

VTF6-05

Autumn

A One-Round D&D LIVING GREYHAWK[®] VTF Meta-Regional Adventure

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The elf clans continue to migrate to the western forest while elements of the Gnarleyfolk begin to adopt a more radical view toward the orcish threat. Life is like the changing seasons they say, and winter is coming to the forest. A meta-regional adventure set in the village of Ketter's Hearth in the Viscounty of Verbobonc and a stage of *The Gnarley Threat*, for APLs 4-16.

Metaorganizational Focus: Gnarley Druids, Gnarley Forest Elf Clans (Enlanefel, Faelefel, Meldarin, Sherendyl), Gnarley Rangers, *Verbobonc Town Project* (Ketter's Hearth)

NOTE: Characters participating in Verbobonc regional adventures are recommended to play this adventure after VER6-01 *Discontent of our Winter* and before VER6-05 *Reclamation*.

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

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at aramoftheblack@yahoo.ca for LIVING GREYHAWK campaign questions email rpgahq@wizards.com

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table DM (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

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 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. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer PCs (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table 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).

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of PCs playing in the adventure. Round up to the nearest whole number.
4. 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. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level PCs to reach the objectives.

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

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level PCs 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 PCs to buy riding dogs to help protect them, and fight for them.

Time Units and Upkeep

This is a standard One-round Meta-Regional adventure, set in Tusmit. PCs native to the VTF Meta-Region pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. PCs that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

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

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

VTF6–03 *Red on the Horizon* Important AR Announcement

There was not enough room to fit all the information necessary for the **Greater Elemental Gem** on the VTF6-03 *Red on the Horizon* AR. The magic fades from the item on 1/1/08. Please make sure all the players at the table are aware of this omission.

Verbobonc Town Project

Portions of this adventure take place in the town of Ketter's Hearth, which is a part of the Verbobonc Town Project. Characters with citizen certificates for this town receive the benefits listed on that certificate.

For more background and information on Ketter's Hearth, the Dungeon Master (DM) is encouraged to visit the Ketter's Hearth Yahoo discussion group:

<http://games.groups.yahoo.com/group/kettershearth>

This discussion group has additional resources that may prove helpful in detailing the portions of the town not covered by this adventure. Additionally, the DM is encouraged to review the entry for Ketter's Hearth in the Walker's Guide to Verbobonc.

Moving to Ketter's Hearth:

As part of the rewards for this adventure, players are given the option to move their character to Ketter's Hearth. Information on the *Verbobonc Town Project* can be found at <http://www.verbobonc.net>.

Adventure Background

The orc menace in the Gnarley Forest continues to grow. Although the civilized nations (Verbobonc, Dyvers, Greyhawk, and Celene) have made their own efforts to curtail the assault, the forest-folk have to deal with the threat more regularly and many are moving as far away from Blackthorn as possible. Recently, a large gathering—a Conclave—of Gnarley Rangers and Druids gathered in the village of Beltander. Many different views were offered and many different arguments made. Some said the Gnarleyfolk must remain ever-diligent against the orc incursion. Others said that the orcs were a menace to the civilized nations and the forest-folk should step out of the way, letting them get about their dark business. In the end, it was decided that the Rangers and Druids would continue the fight, but perhaps not as directly as they had been. Everyone agreed that they could not win a

war of attrition, since after each battle, the orc horde's numbers continue to increase.

The Gnarley Rangers and Druids are sworn defenders of the forest. Other folk have made oaths to their families instead. The various elf clans—Enlanefel, Fealefel, Meldarin, and Sherendyl—have all agreed to head west. Migratory people by nature, moving west posed no real difficulty. Based on its friendly relationship with the forest and the Gnarleyfolk specifically, the elders of the elf clans have picked the village of Ketter's Hearth to be their temporary home until the threat to the forest has passed.

Although the plan is implemented easy enough, its execution has encountered some difficulty. Members of the elf clans have fallen under the persuasion of a highly charismatic elf named Autumn. He's the head of a druidic death cult that believes death is a natural part of life's cycle and that the orcs of the Pomarj simply represent nature's tool to bring about the death of the Gnarley so that it may later be reborn. Autumn appears to be more than just a cultist, though. His faith in the coming Winter has granted him strange magical powers, which he uses to increase his fellowship.

The westerly migration hinders Autumn's proselytizing as the death count is dramatically lower in the Verbobonc side of the forest in comparison to the Dyvers side. To offset this, he's using his druidic and magical abilities to provoke animals into attacking people so that he might use their deaths to draw more followers.

Adventure Summary

Introduction: For various reasons, the PCs are traveling together through the Gnarley Forest on their way to Ketter's Hearth.

Encounter 1 Wild Forest: As the caravan of travelers approaches the village, emaciated animals attack, being lured by the pack horses and other beasts of burden.

Encounter 2 Ketter's Hearth: The caravan arrives in the village, but they find it to appear strikingly different than what they were told on the journey. Hammocks, teepees, tents, and sleeping mats cover every square foot of open ground of the village.

Encounter 3 The Elf Clans: The elf clans are migrating west and have, for the time-being, taken up residence in Ketter's Hearth. Although they are growing more suspicious of city dwellers and outsiders, the prospect of finding safety from the orc horde in the western forest has put them in a good mood. The players may learn various bits of information from the different clans.

Encounter 4 Mayor Nightbreeze: After the characters have been in the village for awhile, they receive an invitation from the mayor of the village. She could use some help from the outside. There have been a number of incidents recently of wild animals attacking villagers. She has heard rumor of a death cult among the elf clans and believes they may be involved.

Encounter 5 Detectives (Humanoid): The PCs may investigate the area of the most recent attack, question villagers, or question the caravan folks. This may lead them to information on Autumn and the movement by some of the Gnarleyfolk to summon Winter.

Encounter 6 Detectives (Animal): Savvy PCs may be able to speak with the animals about the area and get a different perspective on the situation. Although they do not have the intelligence to understand the intrigue of the situation, they can relate what they've experienced so far.

Encounter 7 Monitored: The party is attacked by monitor lizards. They may be able to speak with the animals and learn what happened or they may be able to follow the animals' tracks to the gathering of the death cultists.

Encounter 8 Children of Winter: The PCs find the location of the death cultists. Those that are present are all members of the elf clans gathered in Ketter's Hearth, although they profess they are not the entirety of their movement. They have representatives across the forest and even abroad. PCs may get a better understanding of what's happening and why these people are doing what they are doing.

Encounter 9 Autumn: The leader of the cultists arrives and welcomes the party to the group. He attempts to better explain the group's stance and clarify any questions the PCs may have. He initially denies any involvement in the deaths of the villagers.

Encounter 10 Winter Comes: Autumn admits his involvement in the death of the villagers and attempts to push the PCs into combat.

Conclusion: Depending on whether the PCs kill Autumn, Winter arrives or does not.

Preparation for Play

Please review the following items before starting play:

- **Citizen of Ketter's Hearth:** Characters that are residents of Ketter's Hearth receive the benefits listed on their Citizen certificate and their Residence certificate during this adventure. Before play begins,

verify that the documentation for residency has been properly completed.

- **Citizen of Twilight Falls:** Characters that are residents of Twilight Falls (a town in the Verbobonc Town Project) receive a -5 circumstance penalty to all Charisma-related skill checks with members of the Elven Clans due to the clans extreme anger at the actions of the town.
- **Lle holma ve' edani (Human Sympathizer)** (from VER6-04 *Sign of the Black Orchid*): Characters possessing this entry receive a -10 racial penalty to all Charisma-related skill checks when dealing with members of the Elven Clans. Furthermore, all elves are treated as Hostile to the character.
- **VER6-01 *Discontent of our Winter*:** This adventure takes place several months after the events of VER6-01. Identify any characters that participated in this adventure and whether they delivered the druid's message. Mayor Nightbreeze offers those characters a reward in Encounter 4.

Introduction

Ask whether the players have already participated in VTF6-03 *Red on the Horizon*. If they have, read the **Announcement** above and annotate the AR if they have it.

Determine whether any of the characters are members of any of the Gnarley Elf Clan meta-orgs. This is important for **Encounter 3: The Elf Clans**. If they are not a member of any of these meta-orgs, ask whether they would be willing to accept work as a caravan guard (pay is 50 gp × APL if they say that payment determines their principles).

Read the following for characters that are members of any of the four Gnarley Elf Clan meta-organizations.

Life in the Gnarley Forest for the elf clans has taken on new meaning over the past year. Where once the daily struggle of taming the wild forest to allow a civilized existence was one of serene perseverance, now it has become a matter of life and death for the clans as a whole. The war waged by the orcs of Blackthorn is nothing short of relentless. Their goal, nothing less than genocide. And although the Gnarley Rangers and Druids have renewed their commitment to opposing the Pomarj incursion, the elf clans have more than duty to think about, they have family, they have children.

The elders of the clans have called for a gathering of the forest elves in the western Gnarley at the

village of Ketter's Hearth. Although many clansmen remained behind to maintain the fight against Turrosh Mak and his hounds, the vast majority of the clans have begun the migration westward, across the Dyversian border into the area of the forest claimed by the Viscounty of Verbobonc.

For reasons of your own, you make the trek as well, although later than many others. There are a few clansmen accompanying you on your journey, not all of the same bloodline—and not all with the purest of heritages—but with you nonetheless. Also, merchants from Dyvers are taking goods bought cheaply in the city for resale in the viscounty. Given the growing danger in the Gnarley, the merchants have joined together to form one massive caravan, trusting in the strength of numbers. Here you find yourself, deep within the forest with friends and strangers and danger all about: the portrait of the life of an adventurer.

The players are not obligated to travel with members of the elf clans or the merchant caravan. They may mingle with the other groups present or they may push ahead of the group and travel by themselves. This merely establishes the situation at the beginning of the adventure. (**NOTE ON GOING IT ALONE:** If the players decide to push out ahead of the caravan to a distance where they are no longer in sight of the wagons, skip directly to **Encounter 2: Ketter's Hearth** as the animals attack the wagons and the horses rather than a single band of adventurers.)

Read the following for characters that do not mind working as caravan guards.

The economic boom continues in the city of Dyvers. The population is swollen with merchant traffic from across the Flanaess, including a new merchant company traveling from the Duchy of Urnst to the Sultanate of Zeif.

With prosperity come new ingenuities on how to make money, most recently the prospect of resale in nearby villages. A caravan of merchants has collected six wagons worth of goods to haul to the villages of the Gnarley Forest to sell at increased rates and hopefully, greater profits.

With a greater population come more adventurers, plying their trade at ever cheaper rates. Local adventurers are hard pressed to fill their weeks slaying elemental princes and preventing the damnation of the world. With so many adventurers in the city of sails, many adventurers have to take work that may seem beneath saviors of Oerth...but it pays the bills.

Travel through the Gnarley has continued to grow more dangerous over the months as the orcs of Blackthorn continue to push further and further into the forest. As such, seasoned adventurers are proving a valuable investment for caravan owners. So here you are, having already defended the caravan once from a small band of orcs and goblins, on the last leg of the journey to Ketter's Hearth, a village across the border in the Viscounty of Verbobonc.

The players are not obligated to travel with members of the elf clans or the merchant caravan. They may mingle with the other groups present or they may push ahead of the group and travel by themselves. This merely establishes the situation at the beginning of the adventure.

Read the following for characters that do not wish to work as caravan guards but are not members of any of the Gnarley Elf Clan meta-organizations.

A life of principle isn't always an easy one, not for an adventurer. Although it seems that Oerth is threatened by the resurrection of an evil god or a cabal of vile usurpers pretty frequently, the slow times serve to remind adventurers just how inconsistent their chosen lifestyle is. In truth, adventurers are forced to travel frequently to maintain any sense of income and to satisfy that inner desire to accomplish great things.

So here you are on the trail from the eastern Gnarley Forest to the small town of Ketter's Hearth in an area of the old woods claimed by the Viscounty of Verbobonc. Although a roaming band of orcs caused a brief scuffle a day past, nothing of any significance has yet to occur. But, as has been proven time and time again, where you go, adventure is sure to follow.

The players are not obligated to travel with members of the elf clans or the merchant caravan. They may mingle with the other groups present or they may push ahead of the group and travel by themselves. This merely establishes the situation at the beginning of the adventure. (**NOTE ON GOING IT ALONE:** If the players decide to push out ahead of the caravan to a distance where they are no longer in sight of the wagons, skip directly to **Encounter 2: Ketter's Hearth** as the animals attack the wagons and the horses rather than a single band of adventurers.)

Encounter 1: Wild Forest

At this point the PCs may make DC 10 Listen checks DC 10. Although the forest is too dense to see, a large number of creatures are moving rapidly toward the caravan. The

animals begin 100 feet away and are affected by the terrain described below, as are the PCs. If the entire party fails the Listen check, move the animals forward 10 feet for each 1 below 10 by which the players failed.

A rustling sound beyond the treeline soon becomes too suspicious to ignore. To the southeast, the forest comes alive with predators. Roll initiative.

Terrain: There are six wagons in the caravan, each pulled by two horses and driven by two teamsters. The road is a dirt track (although frequent merchant traffic has killed any plantlife in the road and *entangle* and *plant growth* spells do not work there) 15 feet across. There is 5 feet of wild grass and scrub on either side of the track and then the treeline. The forest is dense enough that there is only 30 feet of visibility (and thus charge distances are limited to 30 feet or less). PCs may double move but may not run because a straight line is interrupted after 30 feet. Anyone standing within the treeline receives cover. Tumble and Move Silently checks suffer a -2 circumstance penalty due to the underbrush.

NOTE ON FLEEING AND PAYMENT: If the PCs choose to withdraw from the combat, are forced to flee, or simply allow the animals to kill the horses, the other guards and teamsters are able to kill the animals. However, if the PCs were working as caravan guards, they receive no payment or item access in **Encounter 2: Ketter's Hearth**.

NOTE ON THE NUMBER OF ANIMALS: More animals than listed below attack the caravan. The teamsters and other caravan guards fight the additional animals. Below lists what the adventurers need to defeat to do their part.

NOTE ON KILLING THE ANIMALS: The rib cages of the animals are protruding from their fur and they are quite clearly ravenous. A DC 15 Heal check confirms that the animals are starving. A DC 12 Knowledge (nature) check can deduce that the influx of predators in the forest due to the large number of dead bodies in the east has attracted larger and more powerful scavengers. Many predators are being pushed out of their native territories and are now having to scrounge for food in foreign areas. Many predators are not able to sustain themselves due to this radical change in environment. Killing the animals would not be a violation of the druid's or ranger's oath to protect the forest. Although the creatures may be fed and preserved for a short time, there is no guarantee that they'll be able to continue to survive once the PCs have left. Killing the animals is not the only solution, but it is a viable one.

APL 4 (EL 7)

Dire Boars (3): Large Animal; hp 52; see *Monster Manual* p. 63.

APL 6 (EL 9)

Dire Boars (4): Large Animal; hp 52; see *Monster Manual* p. 63.

Dire Wolves (3): Large Animal; hp 45; see *Monster Manual* p. 65-66.

APL 8 (EL 11)

Dire Bears (4): Large Animal; hp 105; see *Monster Manual* p. 63.

APL 10 (EL 13)

Elite Advanced (3 HD) Dire Bears (4): Large Animal; hp 157; see Appendix 1.

APL 12 (EL 15)

Elite Advanced (6 HD) Dire Bears (4): Huge Animal; hp 225; see Appendix 1.

APL 14 (EL 17)

Elite Advanced (9 HD) Dire Bears (6): Huge Animal; hp 262; see Appendix 1.

APL 16 (EL 19)

Elite Advanced (15 HD) Dire Bears (6): Huge Animal; hp 340; see Appendix 1.

Tactics: The animals are all emaciated. Because of their need for food, they attack the largest food source first (the PCs' mounts and then the draft horses pulling the wagons). As long as the mounts/draft animals are proving vulnerable to their attacks, they do not attack the PCs (wanting as much meat as possible). If the mounts are proving equally difficult, then they defend themselves against the PCs, hoping to pry them out of their tough shells.

NOTE ON CALM ANIMALS AND WILD EMPATHY: Because of the desperate situation the animals are in, they receive a +2 morale bonus to all Will saves against mind-affecting spells. If a PC offers the animals any kind of food (whether it be a *goodberry* or something mundane), the animals lose their morale bonus and suffer a -10 circumstance penalty to all Will saves against mind-affecting spells instead. Similarly, any druid or ranger offering an animal food while attempting Wild Empathy receives a +10 bonus to the check. (Although Wild Empathy takes 10 rounds to complete, successfully initiating the empathy removes the animal from combat until the character successfully completes the check or fails in some manner.)

NOTE ON SPEAK WITH ANIMALS: One or more of the characters may have *speak with animals* prepared (although none of the animals present satisfy the condition for the gnome's racial ability and any animals currently in the vicinity that do, know nothing). In this situation, if the animals were left alive, they are only cooperative if the party has calmed them using magic or Wild Empathy. Beating them into unconsciousness and then reviving them does not sate their hunger. If the animals are cooperative, though, they answer questions to the best of their ability. What they know is listed below:

- A two-legger (with round, not pointed ears) approached them and told them that food would be passing by soon.
- He approached them two hills toward the rising sun. Nothing smelled strange about him other than he smelled like a holly bush, although they are not able to take the PCs to him (and if the PCs go to the area, they do not find any tracks).
- He could speak their language, although they were calmed by his presence.
- He was dressed in the robes of the forest-folk, wearing the color of the trees.
- A strange object swung from around his neck, shiny like water in the sun and harder than stone. None of them had ever seen its shape before.
- The man told them to hunt and to eat in preparation of the great sleep, to eat as much as they could. There would be enough for all.

A Survival check with the DC 13 Track feat allows the PCs to follow the animals' tracks to two hills to the east (just like the animals said if the PCs spoke to them). The only tracks present are the animals, which came from various directions (and lead to dead ends if the PCs wish to continue following them). If the PCs search the area where the animal tracks converge, a successful DC 20 Search check reveals what appears to be a blue-tinted iron holy symbol. A DC 20 Knowledge (religion) check suggests that the symbol is a combination of the shalm of Obad-Hai and the death's-head of Nerull. If the PCs surpass the Search DC by 10 or more, they find a second holy symbol of the exact same make. It is under grass and brush as if it had been laying there for a longer amount of time than the other one.

Once the PCs have done what they wish in this encounter, continue to **Encounter 2: Ketter's Hearth**.

Encounter 2: Ketter's Hearth

All but a very few would most likely miss Ketter's Hearth all together if the road did not lead there. The village is surrounded by what residents call "The High Hedge," a natural plant wall built by the druids of the village that not only provides an abundance of protection, but camouflage as well. The hedge stands tall enough to blend with the treeline from a distance. What orc bands have made their way to the western forest have missed the village thus far. It seems a suitable safe haven for the weary traveler.

At this point, those PCs that were given the Caravan Guard introduction receive 50 gp × APL in payment, providing they did not flee combat, withdraw or just let the animals attack as they desired. Also, any players that participated in the combat and defended the caravan in **Encounter 1: Wild Forest** are rewarded by the merchant caravan. They are given immediate meta-regional access to the following items that are for sale as part of the caravan's trade-goods (and may purchase or upgrade from this point onward):

APL 4:

- ❖ **+2 Leather Plate*
- ❖ *Safewing Emblem*
- ❖ *Magic Sleeping Bag*
- ❖ *Wand of detect magic*

APL 6:

- ❖ *Druid's Vestment*
- ❖ *Eyes of the Eagle*
- ❖ *Lens of Detection*
- ❖ **Periapt of Wisdom +4*

APL 8:

- ❖ **+2 Cold Resistance Leather Plate*
- ❖ *Belt of Hidden Pouches*
- ❖ *Beastskin* armor enhancement*

APL 10:

- ❖ *Survival Pouch*
- ❖ **Periapt of Wisdom +6*
- ❖ *Python Rod*
- ❖ *Wild armor/shield enhancement*

APL 12:

- ❖ *Ring of water walking*
- ❖ *Staff of swarming insects*

- ❖ **Vest of Resistance +3*

APL 14:

- ❖ *Amulet of Mighty Fists +2*
- ❖ *Bracers of Archery, Greater*
- ❖ **Cloak of Charisma +6*
- ❖ *Compact weapon enhancement*

APL 16:

- ❖ **+4 Cold Resistance Leather Plate*
- ❖ *Periapt of Proof Against Poison*
- ❖ *Ring of freedom of movement*
- ❖ *Staff of the woodlands*

Treasure

APL 4 – Loot: 0 gp, Coin: 200 gp, Magic: 0 gp.

APL 6 – Loot: 0 gp, Coin: 300 gp, Magic: 0 gp.

APL 8 – Loot: 0 gp, Coin: 400 gp, Magic: 0 gp.

APL 10 – Loot: 0 gp, Coin: 500 gp, Magic: 0 gp.

APL 12 – Loot: 0 gp, Coin: 600 gp, Magic: 0 gp.

APL 14 – Loot: 0 gp, Coin: 700 gp, Magic: 0 gp.

APL 16 – Loot: 0 gp, Coin: 800 gp, Magic: 0 gp.

The players may purchase these items now, at any time while they are in Ketter's Hearth during the adventure, or wait until the end of the adventure.

The interior of the village isn't what you expected—nor did anyone else in the caravan. The merchants described the village as relatively small, a dwindling ghost town in relation to its past glories. Although they said that many of the remaining townsfolk were members of the Gnarley Rangers and Druids, they did not say that their friends had come to visit.

Along with the permanent structures of the village (buildings ranging from earth and straw cottages collapsed from the recent snows to grand manors larger than most houses viscounty citizens call home) is a plethora of teepees, hammocks, tents, and pavilions erected in every corner of the village, from the High Hedge to the village center to the face of a bluff on the far side of the Hearth. Elves crowd the streets, many standing in groups speaking to one another, others content with what relative privacy the makeshift tent city provides. For the moment, the village is much larger than anyone expected.

Now that the merchants have arrived the PCs are free to go about any activities they wish. This encounter is a free-form role playing encounter that the players can spend as much time in as they wish. Listed below are the different permanent structures in Ketter's Hearth and what is going on there that the players might interact with. There are a number of other buildings that they can find that are no longer in operation, a tavern, a number of cottages, etc. The heavy snows that plagued the viscounty at the beginning of the year caused various levels of destruction to those buildings left unattended.

NOTE ON CLANSMEN: If a character is a member of one of the Gnarley elf clan meta-orgs, they may want to talk to some of their own kind. The information available from the clans is listed in the next encounter. They may go there at any time, but if they do not think to go there on their own, they are eventually called to meet with one of the clan elders.

NOTE ON PC BUSINESSES: PCs may be a member or even an owner of some of the local structures listed below. Adapt the below information appropriately if a member/owner is at the table. No additional information is available (and in fact, owners may have been out of town adventuring when the murders took place and thus their respective information listed below is irrelevant).

City Watch Training Hall

The City Watch training hall is largely deserted. There are a few young boys there that serve as assistant book keepers. They tell the PCs that all the watchmen in the city are currently investigating a big case, but they are unwilling to tell them what the case is. A DC 20 successful Diplomacy check, DC 25 Bluff check, or DC 30 Intimidate check or a bribe of 15 wheatsheafs convinces the boy to tell the PCs what's happened.

Three days ago, a young elf boy and girl were murdered just outside of the High Hedge. Although it appeared like an animal attack, the mayor, the watch, and many of the local adventurers believe that foul play is still involved. The case has proved difficult, though, and the watchmen are away from the training hall most days. He's willing to take a message, but has no means of telling the PCs where any watchmen are at this time.

Shrine to Ehlenestra (*the elven name for Ehlonna*)

At any given time, there are at least five elven worshippers to Ehlenestra at her shrine. Although three of these mourners change regularly, two of them—two elven women—are there nearly round the clock. They are the mothers of the slain children. Since the murders, they have spent their time at the shrine praying to Ehlenestra

to bring them justice. If the PCs treat them coarsely or rudely, they simply ignore them and continue with their prayers. If the PCs treat them politely, they gradually speak of what happened.

Their children were young, no more than 25 each, but they were strongly fond of each other, even for their young age. The parents of both children got along with each other, and they hoped perhaps this early blossoming of affection might lead to a marriage match later in life. Although they have no evidence of it, they are certain the children were outside of the High Hedge kissing. They had been caught there before. Even though Ketter's Hearth was less populated than it had been in the past, it was still difficult to keep secrets here. Although the parents chastised the children for being too young to conduct themselves with such affections, they did not ever punish them for it. Most likely, the children had left the safety of the hedge for privacy.

The children showed great skills as neophyte rangers and druids. They had immense potential in either trade and both hoped to take the oath of a Defender of the Gnarley. The mothers can't say more than this. Recalling such intimate details of their children causes them to begin crying again.

NOTE ON *raise dead*: If the PCs ask why the parents didn't have their children raised, they tell them, sobbingly, that they couldn't afford the cost of raising one of the children, much less both. A local druid cast a *reincarnate* spell as a gesture of compassion, but neither child returned to life. They're not adventurers or powerful political figures. They're villagers. They have neither gold nor favors to offer the priests to bring their children back from the dead.

If any of the other attendees are questioned, there are a variety of answers. Some are clansmen paying their respects at an official shrine while one is available. Others are villagers praying for the souls of the lost children.

The Unicorn's Mane Herb Shop

The Mane benefits greatly by the Hearth's relationship with the Gnarleyfolk. Many of its roots and seeds aren't even available in Verbobonc City. The owner (unless at the table) is unavailable for the duration of the adventure, although an assistant is running the shop. With the vast influx of elven clansmen, the owner is scouring the new arrivals for any potential product they might have brought with them from the forest.

If asked about the murders, the apprentice says he'd rather not talk about it. The victims were friends of his, and it hurts too much to talk about (a DC 10 Sense Motive check confirms this).

Tangle Twigs

Tangle Twigs is one of the newest buildings in the village. Its wood construction is sound and unweathered. It is a local alchemist shop that takes its name from a combination of tanglefoot bags and tindertwigs, something the owner takes great delight in telling customers as they browse his wares. Any alchemical item listed in the Goods and Services table in the *Player's Handbook* (such as tanglefoot bags, sunrods, tindertwigs, thunderstones, etc) are for sale here at book prices.

If asked about the murders, the owner says that the mayor hasn't allowed any of the local adventurers to probe too deeply into the crime. He isn't sure why. He's sure if he were allowed to participate, he'd solve the case quickly and bring the perpetrator to justice.

NOTE: If none of the PCs are members of the elf clans and none of them wish to speak with the elves, skip directly to **Encounter 4: Mayor Nightbreeze**.

Encounter 3: The Elf Clans

The PCs may wish to speak to the elf clans about who they are and why they're at Ketter's Hearth. Although most are stand-offish to anyone not a member of the clan (except for residents of Ketter's Hearth), the newly arrived clansmen are so relieved to be away from the orc menace that they are more willing to speak with outsiders. Below is a list of information they have to offer.

Although the elves are pleased to be in the Hearth and away from the orc menace, they have not completely shed their prejudices. Non-elves must succeed at DC 20 a Diplomacy check to convince clansmen to describe their kin. (Half-elves must make this check too, except with Clan Meldarin.)

Enlanefel

- The Enlanefel clansmen actually cousins of the other three clans and draw their membership from them. They study diligently the arcane arts and are exclusive in who they call their kin. Many cousins are actually excluded from their ranks to help maintain a pure arcane bloodline.

Fealefel

- The Fealefel Clan is comprised primarily of grey and high elves. They are dedicated to learning of all sorts and have amassed a significant amount of arcane lore over the years.

Meldarin

- The Meldarin Clan is often shunned by the other clans for their acceptance of half-elves. Although clans often produce half-human children, those children are shunned and sent to live with their human parents in the cities. Only the Meldarin accept the half-elves into the clan as full members.

Sherendyl

- Clan Sherendyl has suffered the most significant losses in the war against Blackthorn. With their intense physical regimen and constant martial training, they have formed the front line of defense for the elf clans against the orcs. This has also led to significant losses and some questions whether the clan will rebound from such a devastating situation.

If none of the PCs are a member of an elf clan, continue to **Encounter 4: Mayor Nightbreeze**. If a PC is a member, he is asked to meet with one of the clan elders in private

The elder's teepee is small but ornately decorated with trophies from centuries of battle within the Gnarley: furs, necklaces of teeth, and the remains of various sundered weapons sit in piles along the perimeter of the interior. Wasting no time on pleasantries, the elder brings you to task.

"Mayor Nightbreeze has requested our help, cousin. A great tragedy has befallen two elven children—no more than babes. Given that you have only just arrived and that your whereabouts can be verified for the past few days, you are a suitable candidate to aid our hosts in finding the cause of their pain. Gather allies that you feel you can trust and go to the mayor's manse. Do this well, and you will receive great honor among the clan."

The elder feels that it would be more appropriate if the details were offered by Mayor Nightbreeze herself. If the PC refuses, it may be possible to continue with the adventure, but he or she does not receive meta-regional access for being a member of the Elf Clan meta-org as listed on the AR.

Encounter 4: Mayor Nightbreeze

NOTE ON VILLAGERS: Some PCs may be actual residents of Ketter's Hearth and wonder why they haven't been given this opportunity before. If they ask, the mayor is honest in saying that she was waiting for the merchants to arrive in hopes of finding adventurers that she knows are not involved in this. If the entire table is from Ketter's Hearth, she adds that all the adventurers turned out to be

from Dyvers and are even less trustworthy than the village residents that may be part of the conspiracy.

NOTE ON THE MAYOR: If the mayor is playing at the table, it may be fun for the players if you allow her to role play this part of the adventure.

The mayor's house would—on any other day—seem appropriately large. At the moment, though, every corner seems to be occupied by a group of clan elves discussing an assortment of things in hushed, private conversations. It seems that the mayor was told of your coming ahead of time, as she is waiting for you when you arrive. She welcomes you somberly, but with a politic smile. Not wasting any time, she says directly, "I have a job that I think you would be well suited for, if you will take the time to hear my proposal."

The mayor introduces herself as Nighbreeze. She is an amazingly beautiful female high elf and by the number of trophies and treasures spread about her home, has either inherited vast wealth or has spent time adventuring in her past. A room has been set aside, clear of elves or any servants, so that she can speak privately with the PCs. A tray of sandwiches and a bottle of wine have been set out in preparation for their meeting. She tells them they are welcome to eat and/or drink while she speaks.

- Ketter's Hearth is rather small in comparison to many of the other villages in the viscounty, especially those built in the Gnarley Forest.
- Unlike some of the other villages—such as Ruby Falls and Twilight Falls—Ketter's Hearth has strong ties to the Gnarleyfolk. In fact, many of the villagers are members of either the Gnarley Rangers or Druids, and a great amount of care went into building the High Hedge and other village structures while respecting the sanctity of the forest.
- Elders of the various elf clans have been moving their people westward to bring the younger folk out of harm's way. Mayor Nighbreeze has offered them sanctuary within the High Hedge.
- Since the arrival of the clans, though, a few strange occurrences have piqued her interest. Although everyone knows that the predator population has been increasing since the invasion by the Blackthorn orcs, there have been a number of animal attacks near the village. This is unnatural even for hungry animals.
- Three days past, two young elves, no more than thirty years old—children really—were killed in an animal

attack. They were just outside of the High Hedge, but still within the perimeter of the village, a place that animals typically avoid.

- They were able to retrieve the bodies, but at some distance from the village. They had been partially devoured by predators. It was a gruesome sight that, unfortunately, also prevented spells such as *speak with dead* from yielding any appreciable results.
- The village did not have the means to cast *raise dead* on the children, having an abundance of druids, not clerics. They did cast *reincarnation*, but neither soul returned.
 - The parents of the children do not have the means or treasure to afford a *raise dead* spell nor are they prosperous in their careers that they could offer favors or rewards to any that could help.
- The bodies have already been buried and Mayor Nighbreeze is unwilling to allow the PCs to exhume the bodies without overwhelming evidence showing that it's a necessary step in the investigation (or if they offer to raise the children without forcing the parents to pay for it when they've been told the parents can't afford it).
- The bodies were discovered farther away from the hedge. They had been dragged away from the village.
- Near the site of the attack, a strange holy symbol was discovered. A blue-tinted iron symbol that appears to be a mixture of the shalm of Obad-Hai and the death's-head of Nerull.

NOTE: Anyone who played in the Dyvers interactive **DyvINT6-01** *The Raising of Southguard* may make a DC 15 Wisdom check. Those that are successful remember meeting a human Gnarley Druid calling himself Autumn that admitted to being part of a fringe druid element promoting death as part of life's cycle. A DC 30 Bardic Lore check also reveals this information.

- They followed the wolf tracks, but they proved to be completely natural. They could not find any other tracks that would suggest that the animals were manipulated into attacking the children.
- It is common knowledge that druids of even novice talent are able to walk without leaving tracks. She believes that the animals were manipulated by a druid into attacking the village. Perhaps the other attacks are being caused by the same druid.

- With so many woodland folk coming to the village, she is unable to simply question all the outsiders and there's no guarantee that the perpetrator is among the clansmen that have arrived. She needs people who were not here when the attack happened to lead the investigation.
- If the PCs ask about remuneration, she tells them the village can pay them 50 gp × APL for their assistance, if they provide results that lead to an end to these attacks.
 - If the PCs participated in **VER6-01 *Discontent of Our Winter*** and delivered the message, Mayor Nightbreeze offers them payment regardless of whether they ask for it.
- If they feel they need one, she is willing to provide an official writ stating that they are working for the village. The document does not give them authority to arrest people or the like. The village is small enough, though, that residents and guests should understand that the PCs are working on behalf of the mayor.

NOTE: If the PCs attempt a Diplomacy check to improve their payment, Mayor Nightbreeze tells them she will see what other resources the village has to provide, but does not offer anything specific.

Treasure

- APL 4 – Loot: 0 gp, Coin: 200 gp, Magic: 0 gp.
- APL 6 – Loot: 0 gp, Coin: 300 gp, Magic: 0 gp.
- APL 8 – Loot: 0 gp, Coin: 400 gp, Magic: 0 gp.
- APL 10 – Loot: 0 gp, Coin: 500 gp, Magic: 0 gp.
- APL 12 – Loot: 0 gp, Coin: 600 gp, Magic: 0 gp.
- APL 14 – Loot: 0 gp, Coin: 700 gp, Magic: 0 gp.
- APL 16 – Loot: 0 gp, Coin: 800 gp, Magic: 0 gp.

Encounter 5: Detectives (Humanoid)

PCs may attempt a number of different methods to find the cause of the crime. The most likely methods are listed below. Players may conceive of some other means to solve the case, in which case the DM should accommodate those ideas that seem plausible within the scope of Ketter's Hearth and the Children of Winter.

Searching the Scene

The area of the children's death is located just outside of the northeastern part of the village. It is described in more detail at the beginning of **Encounter 6: Detectives (Animal)**.

Gathering Information

NOTE ON RACE: Although the elves are pleased to be in the Hearth and away from the orc menace, they have not completely shed their prejudices, which is why the DCs are so high. Elves (and half-elves for Clan Meldarin) receive a +10 circumstance bonus to their Gather Information checks. Members of a Gnarley Elf Clan meta-org receive a +4 circumstance bonus with his specific clan. Residents of Ketter's Hearth receive a +2 circumstance bonus to Gather Information checks. All these bonuses stack.

Enlanefel

- General Information: See **Encounter 3: The Elf Clans** for information on this organization. Information for joining this meta-organization is listed in **DM's Resource #3**.
- 30: The Enlanefel were the first of the clans to decide to move westward. It was feared that if they remained in direct opposition to the orcs, all the knowledge the clan had accrued over the years would be permanently lost.
- 35: There were some reservations about staying in Ketter's Hearth when they first arrived. Some of the local residents have obscure—and frankly juvenile—notions of death as a part of the cycle of life. They kept approaching the clansmen to talk about it when all they wanted was privacy.
- 40: All the clansmen that arrived with Enlanefel are still present. A few complained how one of the townsfolk kept talking to them about some whacky religion. There were questions as to whether the clan should move on further west into the Gnarley. (The PCs can get descriptions, but they seem contradictory, and none of the village residents match any of the descriptions.)

Fealefel

- General Information: See **Encounter 3: The Elf Clans** for information on this organization. Information for joining this meta-organization is listed in **DM's Resource #4**.
- 30: Many of the sages within the clan question whether moving to Ketter's Hearth has really had any impact whatsoever on the survival of the clans. Divinations have shown that the fight will come to

them. Verbobonc is no safer than Dyvers, especially given Verbobonc's propensity to defile the great forest.

- 35: They were surprised to discover how pragmatic the residents of Ketter's Hearth seem to be in regard to the coming orc horde. When they first arrived, one of the townspeople kept following them around, talking about how death is a part of life's cycle. They ignored him, having dealt with death enough in the past months. (The PCs can get a vague description of the villagers who approached the clansmen, but none of the village residents match this description.)
- 40: One clansman arrived with the rest of Fealefel, but after only a few days, he gathered up his things and left. Although the clan was positive about moving to Ketter's Hearth at first, this person quickly became pessimistic and removed. The clans are a nomadic people, so no one questioned his leaving.

Meldarin

- General Information: See **Encounter 3: The Elf Clans** for information on this organization. Information for joining this meta-organization is listed in **DM's Resource #5**
- 30: The elders of Clan Meldarin were the ones that suggested Ketter's Hearth. While the other clans were hoping to find a place purely elven, Meldarin elves had been to the Hearth before and knew the High Hedge was a valuable defense against the orcs. They were more than willing to suffer the company of non-elves for the security the village provides (and the space for the clans to settle). The town also provides them with a location to keep a close watch on Twilight Falls.
- 35: They were surprised to discover how fatalistic the residents of Ketter's Hearth seem to be. When they first arrived, one of the townspeople kept following them around, talking about how death is a part of life's cycle. They ignored him, having dealt with death enough in the past months. (The PCs can get a vague description of the villagers who approached the clansmen, but none of the village residents match this description.)
- 40: Three clansmen arrived with the rest of Meldarin, but after only a few days, they gathered up their things and left. Although they were positive about moving to Ketter's Hearth at first, they quickly became pessimistic and removed. The clans are a nomadic people, so no one questioned their leaving.

Sherendyl

- General Information: See **Encounter 3: The Elf Clans** for information on this organization. Information for joining this meta-organization is listed in **DM's Resource #6**
- 30: When the Enlanafel first announced they were migrating west, the Sherendyl were sharply divided. Half of them thought that a group retreat would provide both security and relief from the battle with the orcs. The other half felt that Sherendyl should not leave until the battle was finished. Following two devastating losses, though, the clan decided to move west.
- 35: The Meldarin spoke wisely when they suggested Ketter's Hearth. The villagers here seem to understand the sacrifice the Sherendyl have made combating Blackthorn. A few of them often come around talking about how death is merely a part of life's cycle and how they will see their lost kin again in the future. (The PCs can get a vague description of the villagers who approached the clansmen, but none of the village residents match this description.)
- 40: Five clansmen arrived with the rest of Sherendyl, but after only a few days, they gathered up their things and left. Although they were positive about moving to Ketter's Hearth at first, they quickly became pessimistic and removed. The clans are a nomadic people, so no one questioned their leaving.

Villagers

- General Information: Over the last couple of years, the population of "the Hearth" has shrunk significantly. Now, approximately 1/3 of the town residents are adventurers, spending a substantial amount of time away from the village. Those that are here have all attempted to participate in the investigation, but for reasons no one truly understands, the mayor has prevented them from doing so. Some people—those close to the victims—are particularly upset by this, believing that the longer the delay, the harder it will be to discover who the culprit is.
- 20: The village is small, so it's hard to keep secrets from one another. Everyone is aware that the two children were seeing each other romantically. Regardless of their young age (something the human residents of the village always have difficulty wrapping their heads around), everyone was happy for them. Everyone's first suspicions were of an envious suitor, but there are no other boys in the village, elven or otherwise, that fit that description.

The community was genuinely happy for the both of them.

- 25: Even though the mayor has forbidden the townsfolk from participating in the investigation, enough people were at the murder site to know that animal tracks were found but nothing else. Although it's strange, it might truly be a wild animal attack. The amount of predatory animals increases proportionally to the casualty rate between the orcs and the Gnarleyfolk. Scavengers are feasting off the dead bodies, and the forest is growing wilder.
- 30: Although no tracks other than animals were found at the scene, everyone knows how easy it is for even the most novice druid to be able to walk without leaving any tracks. Wild animals have never come that close to the High Hedge before, much less attacked the villagers. Although there is no evidence, they are certain that the animals were goaded, manipulated, or otherwise pushed into their attack.
- 35: The attacks didn't take place until after the elf clans started arriving. There are a lot of new arrivals and not all of them are still in the village. Some of them came and went. Perhaps the children had uncovered some secret that caused someone to kill them to keep them quiet.

Foreign Merchants/Caravan Guards

- General Information: The merchants are all from Dyvers. They're taking advantage of the low prices of materials and goods in the city and bringing them to the Gnarley villages to sell at full price for a profit. Although most of the guards are also from Dyvers, a few handfuls are from other places, all adventurers supplementing their income.
- 30: It wouldn't be surprising if one of the clansmen was behind it somehow. The attitude of the forest elves has been growing increasingly xenophobic, although it doesn't make much sense that they'd kill two of their own. Still, there have been occasions in the past where the elves didn't intervene while adventurers were being attacked, so this is a logical step along those lines.
- 35: There was a gathering of the Gnarley Rangers and Druids recently in Beltander, a forest village a few days to the east. There was someone there that wore a strange-looking holy symbol. It was a skull surrounded by leaves.
- 40: There was a male human druid calling himself Autumn that spoke at the Conclave. He professed

that death was a part of life and that we should all get ready...or something like that.

- **NOTE ON SPELLCASTING:** The caravan guard can give an accurate enough description that the PCs may attempt spells such as *scry*. There are no magical protections making Autumn immune to such spells. If the PCs use a combination of spells that shows them how to get to Autumn's camp, go to **Encounter 7: Monitored** on the way there. If they go directly there, such as with a *teleport*, skip directly to **Encounter 8: Children of Winter**.

Raise Dead

If the PCs offer to attempt to raise the children, Mayor Nightbreeze agrees to have the bodies exhumed. If targeted by a *raise dead* or better spell (but not a *reincarnate*), the children's souls return to their bodies. (They have only been dead a few days, well within the time period required by the *raise dead* spell.)

The revived elven children can confirm that they had left the High Hedge for some privacy while they kissed (the boy had been given a leaflet from Verbobonc City by an adventurer that had passed through and wanted to try some of the pictures he had seen). They were attacked by wolves, as suspected and fell quickly as the animals attacked without warning.

They were alive when the wolves left them and the birds attacked. The girl remembered a humanoid shape screaming, but she is not sure if the person was screaming at them or the birds. By then her vision was blurred by wounds, blood, and pain. She could not say whether the person was human, elven, or some other race, nor offer any description of specific features.

They apologize that they cannot offer more. There is no spell or skill that allows the children to have a better recollection of what they saw.

Divinations

Depending on the question asked as part of an *augury* spell, the DM may answer weal or woe based on the information and intentions of the Children of Winter as provided in the front matter of this adventure and in **Encounters 8** through **10**.

Adapt the following text to suit the character's god if a divination is cast. ***Truth and deception intertwined blow on the wind to herald the changing of the seasons. Simple skills and simple plans led by simple deeds to the triangle trees and the earth that feasts on blood.***

Autumn has no magical means to prevent a god from answering questions as part of a *commune* spell. However, the god/power that is granting Autumn his newfound powers is outside of the immediate understanding of the character's god. Any questions asked on how Autumn receives his magic abilities cannot be answered.

If the PCs exhaust their ideas for investigation and do not have the abilities to succeed in **Encounter 6: Detectives (Animal)**, skip to **Encounter 7: Monitored** as soon as they reach a dead end.

Encounter 6: Detectives (Animal)

NOTE ON *SPEAK WITH ANIMALS*: One or more of the characters may have *Speak with Animals* prepared (although none of the animals present satisfy the condition for the gnome's racial ability and any animals currently in the vicinity that do satisfy the condition know nothing relevant). Certain types of animals are listed below, having seen some part of the crime as it happened three days ago. They are completely cooperative with the PCs (they have not been influenced magically or in any other fashion), although only know so much. The knowledge they all share is listed immediately below. Any unique information they might have is listed where they appear:

- Packs of two-leggers have been coming from their den inside the great hedge. They turned over twig and brush and spoke to other animals and asked questions, but never talked to them.
- Another two-legger (with round, not pointed ears) walks the forest also. He does not smell like a two-legger, but does not smell like the not-living either. He is strange. He talks to the hungry animals and tells them where to find food.
- He comes from out of the rising sun.
- He speaks their language, and they were calmed in presence.
- He was dressed in the robes of the forest-folk, wearing the color of the trees.

The Crime Scene

No animals in this area saw or know anything

Thankfully, due to the forest-friendly nature of the townsfolk, no new tracks have been added that would cover up the original incident. As Mayor Nightbreeze stated, two young elves were attacked just outside the

High Hedge near the northeast area of the village. Even those without the Track feat can see the scratch marks on a nearby tree and the blood stains on the ground.

A Survival check DC 20 with the Tracking feat reveals that three large quadrupeds attacked the elven children. A DC 16 Knowledge (nature) check confirms that the tracks were made by dire wolves. The elves were pressed up against the tree, trying to climb to safety, but the wolves took them down too quickly for them to climb to safety. The bodies were dragged to the east. A DC 20 Heal check can confirm that the quantity of blood on the ground does not appear to suggest their wounds were mortal.

NOTE: The Scent ability does not offer any additional bonuses in this situation. Multiple people have been in this location since the incident

The Death Scene

The wolves dragged the bodies nearly a quarter mile from the village (although anyone with the Track feat can confirm that something appears to have attempted to cover the tracks as much as was possible while dragging bleeding bodies). A DC 16 Knowledge (nature) check reveals that it's highly unnatural for wolves—dire or otherwise—to drag their prey such a large distance before eating.

The tracks lead to a small glade, where the remains of the event are much more pronounced. The animal tracks are more obvious and the blood stains are richer and more widely dispersed.

If the PCs search the glade, they do not find any tracks other than those made by the wolves and the drag marks from the bodies. No one from the village or elsewhere left tracks here...if anyone had actually been here.

A DC 15 Heal check can confirm that the amount of blood in this area tells that this is where the two elves were actually killed.

A DC 25 Survival check reveals that there is something odd about the scene. The blood spatters don't match those of wolves devouring a corpse. A DC 16 Knowledge (nature) check confirms this. It appears as though something else was feeding on the bodies. Anyone surpassing the Survival DC by 10 or more believes that it was not wolves but carrion birds that were feeding on the bodies, accounting for the blood spatter patterns.

Ravens

If the PCs look for flesh-eating birds, they may attempt a DC 25 Spot check. Those that are successful see a number

of ravens circling above the forest canopy. Any attempt to approach the ravens without Wild empathy or *charm/speak with animals* cause them to scatter.

If a PC is able to speak with a raven, it knows this additional information:

- Wolves captured food and brought it to the glade, but a two-legger made them let it go.
- We feasted on the food. We were too many for the two-legger to drive away.
- The two-legger gave the wolves food, but would not let them eat the food they had killed.
- The food wiggled while we fed on it, swiping at us a few times before finally going limp.
- The two-legger dropped not-food somewhere in the brush after sending the four-leggers away.
- We poked at it, but left it alone once we discovered that it was not-food. It was too big and awkward to add to a nest.

Squirrels

If the PCs look for any non-specific nearby animals, they may attempt a DC 15 Spot check. Those that are successful see a squirrel sitting on a branch gnawing on an acorn. Any attempt to approach the squirrel without Wild empathy or *charm/speak with animals* causes it to scurry away under the brush and into a tree.

If a PC is able to speak with it, it knows this little bit of information:

- Birds were feasting on dead two-leggers. Another two-legger was making loud noises and waving its arms up and down.
- The two-legger dropped something in the bush.
- The squirrel's mate went to look at what was dropped, but a lynx was hiding in the bush and killed her. She was a good mate.

Lynx

If the PCs decide to look for what other types of animals might have been present, they may attempt a DC 36 Spot check. Those that are successful see a large cat hiding beneath some brush. A DC 14 Knowledge (nature) check (reveals that it is a lynx (a wild cat). Any attempts to approach the cat without Wild Empathy or *charm/speak with animals* cause it to growl angrily and then disappear under the brush.

If a PC is able to speak with it, it knows this additional information:

- Wolves captured food and brought it to the glade, but a two-legger made them let it go.
- The two-legger gave the wolves food, but would not let them eat the food they had killed.
- The four-legger food wasn't dead when they brought it out of the brush. It was still moving. One of them saw me, and I watched it.
- Black birds pecked at the food until it stopped moving. There were too many to chase away.
- The two-legger dropped not-food somewhere in the brush after sending the four-leggers away.
- I still have it hidden in the brush. I'll trade it for something of suitable value (food, a piece of metal that warms in the sun, or a sharp object for back scratching).

NOTE ON ANIMAL GUIDES: Although the animals are not able to lead the PCs to Autumn's encampment, they do agree to accompany the PCs after a successfully worded DC 15 Diplomacy check, a *charm animals* spell, or bribery with food. Once at Autumn's camp, they can confirm that he is the person who attended the dead elves and dropped the holy symbol.

Where the Plan Began

Anyone with 5 ranks or more in Survival can establish True North and determine where exactly the sun would be for someone to walk out of it. A DC 15 Survival check (for everyone else allows them to accomplish the same thing). If the PCs follow this direction, they come on the area where they were attacked just before they arrived at the village. A DC 14 Survival check with the Track feat allows them to follow the tracks of the animals that attacked them (which they can now determine was from the same direction that the two-legger also came from).

A couple of hills to the east and they find another glade. The tracks of the various animals that participated in the caravan attack join here from various directions (all of which prove to be a dead end if followed). If the PCs succeed at a DC 20 Search check in the glen, they find a holy symbol identical to the one Mayor Nightbreeze showed them. If they beat the DC by 10 or more, they find a second one under some grass that appears to have been there longer.

NOTE: If the PCs searched this area during **Encounter 1: Wild Forest**, they do not find anything this time, but can identify it as the same place.

Once the PCs have finished exploring the glen, allow them DC 20 Listen checks. Those that succeed hear

creatures coming toward their location about 100 feet away. Continue to **Encounter 7: Monitored**.

Encounter 7: Monitored

There are three ways this encounter can take place. The PCs may not have made any progress during their investigation and are stuck. In this case, they are attacked as soon as they leave the village. Tied to the tail of one of the lizards is **Player Handout #1**.

Secondly, the PCs may have gained enough information in Ketter's Hearth that they suspect that the deaths were not accidental and that elves have been leaving to join a death cult of some kind. While looking for the location of the cult, they are attacked by the lizards. Tied to the tail of one is **Player Handout #1**.

Lastly, the PCs may have successfully used their nature-based abilities (such as the Track feat and *speak with animals*) to lead them toward the encampment of the druidic death cultists. In that case, the lizards attack but there is no note. Autumn is trusting in the PCs' abilities to lead them the rest of the way.

NOTE ON TRACKS: If the PCs succeed at a DC 14 Survival check with the Track feat, they can follow the animals' tracks east, eventually finding the cultists encampment. Only 100 feet from where the animals attacked the PCs, they find humanoid tracks for the first time. They are shod, wearing some type of sandals. These tracks lead back to the encampment and disappear immediately at its edge.

APL 4 (EL 4)

Monitor Lizards (2): Medium Animal; hp 22; see *Monster Manual* p. 275.

APL 6 (EL 6)

Monitor Lizards (4): Medium Animal; hp 22; see *Monster Manual* p. 275.

APL 8 (EL 8)

Elite Advanced (2 HD) Monitor Lizards (4): Medium Animal; hp 46; see Appendix 1.

APL 10 (EL 10)

Elite Advanced (2 HD) Monitor Lizards (4): Medium Animal; hp 46; see Appendix 1.

Dire Wolverines (4): Large Animal; hp 45; see *Monster Manual* p. 66.

APL 12 (EL 12)

Elite Advanced (2 HD) Monitor Lizards (4): Medium Animal; hp 46; see Appendix 1.

Elite Advanced (3 HD) Dire Wolverines (2): Large Animal; hp 100; see Appendix 1.

Elite Advanced (15 HD) Dire Wolverines (2): Large Animal; hp 250; see Appendix 1.

APL 14 (EL 14)

Elite Advanced (2 HD) Monitor Lizards (4): Medium Animal; hp 46; see Appendix 1.

Elite Advanced (15 HD) Dire Wolverines (3): Large Animal; hp 250; see Appendix 1.

Elite Advanced (12 HD) Dire Wolverine (1): Large Animal; hp 212; see Appendix 1.

APL 16 (EL 16)

Elite Advanced (2 HD) Monitor Lizards (4): Medium Animal; hp 46; see Appendix 1.

Elite Advanced (15 HD) Dire Wolverines (4): Large Animal; hp 250; see Appendix 1.

Elite Advanced (3 HD) Dire Bears (4): Large Animal; hp 157; see Appendix 1.

Tactics: The animals have no tactics. Autumn persuaded them to attack the PCs and that's what they do. They have no predetermined targets and have no concept of working cooperatively.

NOTE ON SPEAK WITH ANIMALS: One or more of the characters may have *speak with animals* prepared (although none of the animals present satisfy the condition for the gnome's racial ability and any animals currently in the vicinity that do, know nothing relevant). In this situation, if the animals were left alive, they are only cooperative if the party has calmed them using magic or Wild Empathy. Beating them into unconsciousness and then reviving them does not sate their hunger. If the animals are cooperative, though, they answer questions to the best of their ability. What they know is listed below:

- A two-legged (with round, not pointed ears) approached them and told them that food would be passing by soon.
- He approached them two hills toward the rising sun. Nothing smelled strange about him other than he smelled like a holly bush, although they are not able to take the PCs to him (and if the PCs go to the area, they do not find any tracks).
- He speaks their language, and they were calmed in his presence.

- He was dressed in the robes of the forest-folk, wearing the color of the trees.
- A strange object swung from around his neck, shiny like water in the sun and harder than stone. None of them had ever seen its shape before.
- The man told them to hunt and to eat in preparation of the great sleep, to eat as much as they could. There would be enough for all.

NOTE ON ANIMAL GUIDES: If the PCs do not trust the invitation and ask any of the other animals to lead them to the man that sent them here, they must succeed at a properly worded DC 10 Diplomacy check. (This is not necessary if the animal is under the effect of a *charm animals* spell or if the PC gave it food.) The animal leads the party to the same encampment as the lizards. Continue to **Encounter 8: Children of Winter**. They are also able to identify Autumn as the note's author, if asked.

Encounter 8: Children of Winter

Your destination is reminiscent of Ketter's Hearth without any of its buildings or the High Hedge. Tents, teepees, and hammocks create an encampment of forest elves. There are no walls, palisades, or guards, simply a central fire from where you can smell roasting meat. A number of tree trunks have been positioned to form an equal-sided triangle and elves, ranging from very young to very old, all clad in the greens and browns of the forest, sit talking to each other. The tone of the conversations is clearly positive and more than one person laughs at a joke from someone seated nearby.

The encampment is in a roughly circular glade 60 feet in diameter. Within the circle of tents and teepees, a smaller 20-foot diameter circle is where the triangle gathering is positioned. The tents are no more than ten feet apart from one another with no pre-planned design. If the PCs want to find cover while in the camp, it's easy enough to accomplish; however, there is cover available in the center circle (with the exception of the tree trunks, which would require the character to go prone to gain any cover).

If the PCs wish to sneak into the encampment, they must succeed at DC 15 + APL Hide and Move Silently checks. The druids' animal companions are in the center of the camp with them. If the characters move within 30 feet of the animal companions, they are discovered regardless (unless they specifically state they're entering the village downwind of the animals or have some other

means of masking their odor). All the tents, hammocks, and teepees are empty except one on the opposite side of the gathering (which is upwind of the animal companions and causes the PC to be discovered). In this one, Autumn is meditating, waiting for the party's arrival.

The PCs do not have to sneak into the encampment. They may simply walk forward. The cultists have been told that the PCs would arrive eventually and to welcome them when they did. There are already spots on the tree trunks waiting for each of them (although none of the spots are next to one another and the cultists are slow to switch places so that the PCs can sit together, hoping to keep them apart so that they might be more receptive to the cult ideas).

There are more than twenty elves sitting on the tree trunks, some wearing druid vestments and petting various animals. Others are dressed plainly as simple forest-folk. They greet the PCs pleasantly once they know the party is there. They introduce themselves as the Children of Winter and invite the PCs to sit with them, share the fire, and talk.

Tenets of their faith

The Gnarley Forest is blessed in that it almost never snows there. Some call it the magic of the Nyr Dyv. Others have no ideas as to the cause and do not question the effect in fear of jinxing it. The people of the Gnarley and those humanoid of every type that rest behind stone walls laying claim to the trees have grown complacent. Too long the winters have stayed away from the forest and the Gnarleyfolk have forgotten that death is also a part of the inevitable cycle of life. Like the seasons, all things grow, blossom, and eventually wither.

Many of our clansmen speak about whether we should wage war against the orcs or allow them to sweep past us while we cower in caves. Both notions are quaint, but ultimately futile. Simply put, our winter has come.

Regardless of which decision the forest-folk make, if we attempt to defeat the Blackthorn menace, we will only meet disappointment. There are too many of them. To oppose the orcs through force of arms is akin to a pebble attempting to resist the tide. The orcs will wash over us and sweep us away without ever knowing we were there.

Equally, if we hope to allow them to move past us while we hide, we will find their boots crushing our hiding places and burying us alive. They have established a presence in the forest and, by the talk, their numbers are in dramatic excess of our own. What caves, hutches, or hovels exist that can protect our number from theirs? Their footsteps are like a rolling thunder, their weight a mountain that bears down upon us.

It seems an apparent contradiction, we know, but once you accept the truth of Winter and stop worrying about this life and start preparing for the next one, the threats of Blackthorn fade away like a breeze blowing through the leaves. Like all things, it will pass.

Reasons why they joined

As the players most likely expect, the majority of the Children of Winter have suffered some type of tragedy as a result of the invasion by the Pomarj. They've lost loved ones, witnessed acts of horror, or been forced to flee more times than they can count. No relief could be found for the endless fear and anxiety, no matter where they went or who they were with, it weighed heavily on them. Eventually, though, they found support among others like them, those gathered here who they now refer to as their brothers and sisters.

Not all of them have suffered tragedy, though. Some of them profess that during their druid training, they came to the same conclusions. The Gnarley is both blessed and cursed by its lack of winter, but the changing of seasons does not require a cold wind or snow on the ground. It is far more ephemeral, a concept to apply to so many aspects of the world.

Still others came around to this way of thinking after witnessing such examples in life and hearing the leader of the group—a druid named Autumn—speak. His voice rings with truth and they saw how he was guided by the divine with a message for all

Their involvement with the animal attacks

The PCs would not be the first to presume that those who are prepared for death to come would be more than willing to mete out death to the innocents around them. Accepting death is a personal choice. They are not murderers. In fact, it would be more appropriate to call them pacifists if anything. They empathize with the parents who lost their children, but know that the two will be born again and prosper in life all over again.

All of them, however, wear the holy symbol that Mayor Nightbreeze discovered at the crime scene. They say it is the symbol of Winter, the perfect amalgam of life and death. They give them to any who would carry the message onward, so they do not find it surprising that someone with sinister intentions might want to shift blame onto them, although they do not know who that person might be.

A DC 26 Sense Motive check reveals that they are being honest, but holding something back. If the PCs question them on what they're not saying, the Children tell them that they would most likely understand more after speaking with Autumn.

Reasons why the PCs should join them

Not all those gathered are druids, although they are all elves and all born in the forest. These are not all the Children of Winter, though. Travelers from near and far have come to their cause and are out spreading the word right now. Others are always welcome to the family. There is no test of mettle or great quest that must be completed. It is purely a spiritual endeavor, coming to terms of the inevitable future and accepting that it is only one step in a much larger journey. Being adventurers, they have most certainly faced numerous life-threatening encounters. Perhaps knowing that others are facing such perils and are there for them would be a solace, or something else to offer their dedication to.

NOTE: If the PCs refuse to speak with the gathered druids and insist on speaking with Autumn, continue to the next encounter. If they do not question the druids at all and simply begin combat, skip to **Encounter 10: Winter Comes**. If this happens, Autumn joins combat, coming from a tent on the other side of the druids (opposite the PCs).

Encounter 9: Autumn

Behind the gathered druids, a tent flap opens and an elderly human steps out. Among them, he is the only non-elf, but they clearly admire and revere him regardless. A seat of honor is reserved for him, the stump of one of the felled trees that makes up one of the corners of the triangle. As he takes his seat, conversations die out, and everyone turns to him, waiting expectantly.

"I bid welcome to our most noble guests. We are happy to have you. I hope your short time here has set you on the path to enlightenment. My name is Autumn and these are the Children of Winter. We are your hosts for the evening."

Autumn is willing to speak more about his philosophy and answers any questions the PCs ask him (if he can). He denies any participation in the animal attacks or the recent murders during this conversation. At the end of the conversation, he reverses his position and admits to orchestrating all those things (see information below and then continue to **Encounter 10: Winter Comes**.)

Modify the below information depending on how the PCs interacted with the Children of Winter.

- My friends tell you the truth of our mission. The seasons apply to all things, not just the weather. Seasons are the embodiment of the cycle of life, from

birth to death. Living in the Gnarley Forest, we are often prone to forget that. The warmth of the region offered by the Nyr Dyv so that we are relatively unaware of snow or the cold winds of the north has spoiled us. We have forgotten that everything that lives dies.

Mission Statement

- We are alive. I was born 72 years ago. I am well past my prime and my final season is quickly approaching. It is the same for the forest. The trees will shed their leaves. The birds will migrate. The animals will hibernate. The orcs will march on their rampage and then the spring will come again.
- We cannot skip a step in the cycle, no matter how much we plead with the gods. For there to be a rebirth, first must come death. Attempt to resist it all you want, but it is a preordained fact of life.
- Attempting to choose the manner in which one dies is often seen as honorable and perhaps it is. Certainly it would be shameful to simply lie down and allow the orcs to cleave into us.
- Look around. Listen. They are not denying the simple facts of life, but accepting them honestly. They are choosing how to best to end their lives as a part of life's great design.
- We are all going to die. Be at peace knowing that this is simply part of the cycle that plays on the stage of Oerth over and over again. Eventually you will be reborn, but do not deny that the next act is ready to begin and your end is here.

Involvement with the Murders

- Autumn is not offended if the PCs question him in regard to the deaths of the children. He insists that he was not involved in the local incidents.
 - A DC 20 Sense Motive check reveals that he is lying.
 - If they tell him they believe he's lying, he tells them that they are free to think what they wish, but he denies any part in it.

NOTE: If the PCs initiate combat at this point, go to **Encounter 10: Winter Comes**. Once in that encounter, Autumn changes his story and admits to orchestrating the animal attacks.

- Even if the players are antagonistic, he does not take their bait. He calmly repeats that he had no hand in the animal attacks.

- Nature is a wild thing and it shouldn't be surprising that starving animals attempt to find food wherever they can. Part of nature's struggle is the fight for life. Animals are not intelligent enough to understand that everything withers eventually, no matter how hard they fight.

Join us!

- You walk the path as well, heading toward your own winter. Accept the graces of our fellowship and know that you do not face the challenge alone. Know what it is to live without the fear or apprehension of death hanging over you.
- A symbol stands for so many things, dedication, enlightenment, unity, and a sense of purpose. We wear the symbol of Winter and know that we all serve a common cause, that we all understand what is happening around us.
- Do not think that living outside of the forest precludes you from accepting Winter's teaching. Stone walls and roofs do not prevent the coming any more than a forest of permanent summer does.
- Take a symbol. Winter's touch can offer you good fortune in the future, and the promise of a soul at peace while you wait to be reborn.

Autumn continuously turns the conversation back to the cause of the Children of Winter, telling the PCs that they should accept the natural fate of life. He has a holy symbol for each of them. **Take this as a constant reminder of the path you now find yourself on.** Autumn is not insulted if a PC refuses to take the holy symbol, but presses the matter gently, hoping to change his mind.

For those that accept the holy symbol, he goes more in depth with, telling them that there is true power in the name of Winter and those that invoke the divine fate of the changing season shall be rewarded. **NOTE:** Those players that have the Holy Symbol of the Reaper from **Dyv6-01 Festival of the Blood Moon** can have that item modified rather than receiving a second symbol. Autumn takes the symbol along with a holy symbol of Obad-Hai, pressing them both in his hands and chanting under his breath. When he finishes, the two symbols have mixed into the amalgam holy symbol of the Obad-Hai shalm and the Nerull death's-head that is the symbol of Winter.

For those who accept the symbol, he tells that it does the most good when worn prominently. Display it proudly and receive Winter's blessing.

NOTE ON CLERICS: If a cleric to any god other than Molaho Khem accepts the holy symbol of Winter in

earnest, they lose their divine abilities and cannot regain them without an *atonement* (which is not available in this adventure). By invoking the name of Winter, though, they may regain and cast their non-domain spells up to a maximum of third level. Note this on their AR as appropriate.

Once Autumn has exhausted his opportunity to speak with the PCs and attempt to convert them to the Children of Autumn, continue to Encounter 10. If all the PCs convert to the Children of Autumn, the group gathers for “The Sacrifice.” The various animal companions tear Autumn to pieces and the adventure ends (modify the conclusion appropriately). If the PCs attempt to interrupt the sacrifice, continue to **Encounter 10: Winter Comes** and begin combat. If they allow the sacrifice to take place, they still receive **Herald of Winter** on the AR.

Encounter 10: Winter Comes

NOTE: If the PCs arrived at the previous encounters during the day and time hasn’t progressed to make it night, the moon is still visible in the sky.

Autumn stops abruptly and looks up at the sky. A blue moon hangs clearly in the sky. He mouths an inaudible prayer to some distant and alien god. Finally, he looks at you again, breaking the silence with his gaze.

“Adventurers,” he says in a flat and direct voice, “I lied to you earlier and one must speak truth beneath the Winter Moon. Although I swore that I had no part in the animal attacks on Ketter’s Hearth or the murder of the two elven children, I in fact orchestrated it all. Death comes to all things, all people. To be reborn in the cycle of life, death must come...as it has come now. Do not fear, rebirth is the reward for all who die here. Lay down your arms, and we will make this as painless as possible.”

Until this point, Autumn has denied any hand in the animal attacks or the murder of the elven children. His attitude shifts quickly, but he is not under any type of magical compulsion (PCs can confirm this with a DC 17 Sense Motive check). If the PCs have not questioned or accused him in orchestrating or participating in the attacks or the murders, he broaches the subject himself. His intent here is to specifically goad the PCs into attacking him. If they do not attack him, he begins using his preparatory spells and initiates combat once he is prepared.

NOTE: If Autumn dies during this combat, be sure to read the box text at the end of this encounter before continuing on to the Conclusion.

APL 4 (EL 7)

Autumn: Male flan Drd6; hp 39; see Appendix 1.

Autumn’s Dire Weasel Animal Companion: Medium Animal; hp 22; see Appendix 1.

Druid Cultists (3): Male/Female elves Drd2; hp 13; see Appendix 1.

Cultists’ Wolf Animal Companions (3): Medium Animal; hp 13; see *Monster Manual* p. 283.

APL 6 (EL 9)

Autumn: Male flan Drd8; hp 51; see Appendix 1.

Autumn’s Dire Ape Animal Companion: Large Animal; hp 38; see *Monster Manual* p. 62.

Druid Cultists (3): Male/Female elves Drd3; hp 18; see Appendix 1.

Cultists’ Wolf Animal Companions (3): Medium Animal; hp 30; see Appendix 1.

APL 8 (EL 11)

Autumn: Male flan Drd10; hp 63; see Appendix 1.

Autumn’s Dire Ape Animal Companion: Large Animal; hp 55; see Appendix 1.

Druid Cultists (3): Male/Female elves Drd5; hp 28; see Appendix 1.

Cultists’ Dire Weasel Animal Companions (3): Medium Animal; hp 13; see *Monster Manual* p. 65.

APL 10 (EL 13)

Autumn: Male flan Drd12; hp 75; see Appendix 1.

Autumn’s Dire Lion Animal Companion: Medium Animal; hp 71; see *Monster Manual* p. 63-64.

Druid Cultists (3): Male/Female elves Drd7; hp 38; see Appendix 1.

Cultists’ Dire Weasel Animal Companions (3): Medium Animal; hp 22; see Appendix 1.

APL 12 (EL 15)

Autumn: Male flan Drd14; hp 87; see Appendix 1.

Autumn’s Dire Bear Animal Companion: Large Animal; hp 105; see *Monster Manual* p. 63.

Druid Cultists (3): Male/Female elves Drd9; hp 48; see Appendix 1.

Cultists' Dire Weasel Animal Companions (3): Medium Animal; hp 38; see Appendix 1.

APL 14 (EL 17)

Autumn: Male flan Drd14; hp 38; see Appendix 1.

Autumn's Dire Bear Animal Companion: Large Animal; hp 105; see *Monster Manual* p. 63.

Druid Cultists (5): Male/Female elves Drd11; hp 58; see Appendix 1.

Cultists' Dire Weasel Animal Companions (5): Medium Animal; hp 38; see Appendix 1.

APL 16 (EL 19)

Autumn: Male flan Drd14; hp 38; see Appendix 1.

Autumn's Dire Bear Animal Companion: Large Animal; hp 105; see *Monster Manual* p. 63.

Druid Cultists (5): Male/Female elves Drd11; hp 58; see Appendix 1.

Cultists' Dire Weasel Animal Companions (5): Medium Animal; hp 38; see Appendix 1.

***Elite Advanced (20 HD) Elder Earth Elemental:** Huge Elemental; hp 594; see Appendix 1.

Tactics: Once combat begins, the druids move their animal companions into melee combat, using the diversion to attack with ranged spells. At higher APLs, some of Autumn's spells may neutralize the cultists' spells, in such situations they move into melee as well, either in animal form or using non-neutralized touch spells such as *poison*. The spellcasters focus on targets that pose the greatest threat to their animal companions, hoping to keep the animals there as long as possible to intercede between the cultists and the adventurers.

***NOTE:** For reasons not included here because of spoiler information for later adventures, the Earth Elemental is considered Native to this plane and is not affected by *banishment*, *dismissal*, *protection from evil*, or similar spells. When it dies, it crumbles to rubble rather than vanishing.

Treasure:

APL 4 – L: 9 gp, C: 0 gp, M: *+1 club* (192 gp per character), *+2 leather plate* (349 gp per character), *+2 periapt of wisdom* (333 gp per character).

APL 6 – L: 9 gp, C: 0 gp, M: *+1 club* (192 gp per character), *+2 leather plate* (349 gp per character), *+2 cloak of charisma* (333 gp per character), *+4 periapt of wisdom* (1,333 gp per character).

APL 8 – L: 9 gp, C: 0 gp, M: *+1 club* (192 gp per character), *+2 cold resistance leather plate* (1,849 gp per character), *+2*

cloak of charisma (333 gp per character), *+4 periapt of wisdom* (1,333 gp per character).

APL 10 – L: 9 gp, C: 0 gp, M: *+1 club* (192 gp per character), *+2 cold resistance leather plate* (1,849 gp per character), *+2 cloak of charisma* (333 gp per character), *+6 periapt of wisdom* (3,000 gp per character).

APL 12 – L: 9 gp, C: 0 gp, M: *+1 club* (192 gp per character), *+2 cold resistance leather plate* (1,849 gp per character), *+2 cloak of charisma* (333 gp per character), *+6 periapt of wisdom* (3,000 gp per character), *vest of resistance +3* (750 gp per character).

APL 14 – L: 9 gp, C: 0 gp, M: *+1 club* (192 gp per character), *+2 cold resistance leather plate* (1,849 gp per character), *+6 cloak of charisma* (3,000 gp per character), *+6 periapt of wisdom* (3,000 gp per character), *vest of resistance +3* (750 gp per character).

APL 16 – L: 9 gp, C: 0 gp, M: *+1 club* (192 gp per character), *+4 cold resistance leather plate* (2,849 gp per character), *+6 cloak of charisma* (3,000 gp per character), *+6 periapt of wisdom* (3,000 gp per character), *vest of resistance +3* (750 gp per character).

NOTE: Read the following only if the PCs killed Autumn. If Autumn was killed in such a way that nothing substantial remains, the voice comes from as many of his followers as still exist (regardless of whether they are alive or not). If none of the bodies survived, the voice comes from above the canopy, although nothing substantial can be found as a source of the voice.

Your attention is caught by a loud exhalation. The final breath of life passes over lips like the sound of a great northerly wind. The air grows cold quickly, and a voice rings out. "So it comes to pass as all things. The seasons change. Autumn is finished. Winter comes and Death comes with it." The wind picks up as the words drift away. A chill wind. The boughs of the trees around you shake as if the very forest were shivering.

Conclusion A

Read the following conclusion if Autumn is dead.

No one quite understood just what kind of power Autumn truly had, but whatever it was, he was more than just a druid. The mood in Ketter's Hearth takes on a somber air, everyone knowing that yet another challenge has presented itself. The village must contend with a completely new adversary in addition to the orcish menace.

In an attempt to arrest the failing morale of the village, Mayor Nightbreeze calls for a celebration with you as the guests of honor. Taking scope of the situation, the animal attacks have ceased and the murderer has been apprehended all due to your actions.

A great bonfire lifts spirits some, enough that Nightbreeze takes the opportunity to make an announcement to the assembled crowd. "Friends, once again we have faced the trials of living in the Gnarley Forest and once again we have persevered. We take with us the lesson that friends are invaluable in dark times like these. As such, I am pleased to announce that until the orcish menace has passed, Ketter's Hearth will be sanctuary for the elf clans and any other peoples of the Gnarley that need aid. Send us your weak, weary, and downtrodden. We have room for you all. Ketter's Hearth stands now united, the scion of the forest standing strong and resolute against the hordes of Blackthorn. We will endure as we always do. Welcome to Ketter's Hearth; welcome home brothers and sisters.

Her voice disappears into the enthusiastic—if not polite—applause. Unseen by any gathered, a single leaf—brown, withered, and brittle—falls from the High Hedge. Autumn has passed and Winter begins.

To be continued....

Conclusion B

Read the following conclusion if Autumn is NOT dead.

No one quite understands just what kind of powers Autumn truly has, whether he is simply a delusional druid or something more, but everyone at Ketter's Hearth takes great pleasure knowing that the Wrinkle Academy will have the opportunity to determine this rather than allowing the village to find out the hard way.

Mayor Nightbreeze calls for a celebration with you as the guests of honor. The animal attacks have ceased and the murderer has been apprehended. As an added bonus, Nightbreeze calls the gathering to attention for a special announcement.

"Friends, once again we have faced the trials of living in the Gnarley Forest and once again we have persevered. We take with us the lesson that friends are invaluable in dark times like these. As such, I am pleased to announce that until the orcish menace has passed, Ketter's Hearth will be sanctuary for the elf

clans and any other peoples of the Gnarley that need aid. Send us your weak, weary, and downtrodden. We have room for you all. Ketter's Hearth stands now united, the scion of the forest standing united and resolute against the hordes of Blackthorn. We will endure as we always do. Welcome to Ketter's Hearth; welcome home brothers and sisters.

To be continued....

AR Rewards

Appreciation of Mayor Nightbreeze: If the PCs get Autumn to admit that he orchestrated the animal attacks on the village, Mayor Nightbreeze offers the PCs this reward.

Bane of Winter: If the PC accepts the holy symbol of Winter or has his holy symbol of Nerull modified into a holy symbol of Winter, but then Autumn is prevented from dying (regardless of whether the PC helps facilitate this result), the holy symbol becomes cursed.

Blessing of Winter: If the PC accepts the holy symbol of Winter or has his holy symbol of Nerull modified into a holy symbol of Winter and then Autumn dies, the PC earns this blessing.

Bounty of the Forest: Members of any of the Gnarley Elf Clan meta-orgs (at the beginning of this event) receive this bonus (the Elf Clans are different meta-orgs from the Gnarley Rangers or Gnarley Druids).

Herald of Winter: If Autumn dies, regardless of whether an individual PC participated in facilitating this death, the PC earns this penalty.

Herald of Summer: If Autumn is subdued or prevented from dying, regardless of whether the individual PC participated in facilitating his capture, the PC earns this bonus.

Experience Point Summary

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

Encounter 1: Wild Forest

Overcome the Animals

APL 4 – 210 xp.

APL 6 – 270 xp.

APL 8 – 330 xp.

APL 10 – 390 xp.

APL 12 – 450 xp.

APL 14 – 510 xp.

APL 16 – 570 xp.

Encounter 7: Monitored

Overcome the Animals

APL 4 – 120 xp.

APL 6 – 180 xp.

APL 8 – 240 xp.

APL 10 – 300 xp.

APL 12 – 360 xp.

APL 14 – 420 xp.

APL 16 – 480 xp.

Encounter 10: Winter Comes

Overcome the Children of Winter

APL 4 – 210 xp.

APL 6 – 270 xp.

APL 8 – 330 xp.

APL 10 – 390 xp.

APL 12 – 450 xp.

APL 14 – 510 xp.

APL 16 – 570 xp.

Discretionary Roleplaying Award

Judge may allocate up to the following for good roleplaying

APL 4 – 135 xp.

APL 6 – 180 xp.

APL 8 – 225 xp.

APL 10 – 270 xp.

APL 12 – 315 xp.

APL 14 – 360 xp.

APL 16 – 405 xp.

Total Possible Experience

APL 4 – 675 xp.

APL 6 – 900 xp.

APL 8 – 1125 xp.

APL 10 – 1350 xp.

APL 12 – 1575 xp.

APL 14 – 1800 xp.

APL 16 – 2,025 xp.

Treasure Summary

During an adventure, characters come upon 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. In the case of potions, they may use Spellcraft to identify them. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter 2: Ketter's Hearth

APL 4 – Loot: 0 gp, Coin: 200 gp, Magic: 0 gp.

APL 6 – Loot: 0 gp, Coin: 300 gp, Magic: 0 gp.

APL 8 – Loot: 0 gp, Coin: 400 gp, Magic: 0 gp.

APL 10 – Loot: 0 gp, Coin: 500 gp, Magic: 0 gp.

APL 12 – Loot: 0 gp, Coin: 600 gp, Magic: 0 gp.

APL 14 – Loot: 0 gp, Coin: 700 gp, Magic: 0 gp.

APL 16 – Loot: 0 gp, Coin: 800 gp, Magic: 0 gp.

Encounter 4: Mayor Nightbreeze

APL 4 – Loot: 0 gp, Coin: 200 gp, Magic: 0 gp.

APL 6 – Loot: 0 gp, Coin: 300 gp, Magic: 0 gp.

APL 8 – Loot: 0 gp, Coin: 400 gp, Magic: 0 gp.

APL 10 – Loot: 0 gp, Coin: 500 gp, Magic: 0 gp.

APL 12 – Loot: 0 gp, Coin: 600 gp, Magic: 0 gp.

APL 14 – Loot: 0 gp, Coin: 700 gp, Magic: 0 gp.

APL 16 – Loot: 0 gp, Coin: 800 gp, Magic: 0 gp.

Encounter 10: Winter Comes

APL 4 – L: 9 gp, C: 0 gp, M: *+1 club* (192 gp per character), *+2 leather plate* (349 gp per character), *+2 periapt of wisdom* (333 gp per character).

APL 6 – L: 9 gp, C: 0 gp, M: *+1 club* (192 gp per character), *+2 leather plate* (349 gp per character), *+2 cloak of charisma* (333 gp per character), *+4 periapt of wisdom* (1,333 gp per character).

APL 8 – L: 9 gp, C: 0 gp, M: *+1 club* (192 gp per character), *+2 cold resistance leather plate* (1,849 gp per character), *+2 cloak of charisma* (333 gp per character), *+4 periapt of wisdom* (1,333 gp per character).

APL 10 – L: 9 gp, C: 0 gp, M: *+1 club* (192 gp per character), *+2 cold resistance leather plate* (1,849 gp per character), *+2 cloak of charisma* (333 gp per character), *+6 periapt of wisdom* (3,000 gp per character).

APL 12 – L: 9 gp, C: 0 gp, M: *+1 club* (192 gp per character), *+2 cold resistance leather plate* (1,849 gp per character), *+2 cloak of charisma* (333 gp per character), *+6 periapt of wisdom* (3,000 gp per character), *vest of resistance +3* (750 gp per character).

APL 14 – L: 9 gp, C: 0 gp, M: *+1 club* (192 gp per character), *+2 cold resistance leather plate* (1,849 gp per character), *+6 cloak of charisma* (3,000 gp per character), *+6 periapt of wisdom* (3,000 gp per character), *vest of resistance +3* (750 gp per character).

APL 16 – L: 9 gp, C: 0 gp, M: *+1 club* (192 gp per character), *+4 cold resistance leather plate* (2,849 gp per character), *+6 cloak of charisma* (3,000 gp per character), *+6 periapt of wisdom* (3,000 gp per character), *vest of resistance +3* (750 gp per character).

Total Possible Treasure

APL 4	1,283 gp
APL 6	2,816 gp
APL 8	4,516 gp
APL 10	6,383 gp
APL 12	7,333 gp
APL 14	10,200 gp
APL 16	11,400 gp

Appendix 1: APL 4

ENCOUNTER 10: WINTER

Autumn: Human Drd6; CR 6; Medium humanoid (Flan); HD 6d8+6; hp 39; Init +1; Spd 40 ft.; AC 19, touch 11, flat-footed 18 (+1 Dex, +5 +2 *leather plate**, +3 natural); Base Atk +4; Grp +3; Atk/Full Atk +4 melee (1d6/x2, +1 *club*); SQ Nature sense, resist nature's lure, trackless step, wild empathy, wild shape 2/day, woodland stride; AL NE; SV Fort +6, Ref +3, Will +9; Str 8, Dex 12, Con 12, Int 12, Wis 19, Cha 14.

Skills and Feats: Concentration +10, Diplomacy +14, Handle Animal +12, Knowledge (arcane) +6, Knowledge (local: Velverdyva, Tuflik, Fals Trade Route) +3, Knowledge (nature) +12, Knowledge (religion) +3, Survival +15; Energy Substitution*, Extend Spell, Skill Focus (Diplomacy), Well Read*.

Spells prepared (5/4/4/3; save DC = 14 + spell level): 0—*create water, detect magic, detect poison, purify food and drink, read magic*; 1st—*animate fire (cold)**, *charm animals, shillelagh, speak with animals*; 2nd—~~*extended longstrider*~~, *extended produce flame (cold), flaming sphere (cold), gust of wind*; 3rd—~~*extended barkskin*~~, *extended creeping cold**, *quench*.

Possessions: a vision of the future, cult followers, holy symbol of Winter, spell components, divine focus, +1 *club*, +2 *leather plate**, *periapt of wisdom* +2.

*See Appendix 2: New Rules Items

Autumn's Animal Companion: Dire weasel; Medium animal; HD 5d8; hp 22; Init +5; Spd 40 ft.; AC 19, touch 15, flat-footed 14 (+5 Dex, +4 natural); Base Atk +3; Grp +6; Atk/Full Atk +8 melee (1d6+4/x2, bite); SA Attach, blood drain; SQ Evasion, link, low-light vision, scent, share spells; AL N; SV Fort +4, Ref +9, Will +5; Str 16, Dex 20, Con 10, Int 2, Wis 12, Cha 11.

Skills and Feats: Hide +11, Listen +5, Move Silently +11, Spot +7; Alertness, Stealthy, Weapon Finesse^b.

Attach (Ex): A dire weasel that hits with its bite attack latches onto the opponent's body with its powerful jaws. An attached dire weasel loses its Dexterity bonus to AC and thus has an AC of 14.

An attached dire weasel can be struck with a weapon or grappled itself. To remove an attached dire weasel through grappling, the opponent must achieve a pin against the creature.

Blood Drain (Ex): A dire weasel drains blood for 1d4 points of Constitution damage each round it remains attached.

Cultists (3): Elf Drd2; CR 2; Medium humanoid (wood elf); HD 2d8; hp 13; Init +3; Spd 30 ft.; AC 15, touch 13, flat-footed 13 (+3 Dex, +2 *leather armor*); Base Atk +1; Grp +3; Atk/Full Atk +4 ranged touch (1d6+2/x2, *produce flame*); SQ Nature sense, wild empathy, woodland stride; AL N; SV Fort +3, Ref +3, Will +5; Str 15, Dex 16, Con 10, Int 8, Wis 15, Cha 11.

Skills and Feats: Concentration +5, Knowledge (arcane) +1, Knowledge (nature) +4, Survival +6; Point Blank Shot.

Spells prepared (4/3; save DC = 12 + spell level): 0—*create water, detect magic, mending, virtue*; 1st—*entangle, produce flame* (x2).

Possessions: dagger, club, leather armor, holy symbol of winter zeal, sense of family, fear of death.

ENCOUNTER 10: WINTER COMES

Autumn: Human Drd8; CR 8; Medium humanoid (Flan); HD 8d8+8; hp 51; Init +1; Spd 40 ft.; AC 19, touch 11, flat-footed 18 (+1 Dex, +5 +2 *leather plate**, +3 natural); Base Atk +6; Grp +5; Atk +6 melee (1d6/x2, +1 *club*); Full Atk +6/+1 melee (1d6/x2, +1 *club*); SQ Nature sense, resist nature's lure, trackless step, wild empathy, wild shape 3/day, wild shape Large, woodland stride; AL NE; SV Fort +7, Ref +3, Will +12; Str 8, Dex 12, Con 12, Int 12, Wis 22, Cha 16.

Skills and Feats: Concentration +12, Diplomacy +17, Handle Animal +15, Knowledge (arcane) +6, Knowledge (local: Velverdyva, Tuflik, Fals Trade Route) +3, Knowledge (nature) +12, Knowledge (religion) +3, Listen +8, Spot +8, Survival +19; Energy Substitution*, Extend Spell, Skill Focus (Diplomacy), Well Read*.

Spells prepared (6/6/5/4/3; save DC = 16 + spell level): 0—*create water, detect magic, detect poison, light, purify food and drink, read magic*; 1st—*animate fire (cold)*, calm animals, charm animals, entangle, shillelagh, speak with animals*; 2nd—*chill metal, ~~extended longstrider~~, extended produce flame (cold), flaming sphere (cold), gust of wind*; 3rd—*~~extended barkskin~~, extended creeping cold*, quench, spike growth*; 4th—*air walk, dispel magic, flame strike (cold)*.

Possessions: a vision of the future, cult followers, holy symbol of Winter, spell components, divine focus, +1 *club*, +2 *leather plate**, *cloak of charisma* +2, *periapt of wisdom* +4.

*See Appendix 2: New Rules Items

Cultists (3): Elf Drd3; CR 3; Medium humanoid (wood elf); HD 3d8; hp 18; Init +3; Spd 30 ft.; AC 15, touch 13, flat-footed 13 (+3 Dex, +2 *leather armor*); Base Atk +2; Grp +4; Atk/Full Atk +4 melee touch (1d8+1/18-20 x2, *flame blade*) or +5 ranged touch (1d6+3/x2, *produce flame*); SQ Nature sense, trackless step, wild empathy, woodland stride; AL N; SV Fort +3, Ref +4, Will +5; Str 15, Dex 16, Con 10, Int 8, Wis 15, Cha 11.

Skills and Feats: Concentration +6, Knowledge (arcane) +2, Knowledge (nature) +4, Survival +6; Point Blank Shot, Precise Shot.

Spells prepared (4/3/2; save DC = 12 + spell level): 0—*create water, detect magic, mending, virtue*; 1st—*entangle, produce flame* (x2); 2nd—*barkskin, flame blade*.

Possessions: dagger, club, leather armor, holy symbol of winter zeal, sense of family, fear of death.

Cultists' Animal Companions (3): Wolf; Medium animal; HD 4d8+12; hp 30; Init +3; Spd 50 ft.; AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural); Base Atk +3; Grp +5; Atk/Full Atk +6 melee (1d8+3/x2, bite); SA Trip; SQ Evasion, link, low-light vision, scent, share spells; Space/Reach 5 ft./5 ft.; AL N; SV Fort +5, Ref +10, Will +6; Str 14, Dex 16, Con 16, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +5, Listen +5, Move Silently +6, Spot +5, Survival +7; Improved Natural Attack, Track^B, Weapon Focus (bite).

ENCOUNTER 7: MONITORED

Elite Advanced (2 HD) Monitor Lizards (4): CR 4; Medium animal; HD 5d8+28; hp 46; Init +2; Spd 30 ft., swim 30 ft.; AC 14, touch 11, flat-footed 16 (+2 Dex, +3 natural); Base Atk +3; Grp +6; Atk/Full Atk +6 melee (1d8+4/x2, bite); Space/Reach 5 ft./5 ft.; SQ Low-light vision; AL N; SV Fort +9, Ref +6, Will +2; Str 17, Dex 14, Con 24, Int 1, Wis 12, Cha 2.

Skills and Feats: Climb +7, Hide +6*, Listen +4, Move Silently +6, Spot +4, Swim +11; Alertness, Great Fortitude.

ENCOUNTER 10: WINTER COMES

Autumn: Human Drd10; CR 10; Medium humanoid (Flan); HD 10d8+10; hp 63; Init +1; Spd 40 ft.; AC 20, touch 11, flat-footed 19 (+1 Dex, +5 +2 *leather plate**, +4 natural); Base Atk +7; Grp +6; Atk +7 melee (1d6/x2, +1 *club*); Full Atk +7/+2 melee (1d6/x2, +1 *club*); SQ Cold Resistance 10, nature sense, resist nature's lure, trackless step, venom immunity, wild empathy, wild shape 4/day, wild shape Large, woodland stride; AL NE; SV Fort +8, Ref +6, Will +14; Str 8, Dex 12, Con 12, Int 12, Wis 22, Cha 16.

Skills and Feats: Concentration +14, Diplomacy +19, Handle Animal +17, Knowledge (arcane) +6, Knowledge (local: Velverdyva, Tuflik, Fals Trade Route) +3, Knowledge (nature) +14, Knowledge (religion) +3, Listen +8, Spot +8, Spellcraft +5, Survival +21; Energy Substitution*, Extend Spell, Lightning Reflexes, Skill Focus (Diplomacy), Well Read*.

Spells prepared (6/6/6/4/4/3; save DC = 16 + spell level): 0—*create water, detect magic, detect poison, light, purify food and drink, read magic*; 1st—*animate fire (cold)*, calm animals, charm animals, entangle, shillelagh, speak with animals*; 2nd—*chill metal, ~~extended longstrider~~, extended produce flame (cold), flaming sphere (cold), gust of wind, lesser restoration*; 3rd—*~~extended barkskin~~, extended creeping cold**; *quench, spike growth*; 4th—*air walk, dispel magic, flame strike (cold), freedom of movement*; 5th—*animal growth, fireward*, wall of fire (cold)*.

Possessions: a vision of the future, cult followers, holy symbol of Winter, spell components, divine focus, +1 *club*, +2 *cold resistance leather plate**, *cloak of charisma* +2, *periapt of wisdom* +4.

*See Appendix 2: New Rules Items

Autumn's Animal Companion: Dire ape; Medium animal; HD 7d8+24; hp 55; Init +3; Spd 30 ft., climb 15 ft.;

AC 18, touch 12, flat-footed 15 (−1 Size, +3 Dex, +6 natural); Base Atk +5; Grp +15; Atk +10 melee (1d6+6/x2, claw); Full Atk +10/+10 melee (1d6+6/x2, 2 claws) and +5 melee (1d8+3/x2, bite); SA Rend 2d6+9; SQ Devotion, evasion, link, low-light vision, scent, share spells; Space/Reach 10 ft./10 ft.; AL N; SV Fort +7, Ref +8, Will +6; Str 23, Dex 16, Con 14, Int 2, Wis 12, Cha 7.

Skills and Feats: Climb +16, Listen +7, Move Silently +7, Spot +8; Alertness, Improved Toughness*, Toughness.

Cultists (3): Elf Drd5; CR 5; Medium humanoid (wood elf); HD 5d8; hp 28; Init +3; Spd 30 ft.; AC 15, touch 13, flat-footed 13 (+3 Dex, +2 leather armor); Base Atk +3; Grp +5; Atk/Full Atk +5 melee touch (1d8+2/18-20 x2, *flame blade*) or +6 ranged touch (1d6+5/x2, *produce flame*); SQ Nature sense, resist nature's lure, trackless step, wild empathy, wild shape 1/day, woodland stride; AL N; SV Fort +4, Ref +4, Will +7; Str 15, Dex 16, Con 10, Int 8, Wis 16, Cha 11.

Skills and Feats: Concentration +8, Knowledge (arcane) +3, Knowledge (nature) +4, Survival +9; Point Blank Shot, Precise Shot.

Spells prepared (5/4/3/2; save DC = 13 + spell level): 0—*create water, cure minor wounds, detect magic, mending, virtue*, 1st—*entangle, produce flame (x2), shillelagh*; 2nd—*animal trance, barkskin, flame blade*; 3rd—*call lightning, wind wall*.

Possessions: dagger, club, leather armor, holy symbol of winter zeal, sense of family, fear of death.

ENCOUNTER 1: WILD FOREST

Elite Advanced (3 HD) Dire Bears (4): CR 9; Large animal; HD 15d8+105; hp 172; Init +2; Spd 40 ft.; AC 18, touch 11, flat-footed 16 (•1 size, +2 Dex, +7 natural); Base Atk +11; Grp +29; Atk +25 melee (3d4+14/x2, claw); Full Atk +25/+25 melee (3d4+14/x2, 2 claws) and +22 melee (2d8+7/x2, bite); Space/Reach 10 ft./5 ft.; SA Improved grab; SQ Low-light vision, scent; AL N; SV Fort +15, Ref +11, Will +10; Str 38, Dex 14, Con 22, Int 2, Wis 12, Cha 10.

Skills and Feats: Listen +13, Spot +13, Swim +20; Alertness, Improved Natural Weapon (claw), Improved Toughness*, Multi-Attack, Power Attack, Weapon Focus (claw).

*See Appendix 2: New Rules Items

ENCOUNTER 7: MONITORED

Elite Advanced (2 HD) Monitor Lizards (4): CR 4; Medium animal; HD 5d8+28; hp 46; Init +2; Spd 30 ft., swim 30 ft.; AC 14, touch 11, flat-footed 16 (+2 Dex, +3 natural); Base Atk +3; Grp +6; Atk/Full Atk +6 melee (1d8+4/x2, bite); Space/Reach 5 ft./5 ft.; SQ Low-light vision; AL N; SV Fort +9, Ref +6, Will +2; Str 17, Dex 14, Con 24, Int 1, Wis 12, Cha 2.

Skills and Feats: Climb +7, Hide +6*, Listen +4, Move Silently +6, Spot +4, Swim +11; Alertness, Great Fortitude.

ENCOUNTER 10: WINTER COMES

Autumn: Human Drd12; CR 12; Medium humanoid (Flan); HD 12d8+12; hp 75; Init +5; Spd 40 ft.; AC 21, touch 11, flat-footed 20 (+1 Dex, +5 +2 *leather plate**, +5 natural); Base Atk +9; Grp +8; Atk +9 melee (1d6/x2, +1 *club*); Full Atk +9/+4 melee (1d6/x2, +1 *club*); SQ Cold Resistance 10; nature sense: resist nature's lure: trackless step: venom immunity; wild empathy; wild shape 4/day; wild shape plant, Large, Tiny, woodland stride; AL NE; SV Fort +9, Ref +7, Will +16; Str 8, Dex 12, Con 12, Int 12, Wis 25, Cha 16.

Skills and Feats: Concentration +16, Diplomacy +21, Handle Animal +19, Knowledge (arcane) +6, Knowledge (local: Vilverdyva, Tuflik, Fals Trade Route) +3, Knowledge (nature) +14, Knowledge (religion) +3, Listen +10, Spot +10, Spellcraft +9, Survival +22; Energy Substitution*, Extend Spell, Improved Initiative, Lightning Reflexes, Skill Focus (Diplomacy), Well Read*.

Spells prepared (6/7/6/6/4/4/3; save DC = 17 + spell level): 0—*create water*, *detect magic*, *detect poison*, *light*, *purify food and drink*, *read magic*; 1st—*animate fire (cold)**, *calm animals*, *charm animals*, *entangle*, *breath of*

*the jungle**, *shillelagh*, *speak with animals*; 2nd—*chill metal*, ~~*extended longstrider*~~, *extended produce flame (cold)*, *flaming sphere (cold)*, *gust of wind*, *lesser restoration*; 3rd—~~*extended barkskin*~~, *extended creeping cold**, *neutralize poison*, *poison*, *quench*, *spike growth*; 4th—*air walk*, *dispel magic*, *flame strike (cold)*, *freedom of movement*; 5th—*animal growth*, *extended greater creeping cold**, *fireward**, *wall of fire (cold)*; 6th—*extended death ward*, *fire seeds (cold)*, *mass bear's endurance*.

Possessions: a vision of the future, cult followers, holy symbol of Winter, spell components, divine focus, +1 *club*, +2 *cold resistance leather plate**, *cloak of charisma* +2, *periapt of wisdom* +6.

*See Appendix 2: New Rules Items

Cultists (3): Elf Drd7; CR 7; Medium humanoid (wood elf); HD 7d8; hp 38; Init +3; Spd 40 ft.; AC 15, touch 13, flat-footed 13 (+3 Dex, +2 leather armor); Base Atk +5; Grp +7; Atk +7 melee touch (1d8+3/18-20 x2, *flame blade*) or +8 ranged touch (1d6+5/x2, *produce flame*); Full Atk +6/+6 ranged touch (1d6+5/x2, *produce flame*); SQ Nature sense, resist nature's lure, trackless step, wild empathy, wild shape 3/day, woodland stride; AL N; SV Fort +5, Ref +5, Will +8; Str 15, Dex 16, Con 10, Int 8, Wis 16, Cha 11.

Skills and Feats: Concentration +10, Knowledge (arcane) +4, Knowledge (nature) +5, Survival +10; Point Blank Shot, Precise Shot, Rapid Shot.

Spells prepared (6/5/4/3/1; save DC = 13 + spell level): 0—*create water* (x2), *cure minor wounds*, *detect magic*, *mending*, *virtue*, 1st—*entangle*, ~~*longstrider*~~, *produce flame* (x2), *shillelagh*; 2nd—*animal trance*, *barkskin*, *creeping cold**, *flame blade*; 3rd—*call lightning*, *poison*, *wind walk*; 4th—*greater creeping cold**.

Possessions: dagger, club, leather armor, holy symbol of winter zeal, sense of family, fear of death.

*See Appendix 2: New Rules Items

Cultists' Animal Companions (3): Dire weasel; Medium animal; HD 5d8; hp 22; Init +5; Spd 40 ft.; AC 19, touch 15, flat-footed 14 (+5 Dex, +4 natural); Base Atk +3; Grp +6; Atk/Full Atk +8 melee (1d6+4/x2, bite); SA Attach, blood drain; SQ Evasion, link, low-light vision, scent, share spells; Space/Reach 5 ft./5 ft.; AL N; SV Fort +4, Ref +9, Will +5; Str 16, Dex 20, Con 10, Int 2, Wis 12, Cha 11.

Skills and Feats: Hide +11, Listen +5, Move Silently +11, Spot +7; Alertness, Stealthy, Weapon Finesse^B.

Attach (Ex): A dire weasel that hits with its bite attack latches onto the opponent's body with its powerful jaws. An attached dire weasel loses its Dexterity bonus to AC and thus has an AC of 14.

An attached dire weasel can be struck with a weapon or grappled itself. To remove an attached dire weasel through grappling, the opponent must achieve a pin against the creature.

Blood Drain (Ex): A dire weasel drains blood for 1d4 points of Constitution damage each round it remains attached.

ENCOUNTER 1: WILD FOREST

Elite Advanced (6 HD) Dire Bears (4): CR 11; Huge animal; HD 18d8+162; hp 243; Init +1; Spd 50 ft.; AC 20, touch 9, flat-footed 18 (•2 size, +1 Dex, +10 natural); Base Atk +13; Grp +39; Atk +30 melee (4d4+18/x2, claw); Full Atk +30/+30 melee (4d4+18/x2, 2 claws) and +29 melee (4d8+9/x2, bite); Space/Reach 15 ft./10 ft.; SA Improved grab; SQ Low-light vision, scent; AL N; SV Fort +19, Ref +12, Will +12; Str 47, Dex 12, Con 26, Int 2, Wis 12, Cha 10.

Skills and Feats: Listen +16, Spot +16, Swim +27; Alertness, Improved Natural Weapon (bite), Improved Natural Weapon (claw), Improved Toughness*, Multi-Attack, Power Attack, Weapon Focus (claw).

*See Appendix 2: New Rules Items

ENCOUNTER 7: MONITORED

Elite Advanced (2 HD) Monitor Lizards (4): CR 4; Medium animal; HD 5d8+28; hp 46; Init +2; Spd 30 ft., swim 30 ft.; AC 14, touch 11, flat-footed 16 (+2 Dex, +3 natural); Base Atk +3; Grp +6; Atk/Full Atk +6 melee (1d8+4/x2, bite); Space/Reach 5 ft./5 ft.; SQ Low-light vision; AL N; SV Fort +9, Ref +6, Will +2; Str 17, Dex 14, Con 24, Int 1, Wis 12, Cha 2.

Skills and Feats: Climb +7, Hide +6*, Listen +4, Move Silently +6, Spot +4, Swim +11; Alertness, Great Fortitude.

Elite Advanced (3 HD) Dire Wolverines (2): CR 6; Large animal; HD 8d8+64; hp 100; Init +2; Spd 30 ft., climb 10 ft.; AC 16, touch 12, flat-footed 15 (•1 size, +3 Dex, +4 natural); Base Atk +6; Grp +19; Atk +15 melee (1d8+9/x2, claw); Full Atk +15/+15 melee (1d8+9/x2, 2 claws) and +10 melee (1d8+4/x2, bite); Space/Reach 5 ft./5 ft.; SA Rage; SQ Low-light vision, scent; AL N; SV Fort +13, Ref +9, Will +7; Str 29, Dex 16, Con 24, Int 2, Wis 12, Cha 10.

Skills and Feats: Climb +20, Listen +10, Spot +10; Alertness, Improved Natural Weapon (claw), Improved Toughness*, Track^B.

Rage (Ex): A dire wolverine that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. An enraged dire wolverine gains +4 Strength, +4 Constitution, and •2 AC. The creature cannot end its rage voluntarily.

*See Appendix 2: New Rules Items

Elite Advanced (15 HD) Dire Wolverines (2): CR 10; Large animal; HD 20d8+64; hp 250; Init +6; Spd 30 ft., climb 10 ft.; AC 16, touch 12, flat-footed 15 (•1 size, +3 Dex, +4 natural); Base Atk +15; Grp +30; Atk +26 melee (1d8+11/x2, claw); Full Atk +26/+26 melee (1d8+11/x2, 2 claws) and +24 melee (2d6+5/x2, bite); Space/Reach 5 ft./5 ft.; SA Rage; SQ Low-light vision, scent; AL N; SV Fort +19, Ref +15, Will +13; Str 32, Dex 16, Con 24, Int 2, Wis 12, Cha 10.

Skills and Feats: Climb +34, Listen +22, Spot +22; Alertness, Close-Quarters Fighting*, Improved Initiative, Improved Natural Attack (bite), Improved Natural Weapon (claw), Improved Toughness*, Multiattack, Power Attack, Track^B.

Rage (Ex): A dire wolverine that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. An enraged dire wolverine gains +4 Strength, +4 Constitution, and •2 AC. The creature cannot end its rage voluntarily.

*See Appendix 2: New Rules Items

ENCOUNTER 10: WINTER COMES

Autumn: Human Drd14; CR 14; Medium humanoid (Flan); HD 14d8+14; hp 87; Init +5; Spd 40 ft.; AC 21, touch 11, flat-footed 20 (+1 Dex, +5 +2 *leather plate**, +5 natural); Base Atk +10; Grp +9; Atk +10 melee (1d6/x2, +1 *club*); Full Atk +10/+5 melee (1d6/x2, +1 *club*); SQ Cold Resistance 10; nature sense: resist nature's lure: thousand faces; trackless step: venom immunity; wild empathy; wild shape 5/day; wild shape plant, Large, Tiny, woodland stride; AL NE; SV Fort +13, Ref +10, Will +20; Str 8, Dex 12, Con 12, Int 12, Wis 25, Cha 16.

Skills and Feats: Concentration +18, Diplomacy +23, Handle Animal +21, Knowledge (arcane) +6, Knowledge (local: Velverdyva, Tuflik, Fals Trade Route) +3, Knowledge (nature) +16, Knowledge (religion) +3, Listen +10, Spot +10, Spellcraft +13, Survival +22; Energy Substitution*, Extend Spell, Improved Initiative, Lightning Reflexes, Skill Focus (Diplomacy), Well Read*.

Spells prepared (6/7/7/6/5/4/4/3; save DC = 17 + spell level): 0—*create water, detect magic, detect poison, light, purify food and drink, read magic*; 1st—*animate fire (cold)*, calm animals, charm animals, entangle, breath of the jungle*, shillelagh, speak with animals*; 2nd—*chill metal, ~~extended longstrider~~, extended produce flame (cold), flaming sphere (cold), gust of wind, lesser restoration, summon swarm*; 3rd—*extended barkskin*,

*extended creeping cold**; *neutralize poison, poison, quench, spike growth*; 4th—*air walk, arc of lightning (cold)*, dispel magic, flame strike (cold), freedom of movement*; 5th—*animal growth, extended greater creeping cold*, fireward*, insect plague, wall of fire (cold)*; 6th—*extended death ward, fire seeds (cold), fires of purity (cold)*, mass bear's endurance*; 7th—*animate plants, fire storm (cold), sunbeam*.

Possessions: a vision of the future, cult followers, holy symbol of Winter, spell components, divine focus, +1 club, +2 cold resistance leather plate*, cloak of charisma +2, periapt of wisdom +6, vest of resistance +3.

*See Appendix 2: New Rules Items

Cultists (3): Elf Drd9; CR 9; Medium humanoid (wood elf); HD 9d8; hp 48; Init +3; Spd 40 ft.; AC 15, touch 13, flat-footed 13 (+3 Dex, +2 leather armor); Base Atk +6; Grp +9; Atk +9 melee touch (1d8+4/18-20 x2, *flame blade*) or +9 ranged touch (1d6+5/x2, *produce flame*); Full Atk +9/+4 melee touch (1d8+4/18-20 x2, *flame blade*) or +7/+7/+2 ranged touch (1d6+5/x2, *produce flame*); SQ Nature sense, resist nature's lure, trackless step, venom immunity, wild empathy, wild shape 3/day, wild shape Large, woodland stride; AL N; SV Fort +6, Ref +6, Will +9; Str 16, Dex 16, Con 10, Int 8, Wis 16, Cha 11.

Skills and Feats: Concentration +12, Knowledge (arcane) +5, Knowledge (nature) +6, Survival +11; Natural Spell, Point Blank Shot, Precise Shot, Rapid Shot.

Spells prepared (6/5/5/4/2/1; save DC = 13 + spell level): 0—*create water* (x2), *cure minor wounds, detect magic, mending, virtue*, 1st—*entangle, ~~longstrider~~, produce flame* (x2), *shillelagh*; 2nd—*animal trance, barkskin, bull's strength, creeping cold*, flame blade*; 3rd—*call lightning, poison* (x2), *wind walk*; 4th—*greater creeping cold*, ice storm*; 5th—*baleful polymorph*.

Possessions: dagger, club, leather armor, holy symbol of winter zeal, sense of family, fear of death.

*See Appendix 2: New Rules Items

Cultists' Animal Companions (3): Dire weasel; Medium animal; HD 7d8+7; hp 38; Init +5; Spd 40 ft.; AC 21, touch 15, flat-footed 16 (+5 Dex, +6 natural); Base Atk +5; Grp +8; Atk/Full Atk +10 melee (1d6+4/x2, bite); SA Attach, blood drain; SQ Devotion, evasion, link, low-light vision, scent, share spells; Space/Reach 5 ft./5 ft.; AL N; SV Fort +5, Ref +10, Will +6; Str 17, Dex 21, Con 10, Int 2, Wis 12, Cha 11.

Skills and Feats: Hide +13, Listen +7, Move Silently +13, Spot +9; Alertness, Improved Toughness*, Stealthy, Weapon Finesse^B.

Attach (Ex): A dire weasel that hits with its bite attack latches onto the opponent's body with its powerful jaws.

An attached dire weasel loses its Dexterity bonus to AC and thus has an AC of 14.

An attached dire weasel can be struck with a weapon or grappled itself. To remove an attached dire weasel through grappling, the opponent must achieve a pin against the creature.

Blood Drain (Ex): A dire weasel drains blood for 1d4 points of Constitution damage each round it remains attached.

ENCOUNTER 1: WILD FOREST

Elite Advanced (9 HD) Dire Bears (6): CR 12; Huge animal; HD 21d8+189; hp 283; Init +5; Spd 50 ft.; AC 20, touch 9, flat-footed 18 (•2 size, +1 Dex, +10 natural); Base Atk +15; Grp +42; Atk +33 melee (4d4+19/x2, claw); Full Atk +33/+33 melee (4d4+19/x2, 2 claws) and +30 melee (4d8+9/x2, bite); Space/Reach 15 ft./10 ft.; SA Improved grab; SQ Low-light vision, scent; AL N; SV Fort +20, Ref +13, Will +13; Str 48, Dex 12, Con 26, Int 2, Wis 12, Cha 10.

Skills and Feats: Listen +19, Spot +19, Swim +31; Alertness, Improved Initiative, Improved Natural Weapon (bite), Improved Natural Weapon (claw), Improved Toughness*, Multi-Attack, Power Attack, Weapon Focus (claw).

*See Appendix 2: New Rules Items

ENCOUNTER 7: MONITORED

Elite Advanced (2 HD) Monitor Lizards (4): CR 4; Medium animal; HD 5d8+28; hp 46; Init +2; Spd 30 ft., swim 30 ft.; AC 14, touch 11, flat-footed 16 (+2 Dex, +3 natural); Base Atk +3; Grp +6; Atk/Full Atk +6 melee (1d8+4/x2, bite); Space/Reach 5 ft./5 ft.; SQ Low-light vision; AL N; SV Fort +9, Ref +6, Will +2; Str 17, Dex 14, Con 24, Int 1, Wis 12, Cha 2.

Skills and Feats: Climb +7, Hide +6*, Listen +4, Move Silently +6, Spot +4, Swim +11; Alertness, Great Fortitude.

Elite Advanced (12 HD) Dire Wolverine (1): CR 9; Large animal; HD 17d8+64; hp 212; Init +6; Spd 30 ft., climb 10 ft.; AC 16, touch 12, flat-footed 15 (•1 size, +3 Dex, +4 natural); Base Atk +12; Grp +26; Atk +22 melee (1d8+10/x2, claw); Full Atk +22/+22 melee (1d8+10/x2, 2 claws) and +17 melee (2d6+5/x2, bite); Space/Reach 5 ft./5 ft.; SA Rage; SQ Low-light vision, scent; AL N; SV Fort +17, Ref +13, Will +11; Str 31, Dex 16, Con 24, Int 2, Wis 12, Cha 10.

Skills and Feats: Climb +30, Listen +19, Spot +19; Alertness, Close-Quarters Fighting*, Improved Initiative, Improved Natural Attack (bite), Improved Natural Weapon (claw), Improved Toughness*, Power Attack, Track^B.

Rage (Ex): A dire wolverine that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. An enraged dire wolverine gains +4 Strength, +4 Constitution, and •2 AC. The creature cannot end its rage voluntarily.

*See Appendix 2: New Rules Items

Elite Advanced (15 HD) Dire Wolverines (3): CR 10; Large animal; HD 20d8+64; hp 250; Init +6; Spd 30 ft., climb 10 ft.; AC 16, touch 12, flat-footed 15 (•1 size, +3 Dex, +4 natural); Base Atk +15; Grp +30; Atk +26 melee (1d8+11/x2, claw); Full Atk +26/+26 melee (1d8+11/x2, 2 claws) and +24 melee (2d6+5/x2, bite); Space/Reach 5 ft./5 ft.; SA Rage; SQ Low-light vision, scent; AL N; SV Fort +19, Ref +15, Will +13; Str 32, Dex 16, Con 24, Int 2, Wis 12, Cha 10.

Skills and Feats: Climb +34, Listen +22, Spot +22; Alertness, Close-Quarters Fighting*, Improved Initiative, Improved Natural Attack (bite), Improved Natural Weapon (claw), Improved Toughness*, Multiattack, Power Attack, Track^B.

Rage (Ex): A dire wolverine that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. An enraged dire wolverine gains +4 Strength, +4 Constitution, and •2 AC. The creature cannot end its rage voluntarily.

*See Appendix 2: New Rules Items

ENCOUNTER 10: WINTER COMES

Autumn: Human Drd14; CR 14; Medium humanoid (Flan); HD 14d8+14; hp 87; Init +5; Spd 20 ft.; AC 21, touch 11, flat-footed 20 (+1 Dex, +5 +2 *leather plate**, +5 natural); Base Atk +10; Grp +9; Atk +10 melee (1d6/x2, +1 *club*); Full Atk +10/+5 melee (1d6/x2, +1 *club*); SQ Cold Resistance 10; nature sense: resist nature's lure: thousand faces; trackless step: venom immunity; wild empathy; wild shape 5/day; wild shape plant, Large, Tiny, woodland stride; AL NE; SV Fort +13, Ref +10, Will +20; Str 8, Dex 12, Con 12, Int 12, Wis 25, Cha 20.

Skills and Feats: Concentration +18, Diplomacy +25, Handle Animal +23, Knowledge (arcane) +6, Knowledge (local: Velderdyva, Tuflik, Fals Trade Route) +3, Knowledge (nature) +16, Knowledge (religion) +3, Listen +10, Spot +10, Spellcraft +13, Survival +22; Energy Substitution*, Extend Spell, Improved Initiative, Lightning Reflexes, Skill Focus (Diplomacy), Well Read*.

Spells prepared (6/7/7/6/5/4/4/3; save DC = 17 + spell level): 0—*create water, detect magic, detect poison, light, purify food and drink, read magic*; 1st—*animate fire (cold)*, calm animals, charm animals, entangle, breath of the jungle*, shillelagh, speak with animals*; 2nd—*chill metal, ~~extended longstrider~~, extended produce flame*

(cold), flaming sphere (cold), gust of wind, lesser restoration, summon swarm; 3rd—~~extended barkskin~~, extended creeping cold*; neutralize poison, poison, quench, spike growth; 4th—air walk, arc of lightning (cold)*, dispel magic, flame strike (cold), freedom of movement; 5th—animal growth, extended greater creeping cold*, fireward*, insect plague, wall of fire (cold); 6th—extended death ward, fire seeds (cold), fires of purity (cold)*, mass bear's endurance; 7th—animate plants, fire storm (cold), sunbeam.

Possessions: a vision of the future, cult followers, holy symbol of Winter, spell components, divine focus, +1 club, +2 cold resistance leather plate*, cloak of charisma +6, periapt of wisdom +6, vest of resistance +3.

Possessions: a vision of the future, cult followers, holy symbol of Winter, spell components, divine focus, +1 club, +2 cold resistance leather plate*, cloak of charisma +6, periapt of wisdom +6, vest of resistance +3.

*See Appendix 2: New Rules Items

Cultists (5): Elf Drd11; CR 11; Medium humanoid (wood elf); HD 11d8; hp 58; Init +3; Spd 40 ft.; AC 15, touch 13, flat-footed 13 (+3 Dex, +2 leather armor); Base Atk +8; Grp +11; Atk +11 melee touch (1d8+4/18-20 x2, flame blade) or +11 ranged touch (1d6+5/x2, produce flame); Full Atk +11/+6 melee touch (1d8+4/18-20 x2, flame blade) or +9/+9/+4 ranged touch (1d6+5/x2, produce flame); SQ Nature sense, resist nature's lure, trackless step, venom immunity, wild empathy, wild shape 4/day, wild shape Large/Tiny, woodland stride; AL N; SV Fort +7, Ref +6, Will +10; Str 16, Dex 16, Con 10, Int 8, Wis 16, Cha 11.

Skills and Feats: Concentration +14, Knowledge (arcane) +5, Knowledge (nature) +8, Survival +13; Natural Spell, Point Blank Shot, Precise Shot, Rapid Shot.

Spells prepared (6/6/5/5/3/2/1; save DC = 13 + spell level): 0—create water (x2), cure minor wounds, detect magic, mending, virtue, 1st—entangle, ~~longstrider~~, produce flame (x3), shillelagh; 2nd—animal trance, barkskin, bull's strength, creeping cold*, flame blade; 3rd—call lightning, poison (x2), wind walk; 4th—greater creeping cold*, ice storm, wall of thorns; 5th—baleful polymorph, call lightning storm; 6th—greater dispel magic.

Possessions: dagger, club, leather armor, holy symbol of winter zeal, sense of family, fear of death.

*See Appendix 2: New Rules Items

Cultists' Animal Companions (5): Dire weasel; Medium animal; HD 7d8+7; hp 38; Init +5; Spd 40 ft.; AC 21, touch 15, flat-footed 16 (+5 Dex, +6 natural); Base Atk +5; Grp +8; Atk/Full Atk +10 melee (1d6+4/x2, bite); SA Attach, blood

drain; SQ Devotion, evasion, link, low-light vision, scent, share spells; Space/Reach 5 ft./5 ft.; AL N; SV Fort +5, Ref +10, Will +6; Str 17, Dex 21, Con 10, Int 2, Wis 12, Cha 11.

Skills and Feats: Hide +13, Listen +7, Move Silently +13, Spot +9; Alertness, Improved Toughness*, Stealthy, Weapon Finesse^B.

Attach (Ex): A dire weasel that hits with its bite attack latches onto the opponent's body with its powerful jaws. An attached dire weasel loses its Dexterity bonus to AC and thus has an AC of 14.

An attached dire weasel can be struck with a weapon or grappled itself. To remove an attached dire weasel through grappling, the opponent must achieve a pin against the creature.

Blood Drain (Ex): A dire weasel drains blood for 1d4 points of Constitution damage each round it remains attached.

*See Appendix 2: New Rules Items

ENCOUNTER 1: WILD FOREST

Elite Advanced (15 HD) Dire Bears (6): CR 14; Huge animal; HD 27d8+243; hp 364; Init +5; Spd 50 ft.; AC 20, touch 9, flat-footed 18 (• 2 size, +1 Dex, +10 natural); Base Atk +20; Grp +47; Atk +38 melee (4d4+19/19-20x2, claw); Full Atk +38/+38 melee (4d4+19/19-20x2, 2 claws) and +35 melee (4d8+9/x2, bite); Space/Reach 15 ft./10 ft.; SA Improved grab; SQ Low-light vision, scent; AL N; SV Fort +22, Ref +15, Will +15; Str 49, Dex 12, Con 26, Int 2, Wis 12, Cha 10.

Skills and Feats: Listen +25, Spot +25, Swim +37; Alertness, Improved Critical (claw), Improved Initiative, Improved Natural Weapon (bite), Improved Natural Weapon (claw), Improved Toughness*, Multi-Attack, Power Attack, Run, Weapon Focus (claw).

*See Appendix 2: New Rules Items

ENCOUNTER 7: MONITORED

Elite Advanced (2 HD) Monitor Lizards (4): CR 4; Medium animal; HD 5d8+28; hp 46; Init +2; Spd 30 ft., swim 30 ft.; AC 14, touch 11, flat-footed 16 (+2 Dex, +3 natural); Base Atk +3; Grp +6; Atk/Full Atk +6 melee (1d8+4/x2, bite); Space/Reach 5 ft./5 ft.; SQ Low-light vision; AL N; SV Fort +9, Ref +6, Will +2; Str 17, Dex 14, Con 24, Int 1, Wis 12, Cha 2.

Skills and Feats: Climb +7, Hide +6*, Listen +4, Move Silently +6, Spot +4, Swim +11; Alertness, Great Fortitude.

Elite Advanced (15 HD) Dire Wolverines (4): CR 10; Large animal; HD 20d8+64; hp 250; Init +6; Spd 30 ft., climb 10 ft.; AC 16, touch 12, flat-footed 15 (• 1 size, +3 Dex, +4 natural); Base Atk +15; Grp +30; Atk +26 melee (1d8+11/x2, claw); Full Atk +26/+26 melee (1d8+11/x2, 2 claws) and +24 melee (2d6+5/x2, bite); Space/Reach 5 ft./5 ft.; SA Rage; SQ Low-light vision, scent; AL N; SV Fort +19, Ref +15, Will +13; Str 32, Dex 16, Con 24, Int 2, Wis 12, Cha 10.

Skills and Feats: Climb +34, Listen +22, Spot +22; Alertness, Close-Quarters Fighting*, Improved Initiative, Improved Natural Attack (bite), Improved Natural Weapon (claw), Improved Toughness*, Multiattack, Power Attack, Track^b.

Rage (Ex): A dire wolverine that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. An enraged dire wolverine gains +4 Strength, +4 Constitution, and • 2 AC. The creature cannot end its rage voluntarily.

*See Appendix 2: New Rules Items

Elite Advanced (3 HD) Dire Bears (4): CR 9; Large animal; HD 15d8+90; hp 157; Init +2; Spd 40 ft.; AC 18, touch 11, flat-footed 16 (• 1 size, +2 Dex, +7 natural); Base Atk +11; Grp +29; Atk +25 melee (3d4+14/x2, claw); Full Atk +25/+25 melee (3d4+14/x2, 2 claws) and +22 melee (2d8+7/x2, bite); Space/Reach 10 ft./5 ft.; SA Improved grab; SQ Low-light vision, scent; AL N; SV Fort +15, Ref +11, Will +10; Str 38, Dex 14, Con 22, Int 2, Wis 12, Cha 10.

Skills and Feats: Listen +13, Spot +13, Swim +20; Alertness, Improved Natural Weapon (claw), Improved Toughness*, Multi-Attack, Power Attack, Weapon Focus (claw).

*See Appendix 2: New Rules Items

ENCOUNTER 10: WINTER

Autumn: Human Drd14; CR 14; Medium humanoid (Flan); HD 14d8+14; hp 87; Init +5; Spd 20 ft.; AC 23, touch 11, flat-footed 22 (+1 Dex, +7 +2 *leather plate**; +5 natural); Base Atk +10; Grp +9; Atk +10 melee (1d6/x2, +1 *club*); Full Atk +10/+5 melee (1d6/x2, +1 *club*); SQ Cold Resistance 10; nature sense: resist nature's lure: thousand faces; trackless step: venom immunity; wild empathy; wild shape 5/day; wild shape plant, Large, Tiny, woodland stride; AL NE; SV Fort +13, Ref +10, Will +20; Str 8, Dex 12, Con 12, Int 12, Wis 25, Cha 20.

Skills and Feats: Concentration +18, Diplomacy +25, Handle Animal +23, Knowledge (arcane) +6, Knowledge (local: Velverdyva, Tuflik, Fals Trade Route) +3, Knowledge (nature) +16, Knowledge (religion) +3, Listen +10, Spot +10, Spellcraft +13, Survival +22; Energy Substitution*, Extend Spell, Improved Initiative, Lightning Reflexes, Skill Focus (Diplomacy), Well Read*.

Spells prepared (6/7/7/6/5/4/4/3; save DC = 17 + spell level): 0—*create water, detect magic, detect poison, light, purify food and drink, read magic*; 1st—*animate fire (cold)*, calm animals, charm animals, entangle, breath of the jungle*, shillelagh, speak with animals*; 2nd—*chill metal, ~~extended longstrider~~, extended produce flame (cold), flaming sphere (cold), gust of wind, lesser restoration, summon swarm*; 3rd—*~~extended barkskin~~, extended creeping cold*, neutralize poison, poison, quench, spike growth*; 4th—*air walk, arc of lightning (cold)*, dispel magic, flame strike (cold), freedom of movement*; 5th—*animal growth, extended greater creeping cold*, fireward*, insect plague, wall of fire (cold)*.

6th—*extended death ward, fire seeds (cold), fires of purity (cold)*, mass bear's endurance, 7th—animate plants, fire storm (cold), sunbeam.*

Possessions: a vision of the future, cult followers, holy symbol of Winter, spell components, divine focus, +1 club, +4 cold resistance leather plate*, cloak of charisma +6, periapt of wisdom +6, vest of resistance +3.

Possessions: a vision of the future, cult followers, holy symbol of Winter, spell components, divine focus, +1 club, +4 cold resistance leather plate*, cloak of charisma +6, periapt of wisdom +6, vest of resistance +3.

*See Appendix 2: New Rules Items

Cultists (5): Elf Drd11; CR 11; Medium humanoid (wood elf); HD 11d8; hp 58; Init +3; Spd 40 ft.; AC 15, touch 13, flat-footed 13 (+3 Dex, +2 leather armor); Base Atk +8; Grp +11; Atk +11 melee touch (1d8+4/18-20 x2, *flame blade*) or +11 ranged touch (1d6+5/x2, *produce flame*); Full Atk +11/+6 melee touch (1d8+4/18-20 x2, *flame blade*) or +9/+9/+4 ranged touch (1d6+5/x2, *produce flame*); SQ Nature sense, resist nature's lure, trackless step, venom immunity, wild empathy, wild shape 4/day, wild shape Large/Tiny, woodland stride; Space/Reach 5 ft./5 ft.; AL N; SV Fort +7, Ref +6, Will +10; Str 16, Dex 16, Con 10, Int 8, Wis 16, Cha 11.

Skills and Feats: Concentration +14, Knowledge (arcane) +5, Knowledge (nature) +8, Survival +13; Natural Spell, Point Blank Shot, Precise Shot, Rapid Shot.

Spells prepared (6/6/5/5/3/2/1; save DC = 13 + spell level): 0—*create water* (x2), *cure minor wounds, detect magic, mending, virtue*, 1st—*entangle, longstrider, produce flame* (x3), *shillelagh*, 2nd—*animal trance, barkskin, bull's strength, creeping cold*, flame blade*, 3rd—*call lightning, poison* (x2), *wind walk*, 4th—*greater creeping cold*, ice storm, wall of thorns*, 5th—*baleful polymorph, call lightning storm*, 6th—*greater dispel magic.*

Possessions: dagger, club, leather armor, holy symbol of winter zeal, sense of family, fear of death.

*See Appendix 2: New Rules Items

Elite Advanced (20 HD) Elder Earth Elemental: CR 17; Huge elemental (earth, native extraplanar); HD 44d8+396; hp 594; Init +4; Spd 30 ft.; AC 23, touch 8, flat-footed 21 (–2 size, +15 natural); Base Atk +24; Grp +48; Atk +40 melee (3d10+16/19-20 x2, 2 slams); Full Atk +40/+40 melee (3d10+16/19-20 x2, 2 slams); Space/Reach 15 ft./15 ft.; SA Earth mastery, push; SQ Damage reduction 10/–, earth glide, darkvision 60 ft., elemental traits; AL N; SV Fort +32, Ref +16, Will +16; Str 43, Dex 10, Con 26, Int 8, Wis 10, Cha 10.

Skills and Feats: Listen +22, Spot +22; Alertness, Awesome Blow, Cleave, Close-Quarters Fighting*, Combat Brute*, Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Initiative, Improved Natural Attack, Improved Sunder, Improved Toughness*, Iron Will, Lightning Reflexes, Power Attack.

Possessions: a sense of purpose.

*See Appendix 2: New Rules Items

Cultists' Animal Companions (3): Dire weasel; Medium animal; HD 7d8+7; hp 38; Init +5; Spd 40 ft.; AC 21, touch 15, flat-footed 16 (+5 Dex, +6 natural); Base Atk +5; Grp +8; Atk/Full Atk +10 melee (1d6+4/x2, bite); SA Attach, blood drain; SQ Devotion, evasion, link, low-light vision, scent, share spells; Space/Reach 5 ft./5 ft.; AL N; SV Fort +5, Ref +10, Will +6; Str 17, Dex 21, Con 10, Int 2, Wis 12, Cha 11.

Skills and Feats: Hide +13, Listen +7, Move Silently +13, Spot +9; Alertness, Improved Toughness*, Stealthy, Weapon Finesse^B.

Attach (Ex): A dire weasel that hits with its bite attack latches onto the opponent's body with its powerful jaws. An attached dire weasel loses its Dexterity bonus to AC and thus has an AC of 14.

An attached dire weasel can be struck with a weapon or grappled itself. To remove an attached dire weasel through grappling, the opponent must achieve a pin against the creature.

Blood Drain (Ex): A dire weasel drains blood for 1d4 points of Constitution damage each round it remains attached.

Appendix 2: New Rules Items

Feats, as presented in *Complete Arcane*

Energy Substitution [Metamagic]: You can modify an energy-based spell to use another type of energy instead.

Prerequisites: Knowledge (arcane) 5 ranks, any metamagic feat

Benefit: Choose one type of energy (acid, cold, electricity, or fire). You can then modify any spell with an energy descriptor to use the chosen type of energy instead. An energy substituted spell uses a spell slot of the spell's normal type—for example, a *fireball* composed of cold energy is an evocation [cold] spell.

Special: You can gain this feat multiple times, choosing a different type of energy each time.

Feats, as presented in *Complete Warrior*

Close-Quarters Fighting [General]: You are skilled at fighting at close range and resisting grapple attempts.

Prerequisites: Base attack bonus +3

Benefit: You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you extra attacks of opportunity when you would be denied one for being surprised, helpless, or in a similar situation.

For example, an ogre attempts to grapple Tordek. Tordek gains an attack of opportunity, hits, and causes damage. Since the ogre does not have any sort of grappling special ability or feat, it fails to start a grapple. Then an ankheg—a creature with the improved grab special ability—attempts to grapple Tordek. He takes an attack of opportunity, hits, and deals 10 points of damage to the creature. Tordek then adds +10 to his opposed check to resist being grappled.

Normal: Creatures with improved Grapple, improved grab, or similar feats or special abilities do not provoke attacks of opportunity when they attempt to start a grapple.

Special: A fighter may select Close-Quarters Fighting as one of his fighter bonus feats.

Combat Brute [Tactical]: You employ strength and leverage to great effect in battle.

Prerequisites: Improved Sunder, Power Attack, base attack bonus +6.

Benefit: The Combat Brute feat enables the use of three tactical maneuvers.

Advancing Blows: To use this maneuver, you must make a successful bull rush attempt against a foe. During the next round, all your attacks against that foe gain a +1 bonus on attack and damage rolls for each square your bull rush moved that foe. For example, if you pushed an orc back 10 (2 squares) feet with a bull rush, you would gain a +2 bonus on attack and damage rolls against that orc on the following round.

Sundering Cleave: To use this maneuver, you must destroy a foe's weapon or shield with a successful sunder attempt (see page 158 of the *Player's Handbook*). If you do so, you gain an immediate additional melee attack against the foe. The additional attack is with the same weapon and at the same attack bonus as the attack that destroyed the weapon or shield.

Momentum Swing: To use this maneuver, you must charge a foe in the first round, and you must make and attack using your Power Attack feat in the second round. The penalty you take on your attack roll must be –5 or worse. Your attacks during the second round gain a bonus equal to your attack roll penalty $\times 1\frac{1}{2}$, or $\times 3$ if using a two-handed weapon, or a one-handed weapon wielded in two hands. For instance, if you choose to take a –6 penalty on your attack roll, you can deal an extra 9 points of damage, or an extra 18 points if you are using a two-handed weapon, or a one-handed weapon wielded in two hands.

Special: A fighter may select Combat Brute as one of his fighter bonus feats.

Improved Toughness [General]: You are significantly tougher than normal.

Prerequisite: Base Fortitude Save bonus +2

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Feats, as presented in *Dragon Magazine*

Well Read [General]: Your readings have granted you extensive general knowledge about a wide range of affairs.

Regions: Ahlissa, Celene, Dyvers, Ekbir, Furyondy, gray elf, Greyhawk, high elf, Irongate, Keoland, Lendore Isles, Lordship of the Isles, Nyronnd, Solnor Compact, Suel, Urnst States, Valley of the Mage, Veluna, Verbobonc, Zeif.

Benefit: All Knowledge skills are considered class skills for you.

Leather Plate Armor, as presented in the *Arms & Equipment Guide*

Leather scale armor is just like the scale mail described in Chapter 7 of the *Player's Handbook*, except that the scales are made of cured leather instead of metal.

Cost	Armor Bonus	Max Dex	AC Pnlty	Spell Failure	Speed
35 gp	+3	+6	-2	15%	30/20

Spells, as presented in *Spell Compendium*

Animate Fire

Transmutation [Fire]

Level: Druid 1

Components: V, S, M

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One Small fire

Duration: Concentration, up to 1 round/level (D)

Saving Throw: None

Spell Resistance: No

You animate a fire, which must be approximately the size of a campfire. The animated fire has the statistics of a Small fire element (*Monster Manual* p. 98), and attacks as you direct. It cannot move beyond the range of its source fire (25 ft. + 5 ft./2 levels).

Material Component: A handful of charcoal, sulfur, and soda ash.

Arc of Lightning

Conjuration (Creation) [Electricity]

Level: Druid 4, sorcerer/wizard 5, Windstorm 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: A line between two creatures

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

This bolt deals 1d6 points of electricity damage per caster level (maximum 15d6) to both creatures and to anything in the line between them.

Both creatures must be in range, and you must be able to target them (as if this spell had them as its targets). Draw the line from any corner in one creature's space to any corner in the other's space. The bolt affects all squares in this line.

Breath of the Jungle

Transmutation

Level: Druid 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Mist spreads in a 40-ft. radius, 20 ft. high

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

The DC of any saving throw made within the mist against poison or disease increases by 2.

The mist does not provide concealment.

Creeping Cold

Transmutation [Cold]

Level: Druid 2

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Once creature

Duration: 3 rounds

Saving Throw: Fortitude half

Spell Resistance: Yes

The subject takes 1d6 cumulative points of cold damage per round (that is, 1d6 on the 1st round, 2d6 on the second round, and 3d6 on the third). Only one save is allowed against the spell; if successful, it halves the damage each round.

Focus: A small glass or pottery vessel worth at least 25 gp filled with ice, snow, or water.

Creeping Cold, Greater

Transmutation [Cold]

Level: Druid 4

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Once creature

Duration: See text

Saving Throw: Fortitude half

Spell Resistance: Yes

This spell is the same as *creeping cold*, but the duration increases by 1 round during which the subject takes 4d6 points of cold damage. If you are at least 15th level, the spell lasts for 5 rounds and deals 5d6 points of cold damage. If you are at least 20th level, the spell lasts for 6 rounds and deals 6d6 points of cold damage.

Fireward

Transmutation

Level: Druid 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: One 20-ft. cube/level (S)

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

This spell functions like *quench* (*Player's Handbook* p. 267) except as noted above. In addition, it has the following effects: While *fireward* remains in effect, no magical fire effect can function inside its area. This effect is similar to that of an *antimagic field*, but only magical fire is suppressed. Any nonmagical fire created inside or brought into the spell's area is immediately extinguished as well.

Fires of Purity

Evocation [Fire]

Level: Druid 6, Purification 6, sorcerer/wizard 6

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: See text

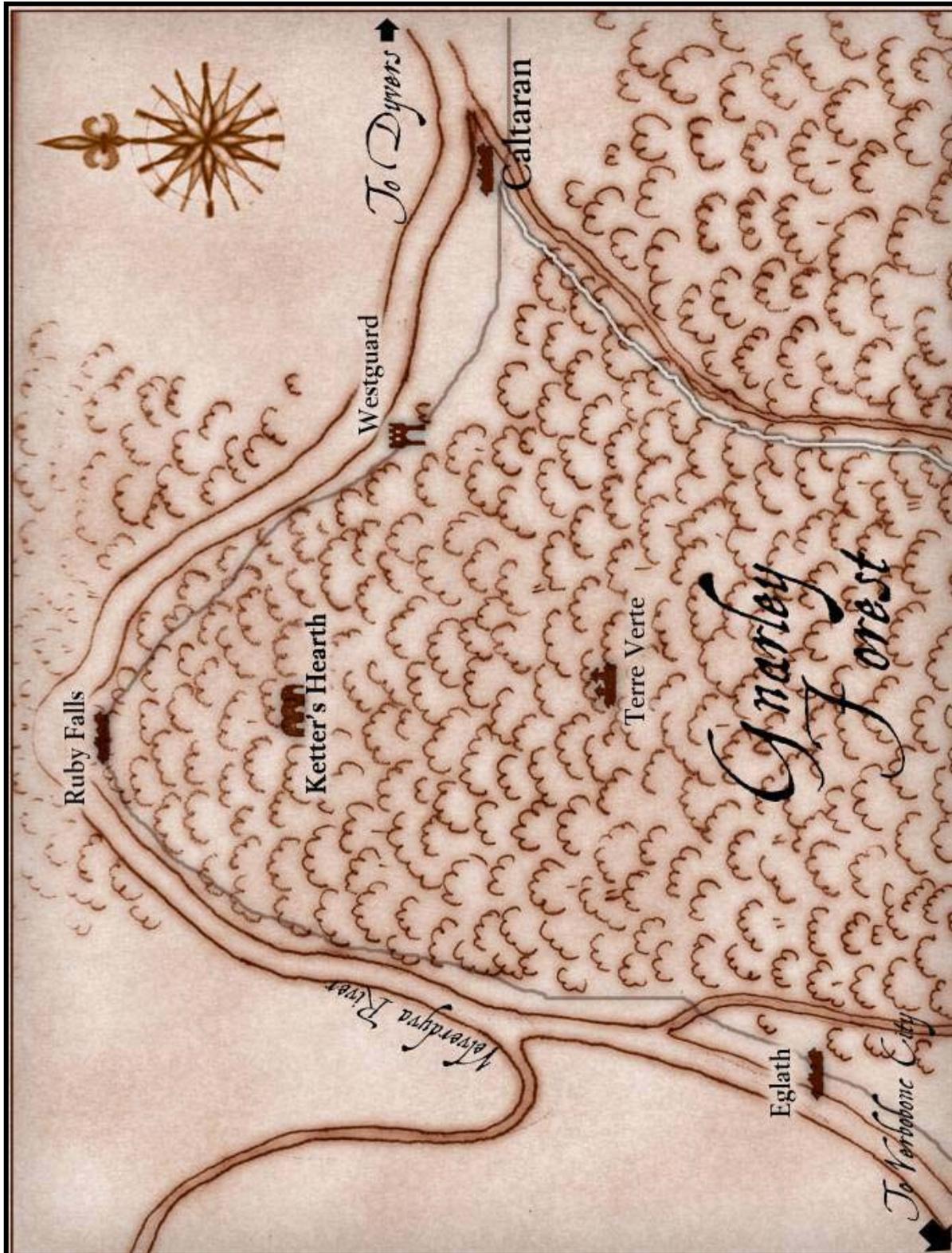
Spell Resistance: Yes (harmless); see text

The creature you touch bursts into magical flames that do not harm the subject, but are capable of harming anyone else who comes into contact with the creature.

With a successful melee attack, the subject deals an extra 1 point of fire damage per caster level (maximum +15). If the defender has spell resistance, it applies to this effect. Creatures that make successful melee attacks against the subject are susceptible to the same damage unless they attack with weapons that have reach, such as longspears.

The subject of *fires of purity* takes only half damage from fire-based attacks. If such an attack allows a Reflex save for half damage, the subject takes no damage on a successful save.

DM Maps: Northeastern Verbobonc and Northern Gnarley Forest



Player Handout #1

Parlay

The lizards know the way. Follow their lead and perhaps we can discuss matters. There is much to talk about. Much you should know. It is an unfortunate situation, but I believe Mayor Nightbreeze has misinterpreted our presence here. I would like to resolve this matter peacefully. The children of Winter are gathered and waiting for your arrival.

Autumn

DM's Resource #1: Gnarley Druids

Listed below are the requirements needed to join this meta-org. Information on these organizations are listed on both the Verbobonc and Dyvers websites at <http://www.verbobonc.net> and <http://www.living-dyvers.net>.

The flower blooms; the robin flies; the wolf howls; the forest grows. Aspirants spend much of their personal energy tending the forest's most basic needs, learning its rhythm and flow. They spend many hours being taught oral folklore and tales. When outsiders threaten the forest, their first response is to send for the Gnarley Rangers, preferring to remain in the background. However, if the threat proves great enough, the Druids support the Rangers' efforts with diplomacy whenever possible, and force if necessary.

REQUIREMENTS TO BECOME AN ASPIRANT:

- Must have 3 or more ranks in Knowledge (nature)
- Must spend 3 Time Units annually traveling through the Gnarley Forest and learning its rhythm
- Must be able to cast 1st-level Divine spells
- Must be a resident of Dyvers, Ekbir, Ket, Tusmit, Veluna, Verbobonc, or Zeif

BENEFITS:

- The High Druids of the Forest are the elf Maiya Dewshine, the human Laric , and the late gnome Naimur (a council is currently filling his position until a ritual can be held to name a replacement)
- +1 circumstance bonus to Handle Animal checks with animals from the Gnarley Forest
- +1 circumstance bonus to Knowledge (nature) checks when in the Gnarley Forest
- +1 circumstance bonus to Wild Empathy checks with an animal from the Gnarley Forest
- +4 circumstance bonus to Survival checks when attempting to Live Off the Land
- Access to the following items from *Races of the Wild*: Forestwarden Shroud, Honey Leather, Leafweave Leather Armor, Thistledown Suit

PENALTIES:

- Those Gnarley Druids that leave the order may join again, but must renew their devotion to the forest, beginning as an aspirant again

DM's Resource #2: Gnarley Rangers

Listed below are the requirements needed to join this meta-org. Information on these organizations are listed on both the Verbobonc and Dyvers websites at <http://www.verbobonc.net> and <http://www.living-dyvers.net>.

The Junior Rangers are the youngest defenders of the Great Forest, protecting the wood and its inhabitants and hunting down those who seek to do it harm. They protect the forest from outsiders, humanoids from the Pomarj, bandits and evil cults. Junior Rangers wear an insignia of a silver oak leaf on a neck-chain.

REQUIREMENTS TO BECOME A JUNIOR RANGER:

- Base Attack Bonus +3
- Must have 1 or more ranks in Knowledge (nature)
- Must have 4 or more ranks in Survival
- Must spend 4 Time Units annually defending the Gnarley Forest
- Must be a resident of Dyvers, Ekbir, Ket, Tusmit, Veluna, Verbobonc, or Zeif

BENEFITS:

- The Rangers are lead by the Ranger Knights, such as the human Annika Silverwood, the elite of the group that lead all other Rangers that are willing to follow them
- +1 circumstance bonus to Hide checks when in the Gnarley Forest
- +1 circumstance bonus to Move Silently checks when in the Gnarley Forest
- +1 circumstance bonus to Spot checks when in the Gnarley Forest
- +1 circumstance bonus to Survival checks when in the Gnarley Forest
- Access to the following items: Forestwarden Shroud, Honey Leather (RW); Forester's Cloak, Hammock (AEG)
- Permanent Influence Point with the Gnarley Rangers. Once per adventure, this influence point may be used to call on the wisdom of the Ranger Knights. This consultation provides a +1 insight bonus to a single Knowledge (geography), Knowledge (history), Knowledge (local: Velderdyva, Tuflik, Fals Trade Route), or Knowledge (nature) skill check.
- Free Adventurer's Standard Lifestyle in all adventures set in the Gnarley Forest

PENALTIES:

- Those Gnarley Rangers that leave the order may not join again; they have deserted the cause

DM's Resource #3: Gnarley Elf Clan Enlanefel

Listed below are the requirements needed to join this meta-org. Information on these organizations are listed on both the Verbobonc and Dyvers websites at <http://www.verbobonc.net> and <http://www.living-dyvers.net>.

Enlanefel

Requirements:

- Must live in the Gnarley Forest
- Must have campaign documentation offering entry into the clan or have been an active member as of CY 595.
- Must spend 6 Time Units annually in service to the clan
- May not be a member of any noble or military meta-org
- Must be a Dyvers or Verbobonc resident

Benefits:

- Elven Secrets: Due to the clan's extensive esoteric schooling, members receive a +4 circumstance bonus to any 3 Knowledge checks (_____, _____, _____), and Spellcraft checks in the Dyvers or Verbobonc region.
- Clan Library: Over the centuries, Clan Enlanefel has amassed a large library of spell books. Clan members have access to all spells of 6th level and lower considered "Core" in the most current Living Greyhawk Campaign Sourcebook
- The Stores of Clan Enlanefel: Bladefire (AEG), Candle, Focusing (AEG), Candle, Restful (AEG), Catstink (CV), Dwarfblind (AEG), Elven Harp (hand) (RW), Elven Lightblade (RW), Scryer's Kit (AEG), Thistledown Padded Armor(RW)
- Scholars of the Clan: Clan Enlanefel members have access to the Greyhawk Regional feat Greyhawk Method

Penalties:

- A Bond of Blood: Once accepted as a full blood member of the elven clans, one may never intentionally leave. Upon joining this PC must continue spending 6 TUs annually. The only way to leave the clan is by death or expulsion
- -2 penalty to all Diplomacy checks when dealing with half-elves and elves from the Enclave in Verbobonc City
- -3 penalty to all Diplomacy checks with Viscounty nobility or Dyversian gentry

DM's Resource #4: Gnarley Elf Clan Fealefel

Listed below are the requirements needed to join this meta-org. Information on these organizations are listed on both the Verbobonc and Dyvers websites at <http://www.verbobonc.net> and <http://www.living-dyvers.net>.

Fealefel

Requirements:

- Must live in the Gnarley Forest
- Must be a Gray of High elf (or have been an active member as of CY 595)
- Must spend 6 Time Units annually in service to the clan
- May not be a member of any military meta-org
- Must be a Dyvers or Verbobonc resident

Benefits:

- Ancient Elven Lore: Due to the clan's commitment to learning, members receive a +4 circumstance bonus on Concentration, Decipher Script, Knowledge (arcane) and Spellcraft checks in the Dyvers or Verbobonc region.
- Clan Library: Over the centuries, Clan Fealefel has amassed a large library of spell books. Clan members have access to all spells up to 5th level that are considered "Core" in the most current Living Greyhawk Campaign Sourcebook.
- Arcane Study: Clan Fealefel members have access to the Greyhawk Regional feat Greyhawk Method
- The Wealth of Clan Fealefel: Clan Fealefel members receive free Rich Lifestyle during any adventure set in the Dyvers or Verbobonc region.
- Inheritor of the Clan Trust: Upon joining Clan Fealefel, members receive 100gp to equip themselves

Penalties:

- A Bond of Blood: Once accepted as a full blood member of the elven clans, one may never intentionally leave. Upon joining this PC must continue spending 6 TUs annually. The only way to leave the clan is by death or expulsion
- -2 penalty to all Diplomacy checks when dealing with half-elves and elves from the Enclave in Verbobonc City
- -3 penalty to all Diplomacy checks with Viscounty nobility or Dyversian gentry

DM's Resource #5: Gnarley Elf Clan Meldarin

Listed below are the requirements needed to join this meta-org. Information on these organizations are listed on both the Verbobonc and Dyvers websites at <http://www.verbobonc.net> and <http://www.living-dyvers.net>.

Meldarin

Requirements:

- Must live in the Gnarley Forest
- Must be a wood elf or half-elf (or have been an active member as of CY 595)
- Must spend 6 Time Units annually in service to the clan
- May not be a member of any military meta-org
- Must be a Dyvers or Verbobonc resident

Benefits:

- The Call of the Hunter: Due to the clan's intensive training in the Gnarley Forest members receive a +3 circumstance bonus on Listen, Move Silent, Spot and Survival checks in the Dyvers or Verbobonc region.
- The Stores of Clan Meldarin: Clan members can purchase the following equipment at a discount of 10% - Arrow, alchemist (AEG), Arrow, blunt (AEG), Arrow, flight (AEG), Arrow, serpents tongue (RW), Arrow, swiftwing (RW), Arrow, thunder (AEG), Elvencraft Bow (RW), Forestwarden Shroud (RW), Leafweave Armor (any) (RW), Shoes, Silent (AEG)
- Forage: Clan Meldarin members receive free Standard Lifestyle in the Dyvers of Verbobonc region.
- Trained by the elves of Celene: Clan Meldarin members gain access to the Greyhawk regional feat Companion Guard Style
- Inheritor of the Clan Trust: Upon joining Clan Meldarin, members receive 100gp to equip themselves

Penalties:

- A Bond of Blood: Once accepted as a full blood member of the elven clans, one may never intentionally leave. Upon joining this PC must continue spending 6 TUs annually. The only way to leave the clan is by death or expulsion
- -2 penalty to all Diplomacy checks when dealing with half-elves and elves from the Enclave in Verbobonc City
- -3 penalty to all Diplomacy checks with Viscounty nobility or Dyversian gentry

DM's Resource #6: Gnarley Elf Clan Sherendyl

Listed below are the requirements needed to join this meta-org. Information on these organizations are listed on both the Verbobonc and Dyvers websites at <http://www.verbobonc.net> and <http://www.living-dyvers.net>.

Sherendyl

Requirements:

- Must live in the Gnarley Forest
- Must be an elf (or have been an active member as of CY 595)
- Must spend 6 Time Units annually in service to the clan
- May not be a member of any military meta-org
- Must be a Dyvers resident

Benefits:

- Wardens of the Elven Way: Due to the clan's intensive physical training, members receive a +4 circumstance bonus on Climb, Intimidate, Jump and Survival checks in the Dyvers or Verbobonc region.
- The Stores of Clan Sherendyl: Clan members can purchase the following equipment at a discount of 10% - Bladefire (AEG), Close Fighting Blade (RW), Elven Courtblade (RW), Elven double bow (AEG), Elven Lightblade (RW), Elven Thinblade (RW), Leafweave Armor (RW), Ghost Oil (AEG), Gravebane (AEG), Ring Armor (AEG)
- Trained by the elves of Celene: Clan Meldarin members gain access to the Greyhawk regional feat Companion Guard Style

Penalties:

- A Bond of Blood: Once accepted as a full blood member of the elven clans, one may never intentionally leave. Upon joining this PC
- -2 penalty to all Diplomacy checks when dealing with half-elves and elves from the Enclave in Verbobonc City
- -3 penalty to all Diplomacy checks with Viscounty nobility or Dyversian gentry

Critical Events Summary

List all characters affiliated with a Dyvers or Verbobonc metaorganization that participated in this adventure.

<u>Character Name</u>	<u>Player Name</u>	<u>Region</u>	<u>Metaorg Affiliation</u>
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1)

2)

3)

4)

5)

6)

- Did the PCs raise the dead children? YES NO
- Did any of the PCs accept the holy symbol of Winter? YES NO
- Did any divine casters invoke the name of Winter? YES NO
- Did the PCs kill Autumn? YES NO