURMUGU****CR 11**

Male hobgoblin barbarian 1/ fighter 10

NE Medium humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft.; Listen +5, Spot +1;**Languages** Common, Goblin**AC** 18, touch 13, flat-footed 16; Dodge, Mobility

(+2 Dex, +5 armor, +1 deflection)

hp 116 (11 HD)**Fort** +13, **Ref** +5, **Will** +4**Speed** 30 ft. in breastplate (6 squares), base movement 40 ft.**Melee** +1 vicious bastard sword +17/+12/+7 (1d10+9/19-20x2) or**Melee** masterwork ranseur +16/+11/+6 (2d4+6/x3) or**Melee** spiked gauntlet +15/+10/+5 (1d4+4/x2)**Base Atk** +11; **Grp** +15**Atk Options** Blind Fight, Combat Reflexes, Improved Unarmed Strike, Power Attack, Spring Attack, Rage 1/day**Combat Gear**, *healing belt***Abilities** Str 19, Dex 15, Con 18, Int 10, Wis 12, Cha 8**SQ****Feats** Blind Fight, Combat Reflexes, Dodge, Exotic Weapon Proficiency (bastard sword), Improved Unarmed Strike, Mobility, Power Attack, Spring Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)**Skills** Climb +14, Intimidate +13, Listen +5, Move Silently +6, Swim +0**Possessions** combat gear plus +2 *amulet of health*, *gauntlets of ogre power*, +1 *ring of protection***Rage (Ex):** A barbarian can fly into screaming blood frenzy a certain number of times a day. In a rage, a barbarian gains phenomenal strength and durability but becomes reckless and less able to defend himself. He temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. While in a rage, the barbarian loses the ability to use spell-like abilities. A fit of rage lasts for a number of rounds equal to 3 + the (newly improved) Constitution modifier. At the end of the rage, the barbarian becomes fatigued.**Skills** Hobgoblins have a +4 racial bonus on Move Silently checks.**6: WEREWOLVES****WEREWOLF MONK****CR 10**

Male human monk 6

LE Large humanoid (shapechanger, human suel)

Init +8; **Senses** low-light vision, scent; Listen +5, Spot +5;**Languages** Common**AC** 22, touch 17, flat-footed 18; Dodge (-1 size, +4 Dex, +2 armor, +3 class, +1 deflection, +3 natural)**hp** 98 (12 HD); DR 5/silver**Immune** normal diseases**Resist** evasion**Fort** +16, **Ref** +15, **Will** +16 (+18 against enchantment spells and effects)

Speed 50 ft. (8 squares)

Melee claw +17/+17 (1d6+10) and

Melee bite +13 (1d8+5) or

Melee unarmed strike +17/+12 (2d6+10) and

Melee bite +12 (1d8+5)

Space 10 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +26

Atk Options Combat Reflexes, Improved Disarm, Power Attack, Stunning Fist 7/day (DC 18), flurry of blows, *ki* strike (magic)

Special Actions

Combat Gear *anklet of translocation*, *healing belt*, *oil of greater magic weapon* +2, *potion of barkskin* +4, *potion of fly*

Abilities Str 30, Dex 18, Con 20, Int 10, Wis 16, Cha 8

SQ Alternate form, lycanthropic empathy, slow fall 30 ft.

Feats Alertness, Combat Reflexes, Improved Disarm, Improved Initiative, Improved Unarmed Strike, Improved Grapple, Iron Will, Power Attack, Run, Stunning Fist, Track, Weapon Focus (bite)

Skills Balance +16, Escape Artist +13, Hide +17, Move Silently +22, Tumble +13

Possessions combat gear plus +2 *amulet of health*, +2 *bracers of armor*, +1 *cloak of resistance*, +1 *ring of protection*

Alternate form (Su) The werewolf monks in this adventure remain in their hybrid form.

Lycanthropic Empathy (Ex) In any form, lycanthropes can communicate and empathize with normal or dire animals of their animal form. This gives them a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack".

2: ENTERING THE MENOWOOD**REDCAP HUNTER****CR 10***Monster Manual III 138*

CE Small fey

Init +11; **Senses** low-light vision; Listen +20, Spot +20;**Languages** Common, Sylvan**AC** 25, touch 18, flat-footed 18; Dodge, Mobility (+1 size, +7 Dex, +7 natural)**hp** 184 (16 HD); DR 15/cold iron**Fort** +13, **Ref** +17, **Will** +11**Speed** 30 ft. (6 squares)**Melee** medium scythe +18/+13 (2d4+12/x4) or**Ranged** medium sling +17/+12 (1d6+9)**Base Atk** +8; **Grp** +16**Atk Options** Cleave, Power Attack**Special Actions****Combat Gear****Abilities** Str 26, Dex 25, Con 26, Int 11, Wis 12, Cha 13**SQ** eldritch stone, powerful build**Feats** Cleave, Dodge, Improved Initiative, Mobility, Power Attack, Weapon Focus (scythe)**Skills** Hide +30, Intimidate +20, Listen +20, Move Silently +26, Spot +20, Survival +20**Possessions** combat gear plus 2125gp**Eldritch Stone (Su)** Bullets fired from a redcap's sling glow with a greenish-blue magical energy, giving them a +1 enhancement bonus on attack rolls and damage rolls as well as dealing 1d6 points of damage (instead of the 1d4 points an ordinary bullet deals).**Powerful Build (Ex)** The physical stature of a recap lets it function in many ways as if he were one size category larger. Whenever a redcap is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts or trip attempts), the redcap is treated as one size larger if doing so is advantageous to it. A redcap is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A recap can use weapons designed for a creature one size larger without penalty. However, its space and reach remain those of a creature of its actual size. The benefits of this characteristic stack with the effects of powers, abilities, and spells that change the subject's size category.**3: SHAKON RADIL****GURMUGU****CR 13**

Male hobgoblin barbarian 1/ fighter 12

NE Medium humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft.; Listen +5, Spot +1;**Languages** Common, Goblin**AC** 19, touch 13, flat-footed 17; Dodge, Mobility

(+2 Dex, +6 armor, +1 deflection)

hp 136 (13 HD)**Fort** +14, **Ref** +6, **Will** +5**Speed** 30 ft. in +1 *breastplate* (6 squares), base movement 40 ft.**Melee** +1 vicious bastard sword +23/+18/+13 (1d10+14/17-20x2) or**Melee** masterwork ranseur +22/+17/+12 (2d4+9/x3) or**Melee** spiked gauntlet +21/+16/+11 (1d4+6/x2)**Base Atk** +13; **Grp** +19**Atk Options** Blind Fight, Combat Reflexes, Improved Unarmed Strike, Power Attack, Spring Attack, Rage 1/day**Combat Gear** *anklet of translocation***Abilities** Str 22, Dex 15, Con 18, Int 10, Wis 12, Cha 8**SQ****Feats** Blind Fight, Combat Reflexes, Dodge, Exotic Weapon Proficiency (bastard sword), Improved Critical (bastard sword), Improved Unarmed Strike, Melee Weapon Mastery (slashing), Mobility, Power Attack, Spring Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)**Skills** Climb +19, Intimidate +15, Listen +5, Move Silently +7, Swim +4**Possessions** combat gear plus +2 *amulet of health*, +4 *belt of giant strength*, +1 *breastplate*, +1 *cloak of resistance*, +1 *ring of protection*, 600 gp**Rage (Ex):** A barbarian can fly into screaming blood frenzy a certain number of times a day. In a rage, a barbarian gains phenomenal strength and durability but becomes reckless and less able to defend himself. He temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. While in a rage, the barbarian loses the ability to use spell-like abilities. A fit of rage lasts for a number of rounds equal to 3 + the (newly improved) Constitution modifier. At the end of the rage, the barbarian becomes fatigued.**Skills** Hobgoblins have a +4 racial bonus on Move Silently checks.**6: WEREWOLVES****WEREWOLF MONK****CR 12**

Male human monk 6/ fighter 2

LE Large humanoid (shapechanger, human suel)

Init +8; **Senses** low-light vision, scent; Listen +5, Spot +5;**Languages** Common**AC** 22, touch 17, flat-footed 18; Dodge, Mobility (-1 size, +4 Dex, +2 armor, +4 class, +3 natural)**hp** 105 (14 HD); DR 5/silver**Immune** normal diseases**Resist** evasion

Fort +19, Ref +15, Will +16 (+18 against
enchantment spells and effects)

Speed 50 ft. (8 squares)

Melee claw +19/+19 (1d6+10) and

Melee bite +15 (1d8+5)

Space 10 ft.; **Reach** 5 ft.

Base Atk +10; **Grp** +28

Atk Options Combat Reflexes, Improved Disarm,
Power Attack, Spring Attack, Stunning Fist 8/day
(DC 20), flurry of blows, *ki* strike (magic),

Special Actions

Combat Gear *oil of greater magic fang* +2, *potion of
barkskin* +4, *potion of fly*, *potion of haste*

Abilities Str 30, Dex 18, Con 20, Int 10, Wis 16, Cha
8

SQ Alternate form, lycanthropic empathy, slow fall 30
ft.

Feats Alertness, Combat Reflexes, Dodge, Improved
Disarm, Improved Initiative, Improved Unarmed
Strike, Improved Grapple, Iron Will, Mobility, Power
Attack, Run, Stunning Fist, Track, Weapon Focus
(bite)

Skills Balance +17, Escape Artist +14, Hide +17,
Move Silently +22, Tumble +14

Possessions combat gear plus +2 *amulet of health*,
belt monk's, +2 *bracers of armor*, +1 *cloak of
resistance*

Alternate form (Su) The werewolf monks in this
adventure remain in their hybrid form.

Lycanthropic Empathy (Ex) In any form,
lycanthropes can communicate and empathize with
normal or dire animals of their animal form. This
gives them a +4 racial bonus on checks when
influencing the animal's attitude and allows the
communication of simple concepts and (if the
animal is friendly) commands, such as "friend,"
"foe," "flee," and "attack".

APPENDIX 2: NEW RULES ITEMS

FEATS

Melee Weapon Mastery

You have mastered a wide range of weapons. Your training with one specific weapon now extends to other weapons of a similar sort.

Prerequisite: Proficiency with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, base attack bonus +8.

Benefit: When you select this feat, choose bludgeoning, piercing, or slashing. You must have Weapon Focus and Weapon Specialization with a melee weapon that deals this type of damage. When using any melee weapon that has the damage type you selected, you gain a +2 bonus on attack rolls and a +2 bonus on damage rolls.

Special: You can select this feat more than once. Each time, you can select a new damage type. A fighter can choose Melee Weapon Mastery as one of his fighter bonus feats.

Source: *Players Handbook* II 81.

SPELLS

JUNGLERAZER

Necromancy

Level: Druid 3, sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: 120 ft.

Area: 120-ft. line

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Fey, vermin, plants and plant creatures, and animals caught in the area take 1d10 points of negative energy damage per caster level (maximum 10d10).

Material Component: A pinch of ash from a burnt plant.

Source: *Spell Compendium* 127.

MAGIC ITEMS

Anklet of Translocation

Price: 1,400 gp

Body Slot: Feet

Caster Level: 7th

Aura: Moderate (DC 18) conjuration

Activate: Swift (command)

Weight: --

An *anklet of translocation* allows you to make short dimensional hops. When it is activated, you can instantly teleport (with no chance of error) up to 10 feet. The new space must be within line of sight and line of effect.

You can't use the anklet to move into a space occupied by another creature, nor can you teleport into a solid object; if you attempt to do so, the anklet's activate is wasted. You can bring along objects weighting up to your maximum load, but you can't bring another creature with you.

An *anklet of translocation* functions two times per day.

Prerequisites: Craft Wondrous Item, *dimension door*.

Source: *Magic Item Compendium* p 71

Healing Belt

Price: 750 gp

Body Slot: Waist

Caster Level: 3rd

Aura: Faint (DC 16) conjuration

Activate: -- and standard (command)

Weight: 1 lb.

While wearing a *healing belt*, you gain a +2 competence bonus on Heal checks. This is a continuous effect and requires no activation.

In addition, the belt has 3 charges, which are renewed each day at dawn. Spending 1 or more charges allows you to channel positive energy and heal damage with a touch. (You can also use this ability to harm undead, dealing them an equivalent amount of damage instead.)

1 charge: Heals 2d8 points of damage.

2 charges: Heals 3d8 points of damage.

3 charges: Heals 4d8 points of damage.

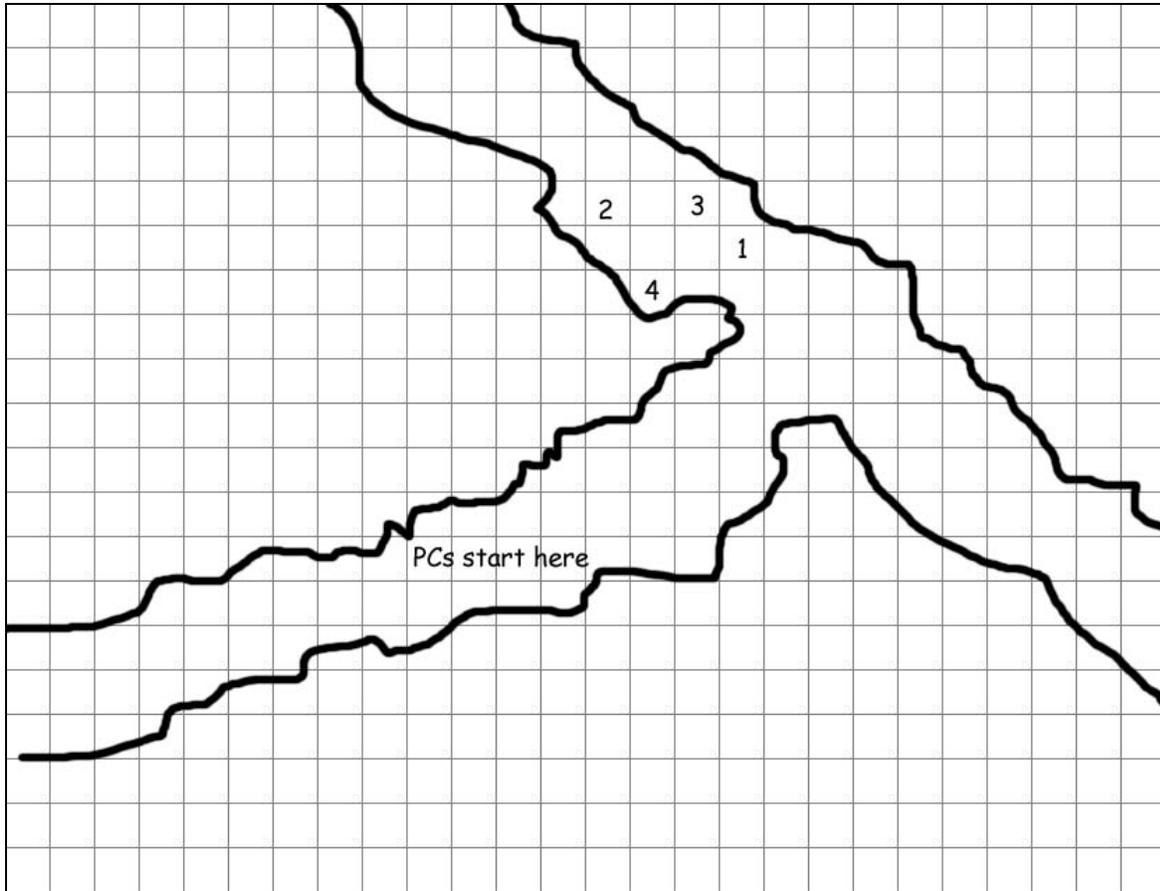
Prerequisites: Craft Wondrous Item, *cure moderate wounds*.

Source: *Magic Item Compendium* 110.

DM MAP #2

This is the map for the fey fight in Encounter 2.

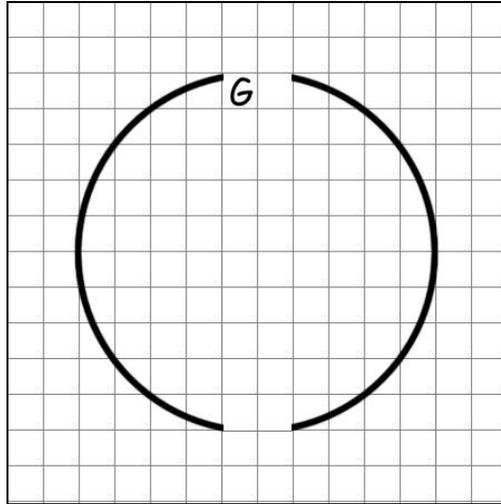
The forest here is really thick, areas off of the path block sight. The PCs notice the fey at roughly the "PCs start here" location. Modify as appropriate given spot/listen checks if the party is being sneaky. The #'s 1-4 indicate the starting position of the 4 fey. Under normal circumstances, there is no surprise round for this fight.



DM MAP #3A

This is the map for the Gurmugu fight in encounter 3 if the party chooses to participate in ritual combat.

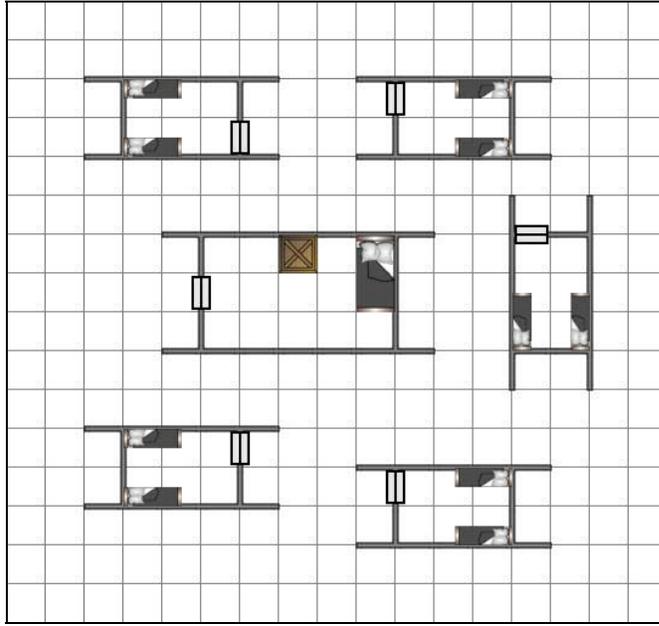
Gurmugu starts at the position marked "G". The PC(s) start at the bottom entrance. Rules for the ritual combat can be found on Player Handout 6. Keep in mind that the party may assume that the ritual combat is meant for 1 on 1. That isn't strictly so, but all rules must still be obeyed. The walls of the pit have some spikes in them. Anyone winning a grapple check vs. his opponent adjancted to wall is assumed to use them to cause more damage. This increases damage by 1d4. In addition, anyone bull rushed into spikes takes 1d6+str damage.



DM MAP #3B

This is the map for the Gurmugu fight in encounter 3 if the party chooses to attack him in private.

If they do, they are able to learn of the location of his tent (larger tent shown below). Based on the PCs plan, use your judgment on initial placement of Gurmugu within his tent (sleeping?). Even if Gurmugu screams for help, nobody comes to save him. Such is the life of a brutal hobgoblin leader.

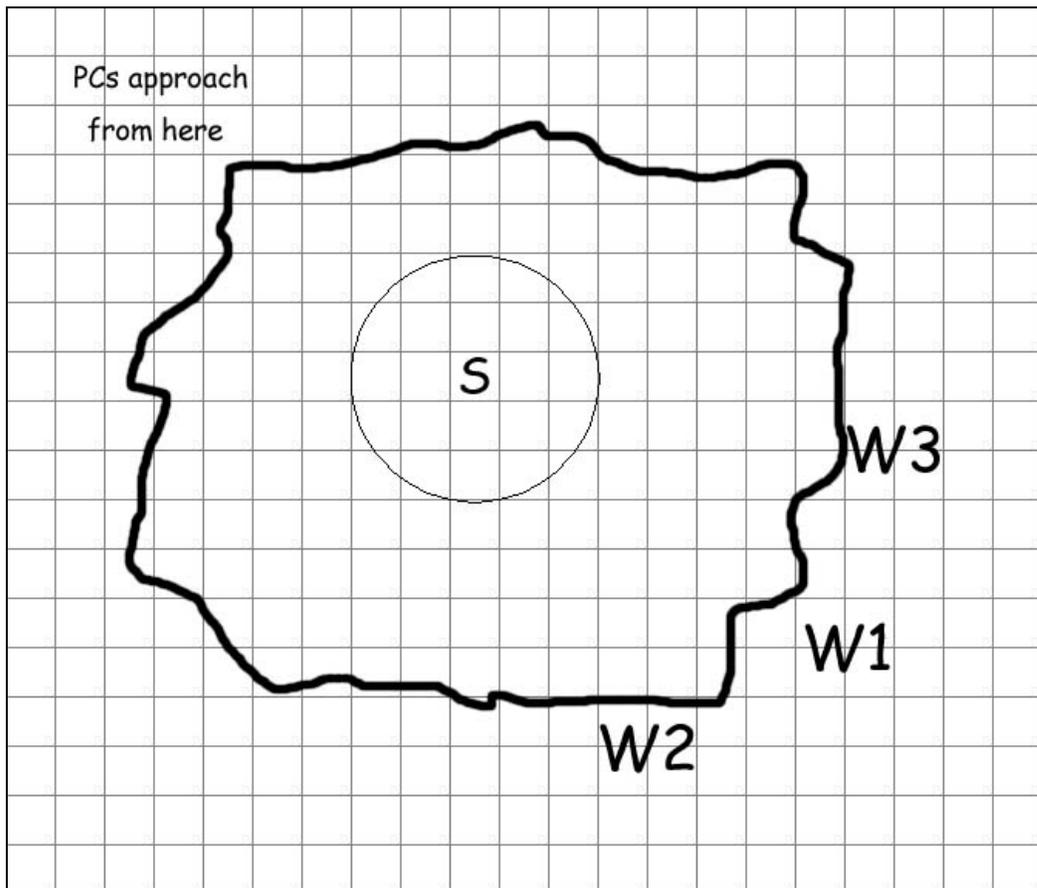


DM MAP #5/6

This is the map for the werewolf fight in encounter 6.

The PCs approach the clearing from the top left corner. Once again, the trees are very thick here. Shortly after they meet and question the “shackled man”, 3 werewolf monks (W1 – W3) emerge from the forest (size varies on APL) and quickly try to convince the party to leave Reshes to die. Place the minis as you see fit. Most tables should likely have the 3 werewolves 1 step into the clearing with the PCs on the other side. Adjust as makes sense for your table.

The shackled man, aka Reshes Fren, begins tied down to the ground at location S. The circle around him is ceremonial and causes no battlefield effects.



PLAYER HANDOUT: 1

This letter is delivered to you at the request of the Idee Volunteers.

It has come to our attention that the Ahilissan military is mobilizing to clear the Menowood of any Scarlet Brotherhood or Hepmonalander influence. This is likely to be swift, brutal and final. However, they are mounting a scouting mission into the Menowood to allow for a final peaceful settlement. Successful settlement would work well towards our goals as was the case with success in Shar Hesiyeve. Please, go to Adderstone without delay, join the scouting mission and do your best to achieve a bloodless outcome. Benrad Lythi will be expecting you.

FARA

PLAYER HANDOUT 2

This letter is delivered to you at the request of the Ex-Scarlet Brotherhood Soldiers.

It has come to our attention that the Ahlissan military is mobilizing to clear the Menowood of our most resilient brothers and friends. We fear their approach will be swift, brutal and final. Luckily, they are allowing for a scouting mission into the Menowood to allow for a final peaceful settlement. Please, go to Adderstone without delay, join the scouting mission and do your best to convince our brothers of the folly of holding onto the failed dream of independence. Tis a sad day indeed, but better to save their lives than to mourn their losses. Benrad Lythi will be expecting you.

KORWIL ZAN

PLAYER HANDOUT 3

This letter is delivered to you at the request of the Ahlissan Military. (also applies to Nasranite Watch)

You are hereby instructed to report to Adderstone for duty. All you need to know is that you will be joining a patrol entering the Menowood. Further details will be provided upon your swift arrival. Commander Lyrthi will be expecting you.

AMIRSIVIL BELVA (Temporary commander of Naerie City Garrison)

PLAYER HANDOUT 4

This letter is delivered to you at the request of the Commander Lyrthi of the Adderstone Garrison.

I find myself in need of skilled adventurers and have heard good things about you. Please report to Adderstone swiftly for a mission vital for the future of Naerie. Bring any forest traveling gear you may have, the mission entails spending some time in the Menowood.

You will be duly compensated.

BENRAD LYRTHI

PLAYER HANDOUT 5

Final entry in Reshes Fren's journal.

The Menowood is once again growing quiet. For months, the quiet seems more pronounced with each full moon.

I fear for our camp now that we've lost so many to the idealist movement. They toy with our tenuous existence yet care not for the welfare of their brothers. I am glad they left our camp, but am unsure how we will fare without them.

The dogs sense something. Tonight we will take them on patrol with us and find what is bothering them.

PLAYER HANDOUT 6

The following are the rules for ritual combat according to the hobgoblins of the camp.

1. Combatants must be either:
goblinoid, centaur, Human or half-orc .
2. Combatants leaving the battle pit are disqualified and shamed.
3. Combat is to the death.
4. Outside help is not permitted, not even to prevent death.
5. Casting spells prior to combat is not permitted.