

BDKA5-02

Of Men & Beasts

A One-Round D&D LIVING GREYHAWK[®] Bandit Kingdoms Regional Adventure

Version 1.9b

by Tom Thowe

Varied groups of rebels and thieves use the concealment of the Fellreev Forest to avoid capture by the forces of the Old One. However, only a select few know the true secrets – and horrors – that lie hidden in the heart of this great wilderness. This is an introductory module for 1st level characters only.

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

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Introduction

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

Preparation

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

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

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

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

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

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

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

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

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

Scoring

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

This is a LIVING GREYHAWK Adventure. As a LIVING adventure, it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

Living Greyhawk Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, many adventures' challenges are proportioned to the average character level of the PCs participating in the adventure. This particular module is designed for a party of only 1st level characters, though, so determining the Average Party Level (APL) is not necessary. Each PC playing this adventure should be 1st level.

Time Units and Upkeep

This is a standard one-round introductory Regional adventure, set in The Bandit Kingdoms. Characters native to The Bandit Kingdoms 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.

Adventure Background

The Fellreev Forest has always been a source of mystery in the Combination of Free Lords. Many varied groups have used the forest for hiding, striking out at other baronies even before luz came to occupy the Combination. After the demigod gained control of the region, the forest became a haven for groups opposed to his occupation.

The Fellreev is a big place, though. There are still hidden places and mysteries yet to be discovered by the average adventurer. Secret groves of power and ancient holy places are rumored to lie unexplored throughout the wilderness.

One story that interests some is the wild tale of gigantic creatures appearing around a lake in the forest. The waters of Lake Aqal are rumored to have magical powers, and the enlarged animals and beasts are supposedly the results of this enchanted place.

The lake has gone mostly unexplored due to fear of the Druids of the Fellreev – wild men with feral demeanors and ragged appearances. Stories say that these druids know more about the forest's secrets and places of power than any other, and they are quite protective of those secrets. Rumors speak of the waters of Lake Aqal driving their members insane. One can easily see how the stories develop, seeing the Druids scratching at fleas like wild animals, walking on all-fours, and howling at the moon.

While their numbers are few, their members are often quite old and powerful. However, their leadership has begun to take in new 'cubs' from different races. The old members are still savage beasts, though – and always of Flan heritage (to keep the secrets of the druids, they used to trust only those of Flan descent).

With the druids' strange traditions and restricted membership, the Church of the Old One has found it difficult to get a spy into the forest in order to bring back information on the secrets of the Fellreev. However, the Church recently came upon a scholar who seemed to know quite a bit about the Fellreev. The man (Squigley) is a wizard with a rat familiar. By kidnapping his familiar and torturing the scholar, they convinced him to travel deep into the forest to gain a sample of the magical water from Lake Aqal. To insure that he does what he is supposed to do, a quasit is standing in for the deposed familiar by using its ability to change shape. While the wizard does not know exactly what the rodent is, he knows it is

more than it appears, and he is deathly afraid of the creature.

Behind the Mystery of Lake Aqal: The waters of the mysterious lake of the Fellreev do indeed have strong magical powers. Many of the effects of the waters, however, come from prolonged exposure. Due to this, along with the fact that the lake water will not hold its enchantment when it is taken from the area, PCs will not suffer any immediate effects from the water. If a PC drinks or otherwise touches the water of the lake, however, they will receive a cert at the end of this scenario for their PC ("Lake Aqal Initiate"). This may become important to the PC later in his career.

Adventure Summary

The scholar, after being captured by forces of luz, embarks on a quest to get a sample of the water from Lake Aqal. With a spy in the shape of a rodent hiding in his backpack, and the looming threat of his familiar being killed, he is nervous about being blackmailed, but he knows what he must do to survive this ordeal. He does not have significant money with him, but back in Pieper's Ferry, he has a stash of coins he plans to use to pay the group (as well as paying off the captain & crew).

Introduction: The PCs have been hired to accompany Squigley to Lake Aqal to retrieve a water sample for study. The PCs trip along the river abruptly ends, though, and they must continue through the forest alone.

Encounter One – Trek into the Forest: The journey to the lake takes time. Depending on how proficient the PCs are at survival skills, they may encounter wandering animals in the forest that savagely defend their territory.

Encounter Two – The Beast with Two Legs: Assuming the PCs navigate their way closer to the lake, the group is confronted by the powerful druid of the Fellreev, who does not want the group to continue.

Encounter Three – The Wolf Pack: The druid directs the PCs to investigate a nearby wolf pack, looking for clues concerning the disappearance of two missing pups.

Encounter Four – The Great Beast: The PCs travel to a small grotto just an hour east by southeast of the den. They find a trapped pup

hiding in a hollowed-out tree trunk. Hidden in the tree limbs above lurks a huge centipede, waiting for food to appear below him.

Encounter Five – On to the Lake: The PCs take the pup back to the wolf pack. The druid witnesses the exchange and directs the group to the lake itself for a water sample.

Encounter Six – Back to the Boat: The PCs take a water sample back to the boat. The druid encounters them again, thanking them for their care of the forest, and leads the group back to the boat.

Encounter Seven – Back to Civilization: The PCs return the water to the wizard, but he realizes that it is no longer magical. The demon familiar also realizes the water is useless, and flees to warn his masters, who arrive shortly.

Conclusion: The wizard explains how he was blackmailed and thanks the adventurers for their help...particularly if they were able to stop his familiar from being killed.

Introduction

A warm summer day finds your group standing on a barge floating along the Artonsamay River in the Fellreev Forest. You have been silently gliding down the river for days now, and the crew of the ship has been silent for most of the journey.

You were originally hired by a man named Squigley. This nervous fellow, dressed in worn traveling clothes and adorned with a number of pouches and a small backpack, offered to pay each of you one hundred gold pieces to accompany him up the river. Your destination was to be a body of water known as Lake Aqal. He claims that the water is reputed to have magical qualities, and he means to collect a sample from the lake for study.

The scholar does not seem to get along well with the bargemen. While your employer speaks with you above deck, he always appears to be looking over his shoulder, perhaps to see if any crewmembers are listening to your conversation.

The captain and crew themselves have not seemed all that happy to be traveling this deep into the Fellreev. Since you entered the leafy canopy, the barge has only beached three times – and then only to pay off apparent bandits, so your boat would be free from

attacks during the journey. Aside from those few tense moments, the crew has said nothing about the dangers that may lie along the shoreline.

Squigley explained, though. “It seems a number of groups have an eye on the Artonsamay. The Fanlareshen Elves, the Defenders of Greenkeep, and even Fort Hendrix – they all seem to have an interest in keeping certain groups out of the forest. Hmm...very interesting...”

Progress along the river has been slow, since the oarsmen have been pushing the boat upstream albeit against a weak current.

Squigley’s nervous glances are not because of his suspicions of the crew, though it may seem that way at first. He is looking over his shoulder thinking of the rat ‘spy’ hidden in the backpack that he always wears. Should the PCs ask why he is so nervous, give a DC 10 Sense Motive roll for them to realize that he looks over his shoulder even when away from the crewmembers (i.e.: when no one is behind him). He will not talk about why he acts the way he does.

Any PC can make a Knowledge (local – luz metaregion) check to learn the following:

- DC 5+ – “The Fellreev Forest is the largest forest in the Bandit Kingdoms.”
- DC 10+ – “Elves, orcs, and humans hide from the forces of luz in the Fellreev.”
- DC 13+ – “The druids of the forest are supposedly not all-together sane, having lived outside of civilization for far too long.”
- DC 20+ – All the basic information on the factions hidden in the Fellreev listed in the BKMKG, including: Fanlareshen Elves, Defenders of Greenkeep, Dazark Orcs, Druids of the North (Fellreev), and Fort Hendricks.
- DC 22+ – A green dragon is rumored to lair somewhere deep in the forest.

Any PC can make a Knowledge (nature) check to learn the following:

- DC 5+ – “The Fellreev Forest is the largest forest in the Bandit Kingdoms.”
- DC 10+ – “The druids of the forest are supposedly not all-together sane, having lived away from civilization for far too long.”
- DC 15+ – “A few people have reportedly seen larger than normal animals deep in the forest.”

Any PC can make a Knowledge (geography) check to learn the following:

- DC 5 – “The Fellreev Forest is the largest forest in the Bandit Kingdoms.”
- DC 10 – “The Artonsamay River runs all the way to Lake Aqal, which lies hidden deep in the forest.”
- DC 15 – Show the PC a map of the forest. You can use **DM Aid #1** for this.

A Gather Information check, if used to ask Squigley about the above topics, can be substituted for the various Knowledge rolls. Use the same DCs shown above, but this will only provide answers to questions the players specifically ask.

As the thick-barked northern trees pass by, your travel is interrupted by a rumble of hooves and a torrential splash! Ahead of the boat upstream, a herd of silver-backed elk charge into the river, fording their way across the water. What is shocking about the wilderness scene is the size of the beasts. Most of the elk stand around the height of two men at the shoulder – leaving their many-pointed antlers reaching up over twenty feet in the air.

“Bloody ‘ell,” speaks the captain. “Sure as that sight, I ain’t takin’ this craft any further upstream. Pull back, boys! We’ll beach here!”

Squigley sputters after a moment. “What?! No! I—we—you said you’d take us all the way up the river! We had an arrangement!”

“Yeah, well, you’ve only paid us half what we agreed on anyway. ‘Half up front,’ remember? I’ll knock a third of the price off, though – I wasn’t excited about goin’ this far upstream to begin with. Josin said travelin’ this far into the Fellreev was just askin’ for trouble.” The captain’s first mate nods in agreement behind him. “‘Tain’t no surprise you couldn’t find a Rhenee to get you up THIS far.” He points out to the elk gathering along the water’s edge. “None of’m would want to deal with that!”

As the boat begins to approach the shore, your employer pleads, “Captain Gossman – you expect me to walk the rest of the way!?”

The oily riverboat man shakes his head. “Nope. You ain’t goin’ nowhere until we get fully paid. I’m a fool of a captain enough to take you with us, when you left the rest of our pay back at Pieper’s Ferry! As to what yer gonna do now, it don’t matter much to me ...”

No amount of convincing will get Captain Gossman to take his boat any further, and sneaking Squigley off the boat will merely mean the PCs cannot use the boat to get back home. The Captain also does not want to antagonize the animals, so shooting arrows at the beasts will be discouraged.

Also, if the PCs have noticed the demon familiar and have dealt with it, this may negate any battle in **Encounter Seven** – adjust appropriately.

As the boat bumps against the loose rocks of the shoreline, Squigley looks at your group. “Um...I know it wasn’t part of our agreement, but you’ll have to go on without me.” He pulls out a glass vial and hands it to you. “Get a sample of the water from Lake Aqal – but make sure not to touch the water yourself! I’m not sure what magical effects the water has on people.” He stares further upstream at the lingering elk as he nervously tugs on the shoulder straps of his backpack.

If the PCs think about asking for more money, Squigley will offer an additional 25 gp each – but he can go as high as 100 gp each with a successful Diplomacy check DC 15. Of course, he cannot pay them anything now, since all of the money he had on him was used to bribe the previously passed bandits along the river.

Squigley: Male human Wiz2. See Appendix I

Captain Gossman: Male human Ftr3, See Appendix I.

Crewmembers: Male human Com1, See Appendix I.

“Rat” Familiar: Quasit hp 13; see *Monster Manual* page 46.

None of the NPCs in this encounter will attack the party. They will defend themselves as needed, or flee if necessary. If the group attacks the ‘familiar,’ it will use all of its abilities and fight to the death.

The boat was stopped just short of the lake. Lake Aqal now lays only a day’s walk straight through the forest, starting from the beached boat. Squigley will point to the south and tell the PCs to head in that direction. *“It shouldn’t be too much further...”*

Encounter One – Trek into the Forest

The barge and its crew fall far behind as your group makes its way deeper into the Fellreev. Traveling south as Squigley directed, you make your way amongst the tall oak trees that tower around your group. The smell of honeysuckle mixes with apple blossom and other scents of summer in the forest. Thick clouds of gnats ceaselessly hover over your group as the morning sunlight cracks its way through the overhead branches. Even being this far north, pearls of sweat bead on your forehead.

A few hours into your journey, however, your clear direction seems to become a bit muddled. The trees seem to bar your way as silent lofty giants, pointing no clear direction to your destination. As the sun rises higher, south seems to be less and less clear. Leaves crunch under feet as you continue the journey.

As you get closer to the lake, you begin to see strange signs in the forest. Animal footprints that are much larger than they should be...butterflies that span over three feet in length...and the longer you take to get to the lake, the more frequent these sightings seem.

The party must make a Survival check DC 15 to find their way to the lake without a wandering encounter. Only one PC may make the check, but others in the party may assist. If the check is failed, then the group encounters a larger-than-normal creature of the Fellreev that attacks them. Roll a D6 on the chart below for a failed check.

Only one successful Survival check is needed to figure out the correct direction to the lake. Give the PC a +2 circumstance modifier to the check if they have the Track feat (which helps them in following the general north/south direction of various forest animal footprints headed to and from the lake).

It would normally take a full day of travel to get to the lake. If the party fails the survival check and gets lost in the forest, this will add to their travel time.

EL 3*

- 1) **Dire Weasel:** hp 24; see *Monster Manual* page 65.
- 2) **Badgers (3):** hp 10, 10, 9; see *Monster Manual* page 268.
- 3) **Giant Wasp:** hp 32; see *Monster Manual* page 285.

- 4) **Black Bear:** hp 28; see *Monster Manual* page 269.
- 5) **Snow Leopard:** hp 22; see leopard in *Monster Manual* page 274.
- 6) **Wild Boar:** hp 36; see boar in *Monster Manual* page 270.

* - the EL has been raised since each creature has higher than normal hit points and/or dangerous tactics (except for the giant wasp).

Creatures: Even the above normal animals are bigger than the standard varieties – but not technically a larger size than what is listed in the *Monster Manual*. They have been affected by the waters of the lake. All the animals that attack are hungry or territorial, but the non-dire versions of animals are only considered ‘Unfriendly’ strictly for Wild Empathy checks. Once the animals are wounded in combat, though, they move to ‘Hostile’.

If a PC wishes to try Wild Empathy, and goes before a non-dire animal in the first round, assume the animal only acts menacingly at the group but doesn’t attack (at least, until the Wild Empathy check is rolled).

Tactics: Remember that there is only one possible wandering encounter.

- **Dire Weasel** – This creature is gnawing at a fallen tree log trying to get at a hiding squirrel underneath. Unless the PCs are taking care to be quiet, there is no surprise round.
- **Badgers (3)** – These badgers are busy digging holes. Unless the PCs are taking care to be quiet, there is no surprise round.
- **Giant Wasp** – This creature is searching the forest for food. Unless the PCs are taking care to be quiet, there is no surprise round.
- **Black Bear** – This animal is gnawing at a fallen tree log trying to get at some rot grubs hiding underneath. Unless the PCs are taking care to be quiet, there is no surprise round.
- **Snow Leopard** – This native leopard of the region stalks the group. This time of year, its fur coat is a mottled brown. It will attempt to surprise the PCs. He will pick a clearing at least 20 feet across so that he can leap in (allowing for his charge and pounce attack).
- **Wild Boar** – A boar is spending his time foraging for food. Unless the PCs are taking care to be quiet, there is no surprise round.

If the party has a scout or someone ranging silently in front of the group, that may mean the

party can avoid the encounter – or at the very least, surprise the creature. In addition, Wild Empathy can be used for these encounters, if the adventurers think to use it.

Development: If the PCs make their Survival check, then Encounter Two happens around mid-day of the first day, when the trailing druid confronts them. If they get lost and have a fight, then assume they must camp for the night, and Encounter Two happens right at dawn (preferably before PCs have time to get their spells back).

Encounter Two – The Beast with Two Legs

Assuming the PCs make the Survival check, continue:

As the sun begins to lower, a shape appears out of the forest ahead of you. The humanoid barring your way is bare-chested and lanky, easily discernable even as he crouches on a fallen log. You would call him human if not for his slightly recessed nose, which twitches as your group approaches. He appears unarmed, but you get the impression he is far from helpless.

A low growl escapes from his lips...

This druid, by the name of Barrelle, has active a spell that gives him the scent ability – this is what allowed him to track the group after they left the boat. PCs can make a Spellcraft check DC 22 to recognize the effects of a *scent* spell. That is why the druid appears as strange as he does.

Barrelle starts the encounter as Unfriendly.

- A Diplomacy check can be attempted as listed in the chart in the Players Handbook pg. 72.
- PC druids get a +2 circumstance bonus on any checks made to influence Barrelle.
- Alternately, a PC can attempt a Wild Empathy check with the same DCs to change his demeanor.
- Do not give any bonuses to Diplomacy checks due to monetary bribes (he has no need for money).
- If the PCs have any favors of the Druids of the North, one spent favor will turn his reaction to Friendly.

If the PCs can get his reaction to Indifferent or Friendly, then he will talk with the group about

their goals. He knows the group is headed towards the lake, but not why. If they are honest about their intentions (or succeed in a Bluff check vs. his Sense Motive), he will let the group collect their water, but they must prove their worth by doing a little favor for him.

“MMmmm... very well. if you want to get near the lake, you must prove yourselves. Hunt down and return two wolf pups that have gone missing from a nearby pack, and I shall let you pass.” He pauses for your response, scratching the back of his neck intently while he waits.

He could track down the pups himself, but he just found out about the missing pair, and now he intends to use this as a test for the PCs. He will lead the group to the pack, which is located only twenty minutes to the east, if they agree to his terms.

If the PCs do not agree to his terms, or they attack him or are unable to use Diplomacy to adjust his reactions favorably, then he will insist on the group going back to the boat and leaving the forest. If need be, he will use force to make his point (turning into a bear with Wildshape, calling down lightning with *call lightning*, leaping out of reach of the groups weapons with *spider climb* and *jump*, etc.).

Creatures: Barrelle is a fairly young druid of the Fellreev. Still, he was raised in the forest and has few, if any, memories of his parents. He is more wild than some animals.

When aggressive, he tends to revert to an animalistic nature. Only when calm will he actually speak in common tongue. He is as dedicated to preserving the secrets of the Fellreev as any druid is, but he is willing to allow newcomers concessions if they show goodwill and care for the world that Obad-Hai has provided for them.

Barrelle: male flan Drd5, see Appendix I.

Development: Assuming the PCs win over Barrelle with Diplomacy or Wild Empathy, and are willing to undertake his ‘challenge’, continue on to Encounter Three – The Wolf Pack. The druid will give the party time to recover spells, if they ask for it.

If they are unwilling or unable to take up his conditions and turn back, proceed to **Encounter Seven – Back to Civilization**. Even if they group is turned away, they may still have the battle with the quasit or luzites while leaving the Fellreev.

Encounter Three – The Wolf Pack

The Druid leads your party quickly through the forest, apparently unconcerned if your group keeps up with his pace. Luckily, his destination is not far from where you first met him.

Catching up to the wild man, you notice your group has come upon a clearing. A low hill of grass and fallen trees sits jumbled on the north end of the narrow field. Gathered near the rise are almost a dozen wolves spread out amongst the grass. A number of smaller wolves seem to be fighting among themselves while the larger canines merely bask in the early morning sun and lazily watch their younger pack mates.

“There is the missing pups’ pack,” points out your guide. “The rest of this hunt is yours.” Without another word, he turns back towards the way you came, and bounds into the foliage.

Barrelle will not answer any questions about how to proceed from here, and catching up with a druid of the Fellreev at a full run is nearly impossible (except for perhaps another druid with *longstrider* active). If a PC druid follows him back the way he came, and can keep up pursuit for more than a few minutes, Barrelle will stop (impressed by the PC’s tenacity). He will talk with the PC about joining the guardians of the Fellreev, and offer warnings against attacking the wolf pack if the druid is foolish enough to suggest it.

Otherwise, it is left up to the party how to proceed with finding the pups. There are a number of possible avenues to gather clues, but if it is not mentioned below use common sense on the PCs’ methods.

Searching the Area: There are a few things characters may find informative. Searching the area reveals a number of animal trails run off in a number of directions away from camp (see **DM Aid #2**). There are a number of different types of plants along the field, as indicated on the map.

PCs looking for tracks realize that the wolves do seem to range all over, with no clear primary direction. If a PC with the Track feat searches all around the area, though, he can make a Survival check DC 15 to discover that in the southwest corner of the clearing, a thorn bush has a bit of blood on it.

Any PC can make a Spot check DC 10 to notice blood and the large open wound on Silverhair. If a character can get close enough to examine the wounds (via animal empathy or some other method), a Heal check DC 15 to discover the wound was made by a large cutting instrument, or maybe a large claw (it was actually the huge mandibles of the Great Beast). In addition, if the PCs do get close enough to check Silverhair, they will find a number of thorns tangled in her fur – from the thorn bush at the edge of the clearing.

Inside the hilly mound of grass and forest debris is the pack’s den. There are three connected chambers that the wolves use mostly for sleeping. Each chamber is only about three feet tall, so any medium characters will probably have to kneel or crawl to get in.

In the corner of one chamber are bones of a few animals – most of them fish skeletons. A Knowledge (nature) check DC 15 will tell the PC that these skeletons would be of normal fish, if not for the fact that many of them are up to three times the normal size. The bones have obviously been chewed on quite a bit.

In another chamber, the PC will find an area along the wall where it looks like one of the wolves sleeps. This particular area seems to be damp with blood. This is the place that Silverhair sleeps, and in her recent trip to the grove of the Great Beast, she was wounded in battle. When she returned from the grove, she rested in the den. Not only did she leave blood, but a Search check DC 10 will reveal that there are a number of brambles in the same spot. A Knowledge (nature) check DC 10 will reveal that these are the same thorns that can be found on the thorn bush in the southeast part of camp.

DM Note: Such a low DC roll can be made by anyone, even if they do not have ranks in the skill).

In the same location as the blood and thorns in the den, a damaged bracelet can be found (see treasure listed below) with a DC 15 Search check.

The bloody area of the den and the thorns should be enough to point the PCs in the direction of the animal trail that leads to the grove.

Speak with Animals: By far the easiest way to figure out where the pups may be found is casting *Speak with Animals*. The pack leader is known as Snaggletooth. He knows the missing pups, but is not familiar with the details about when or where they went missing. He will direct the PCs to speak with the pups’ mother, called Silverhair.

Their mother is still bleeding from a number of wounds she suffered from the great beast. If they speak with her, she tells them the following:

“My pups? They are not here! I looked and looked and looked for them! I even looked along big water– but there was no smell of them. But I found them. Yes, they hide not far from here. But there is a great beast there. Very dangerous. Do you really look for my cubs?”

If asked how long ago this happened, she says “Not long ago” (she does not have a good grasp of time). The ‘big water’ is to the south of the pack’s location by a few hours, and the grove that her pups went into is an hour to the east – Silverhair can point the PCs in the right direction. She will even lead the group to the lake with a successful Diplomacy check DC 10. She badly wants to find the pups, but she does not trust these ‘two-legs’. If the PCs talk her into leading them to the grove, she will not go in – she knows how dangerous it is, and how ineffective she would be.

Silverhair is also wounded – see ‘Searching the Area’ above for more information.

Wild Empathy: Wild Empathy can be used to calm the pack enough to walk among them. Consider the pack indifferent, but they will turn unfriendly if the PCs get too close without trying Wild Empathy (see the chart in the PH pg. 72). The wolves are territorial, and will ignore the adventurers as long as they stay away from their den.

Once the particular PC has changed the wolves’ reaction to ‘Friendly’, that PC alone can search the den – see ‘Searching the Area’ above.

Driving the Wolves Away: If they wish, the adventurers can drive the pack away and search the den. They can do this by approaching the den and making a loud noise (perhaps with magic) or by attacking the pack with ranged attacks. Since there are no pups currently in the den, the wolves will back away and watch from a distance. If the PCs attack the wolves with melee attacks, the wolves will fight back, with multiple wolves ganging up on the individual fighter.

These are not fantastic creatures, and the DM should be liberal with the possible ways the party can make the wolves retreat. Any reasonable method for scaring away the wolves will probably work.

These options will change the pack’s attitude to ‘Unfriendly’ (or ‘Hostile’ if the PCs fight the

wolves). Take note that if any member of the party attacks the wolves, the PCs will not earn the ‘Favor of the Fellreev Druids’ from ‘Encounter Six – Back to the Boat’.

Sneaking into the Den: The PCs do not have to scare the wolves away. They can wait until an hour before sunset, and the pack will eventually wander off to go hunting for food. Alternatively, if the PCs want to try to sneak in around the rear of the den, then they can make a Move Silently check DC 15 to sneak into one of the dens without being heard. The wind blows towards the tree line behind the den, so the scent will not travel far enough to reach the wolves if the character sneaks around to the rear of their location.

Creatures: The pack is led by a wolf named Snaggletooth. There are currently no other pups in the pack due to a shortage of females in the pack. In fact, there are only two adult females – the rest are young males and the old pack leader Snaggletooth.

The fighting among the wolves is just normal young males play fighting. Nothing serious will come of it. The PCs may realize this by making a Knowledge (nature) check DC 10.

A number of the wolves have grown to be a bit larger than normal due to the magical waters of the Lake. See above for battle tactics of the pack, if it becomes important.

Snaggletooth: hp 20, see *Monster Manual* page 283.

Silverhair: hp 15, see *Monster Manual* page 283.

Wolves (9): hp 15 each, see *Monster Manual* page 283.

Treasure: Silverhair keeps a finely carved bone bracelet in her den. Though it has been gnawed on for weeks, it still is layered with gemstones – a 600 gp value (750 if a *mending* or similar spell is cast on it).

Development: Assuming the PCs pick up the hints that they may need to go to the animal trail leading away to the southeast, continue to ‘Encounter Four – The Great Beast.’ If the PCs cannot figure out where to go and return to the boat, go to ‘Encounter Seven – Back to Civilization.’

Encounter Four – The Great Beast

Taking the animal trail you believe will lead you to your quarry, you discover a large grotto only an hour to the southeast of the wolf den. A number of gigantic oak trees stretch high above the quiet sanctuary. With a faint set of tracks that lead into the grove and the barely audible whine you can now make out, it seems you have found the location of the pups.

The remaining wolf pup, hearing the group's movement, has begun to whimper. Her brother was killed by the huge creature that lurks in the tree limbs just above him. She has been huddled in a hollow at the base of the tree for over two days now. She is weak from a lack of food and water, even though the lake is so close.

A huge centipede sits 10 feet in the air entwined among the limbs of the pine tree. It waits for food to travel below. The adventurers can make a Spot check to see the creature among the pine needles (modified for range, of course). If the party attacks the centipede from range, it will climb out of the tree and approach the PCs. There is no way to get to the pup without getting within reach of the centipede.

If the PCs fail to Spot the centipede and approach the tree, read the following before rolling for initiative (if the PCs failed the Spot check and are attacked, they are surprised).

As you draw close to the base of the tree, you notice a faint patch of stained blood beneath your feet. As you also note scores along the tree trunk, as if it was hacked by a large blade, a long snake-like form strikes without warning from above you...

The blood is not from the attack on Silverhair, but rather the death of the first cub.

EL 2

Huge Monstrous Centipede: hp 33, see *Monster Manual* page 286.

Creatures: Less than a day ago, the pups were playing hide and seek when one of the wolves noticed this peaceful grove. They had wandered far from the pack, and the cool shade of these massive trees was an attractive thought. As the younger pup hid in a hole in the trunk of the largest tree, her older brother searched for her.

It was then that the beast above attacked. The centipede hiding in the limbs above reached down and with one snap of its pincers cut the older wolf in two. As the other pup huddled in the hollow, the vermin fed on the remains. Now it sits and waits for either the pup to come out of the tree, or another innocent creature to come within reach.

A few hours ago, Silverhair tried to rescue her pup. The beast attacked her, but she was able to escape, if only for a nasty wound on her side.

The beast has tried to attack the hiding wolf a few times, but the hollow provides too much protection. Of course, this leaves the pup with no avenue of escape, and the centipede has not shown any signs of leaving.

Treasure: The centipede swallowed a large uncut gem years ago that is the size of a small fist. If the PCs think of cutting up the creature and searching its insides, they will find the gem (along with a myriad of other disgusting things partially digested – use your imagination). The stone is worth 500 gp.

Development: The pup needs nourishment badly. Any PC that feeds her will win over the pup's loyalty. Until she returns to her pack, she will stick beside the character, even if her strength returns. Continue on to 'Encounter Five – On to the Lake.'

Encounter Five – On to the Lake

Assuming the PCs rescued the wolf pup (and Silverhair did not accompany the group to the grove)...

Leaving the grove far behind, your group quickly returns to the wolf den. Upon seeing the pup's large silver-haired mother, the young wolf races away from your group into the midst of his other pack mates. The two share a brief moment of nose-sniffing before the large she-wolf begins to examine her cub. Apparently, she wants to see if the pup is hurt.

While it is not both of the pups you were tasked to discover, at least you have returned one of them back to the pack's warm embrace.

If the PCs cast speak with animals, Silverhair thanks the group for returning her pup. She asks about her other older pup, and will be sad to hear about his death. Still, she thankfully licks the adventurer that gives her the news.

The druid of the Fellreev that originally tasked the group has still been following the party. He will not let the PCs continue on to the lake if they did not find the location of the pups. As long as they located the grove, the druid will be satisfied (though annoyed that they could not rescue the pup themselves). Assuming the PCs returned the pup, read the following.

Not long after arriving back at the den, the druid who met your group earlier steps into view from the eastern tree line. He nods with approval, and points to the south. "You may go."

If the group appears empty-handed, but still discovered the location of the grove, read the following (The below will not earn the druid's respect, or the 'Scar of the Hunter.' Also, he will not give the PCs the mark if any of them attacked the wolves).

Not long after arriving back at the den, the druid who met your group earlier steps into view from the eastern tree line. He holds in his hands a tired-looking wolf pup. As he sets the pup on the ground, he nods in approval as the silver-haired wolf comes running towards the druid. "You may go," he says to you as he points to the south.

If the PCs had no wandering monster combat in Encounter One, it is probably getting late in the evening – they may want to rest now. The wolves will range away from their den at night to hunt – except Silverhair, who cares for her pup. The pack will not harass the group. The druid will not linger in the grove (but will still keep an eye on the group from afar).

Assuming the PCs decide to continue, read on.

You leave the druid and the wolves' den for your original destination. After a few hours of travel, the smooth surface of Lake Aqal spreads out before you. At your arrival, it reverberates with the distant howl of some unseen creature. The lakeshore is lined with discolored gravel that seems to soak up the water before you. A faint smell of fish greets your nose, brought from distant places on a light breeze, yet the lake waters remain undisturbed.

A few hundred yards to your right along the shoreline, you spot the corpse of a huge

elk on its side. Part of the body lies submerged, with gigantic antlers poking out of the water. Bent over the hindquarters of the animal is a massive lizard with enormous hind legs. Even at this distance, you can see the head of the carnivore thrashing from side to side as it rips a piece of flesh from the elk carcass.

The lizard is a dinosaur, and it is feasting on a lone dire elk that it killed. One would assume the PCs would not be foolish enough to attack the dinosaur. Depending on how long the PCs watch, you may want to read the below text.

Tyrannosaurus: see in *Monster Manual* page 61.

Without warning, the giant hunter stops his thrashing. The beast's head rises up slowly from his meal and he stares silently at the lake's surface.

After a few seconds, he turns sharply and lumbers at a surprising speed into the forest foliage. Before the fleeing lizard completely disappears, the body of the elk is yanked by a powerful unseen force into the waters of Lake Aqal. Within moments, all that remains as evidence of the meal is a massive depression in the shore and the gentle lapping of waves.

Though this may make getting a water sample a daunting prospect for the group, nothing will attack them from the water (though feel free to have ripples in the water after they have collected their water sample).

For effects of Lake Aqal, see the Adventure Background at the beginning of this module.

Development: Once the PCs have gotten their water sample, continue on to 'Encounter Six – Back to the Boat.'

Encounter Six – Back to the Boat

If the PCs located the pup, but were unable to pass the beast, then just telling the druid of the pups' fate will meet the agreed-upon requirements – but will not earn the druid's respect, or the 'Scar of the Hunter.' In addition, he will not give the PCs the mark if any of them attacked the wolves.

He will meet the PCs after they leave the lake. The below boxed text assumes they earned his respect. Adjust the text as needed.

Leaving the lake far behind, your group quickly begins the journey back to the boat. Only a few hours after you departed Lake Aqal's shore, you again encounter the feral human that you met twice before. He sits perched on a low tree branch.

"MMmmrrrr...You found the cubs and defeated the beast." He nods in satisfaction. "Good."

Without an explanation, the man hops off his high perch and approaches you. "You have earned our respect, strangers. You would do well to wear the mark of that respect." With one fluid movement, his fingers reach out to you as he swipes them across your neck. Blood dribbles down your tunic from a single cut as he smiles. You now notice the claws on his fingers. "We will know that sign, friend."

The claws are from a druid spell, which can be identified with a Spellcraft check DC 22 as a *beast claws* spell.

The first PC can make a Spot check DC 25 to notice the claws before the first cut. Obviously, the druid's move will only catch that first PC off-guard. The rest of the characters may accept the 'Scar of the Hunter' willingly. There is a bit of herbal mixture on the end of his claw that will make the wound scar over, at least for a while. If the PC wishes to remove the mark sooner, then some extra healing is needed. See the end of the module for more information on the Scar.

The druid will lead the group the rest of the way back to the boat. He may be thankful...but he still would like to see the group go as soon as possible.

Development: Proceed to 'Encounter Seven – Back to Civilization.'

Encounter Seven – Back to Civilization

The druid leads your group back to the boat – while thankful, he is quite happy to see you go.

Along the Artonsamay River, Captain Gossman still waits for your group, even though many of the crewmembers look like they could shove off at any moment. "It's about bloody time!" screams the captain as your party comes into view. "Alright, boys! Loosen the lines – we're shovin' off!"

As your group quickens its pace, so as not to be left behind, your employer comes out from below deck. "What? They're here?! Oh

thank Boccob they've returned!" He immediately blanches when he realizes the heresy he just uttered. Looking at the rest of the deck crew, he reaches down to offer assistance to your group as you climb aboard. "Uh...I mean...it's good that you're back! TELL me you got the sample!"

Back over your shoulder, the shadow of the druid retreats into the foliage.

Squigley will immediately ask for the water sample so he can study it. The wizard will take the sample below deck so that he can cast *detect magic* without onlookers (though a fellow arcane caster can make a Diplomacy check DC 10 to talk his way below deck with him, as long as Squigley realizes the PC is an arcane caster).

If the PCs do not have the water sample, he will act sullen, muttering to himself that he will just have to organize another expedition. There is nothing to be done about it now, since the captain will not wait any longer.

Meanwhile, the rest of the crew pull anchor and shove the boat back into the Artonsamay. They first let the boat pick up speed using the slow current, before rowing the boat for more speed.

Assuming the adventurers did get a water sample, anyone with Squigley when he casts *detect magic* can make a Sense Motive check DC 10. If successful, they notice that he is shocked and dismayed by the results of his spell. He will not admit to this, however. He is nervous and concerned that the rat spy will realize the problem, and have his real familiar killed. He will argue that the water is diluting divination spells, and that this requires more study, or that the PCs must have not gotten a real water sample, and that he will have to organize another trip to the lake – whatever he has to say to shut the PCs up.

If verbally confronted with the fact that the water is no longer magical, he will be very distraught. He will still claim that the PCs must have not gotten a real water sample, and that he will have to organize another trip to the lake. Meanwhile, the PCs notice he continues to glance over his shoulder nervously. This could cause another opportunity for the PCs to question and Sense Motive on him (see the introduction for more details).

This will not stop the quasit from using his *detect magic* ability on the water. Shortly after this, the quasit will try to sneak off the ship invisibly to warn his masters of the wizard's failure. He will not return. If the PCs stop the quasit from sneaking off (i.e.: they try to fight the quasit), then he will battle them to the death (he is a cocky demon). If this

happens, then they battle with the luzites below never happens (skip the battle, and move on to the conclusion).

Assuming that the demon successfully sneaks off, continue below.

Your journey down the Artonsamay and out of the Fellreev does not seem to take as long as it did on the way in. In just a few days, your party breaks the cover of the forest, and the rolling fields of the Combination of Free Lords greet your eyes.

Later into the evening, the first mate calls out from the right side of the ship, "Captain! Soldiers on the starboard side!"

Captain Gossman looks up from his conversation with Squigley and frowns as he stares at the approaching ship. "Aye. It seems they want to board." The captain chews on his mustache as he considers this. "Well, I've got nothin' ta hide. Drop anchor!"

Your employer nervously twiddles his hands as he almost looks like he objects to the captain's order. After a brief internal struggle, though, he thinks twice and stays silent.

There are two ways to run this encounter, depending on whether the PCs got a water sample. If Squigley did not get water, just adjust the boxed text below, but the priest is now considered starting out as 'Hostile.'

If the party successfully collected a sample from Lake Aqal, the rat spy used his *detect magic* ability to check out the water himself and quickly left the boat. The quasit met with his masters downstream, and consequently a trio of luzites was ordered to 'requisition' a ship and intercept Squigley.

As the two boats meet side by side, multiple splashes tell you that both have dropped their anchors. The ship crews begin roping the boats together as a plank is dropped across the narrow gap over the water.

While a banner of the Old One hangs off the side of the opposing railing, it looks as if only a few of the ship's occupants are actually enlisted in the Old One's ranks. An emaciated man wearing a holy symbol of luz walks across the spanning plank, looking quite upset. The hulking figure of a well-muscled orc in half-plate follows him, carrying something large and covered in cloth. As the pair stop on your deck, the orc sets the package down by its metal handle. Still on the opposing ship, a

crossbowman in a soldier's uniform stands watch from the crow's nest.

While the PCs can prepare however they need to during the approach, Squigley stays on deck. He suspects they are coming for him anyway, but will not mention this to the PCs beforehand.

In addition, they can certainly interrupt any boxed text in these descriptions, if the situation warrants.

"Where is he?! Where is that fool Squigley?" The wiry man stares daggers at the crewmembers still sitting on deck around him until the scholar steps forward.

"I-I'm here," confesses the scholar. "I brought the sample you asked for." He reaches under his cloak and gingerly pulls out the vial of water you brought out of the forest.

The priest swipes the glass away from him in disgust. He gestures over his shoulder, and his companion steps forward, pulling back the cloth from what he carries. Revealed underneath is a metal cage with a single large rat laying upside down in the center. The rodent looks quite dead.

"The poison in his system will not kill your familiar. However..." As his words fade away, the vial drops from his hands to the wooden deck below. The priest's face contorts in rage as he raises his foot. He brings his hard boot heel down, smashing the vial to pieces. "...Perhaps we SHOULD kill it. This water is USELESS to us! We wanted the magic of the lake to study. Instead, you bring us rainwater?! Perhaps for your failure, I should just ship you off to the Rift Mines..."

The wizard will argue for a while, giving excuses for his failure. 'The water IS from the lake...it lost its magic during the journey...someone stole the sample and switched it out with normal water...' His reasoning will not convince the priest, but any diplomacy attempted by the PCs could have an effect.

The priest is currently 'Unfriendly' towards the group. How the PCs affect his reaction determines what happens from here on out. Give +1 to +4 on any Diplomacy checks for bribes, depending on how much the PC gives to the priest. Note that 'Friendly' can only be achieved if bribery is used.

- ***Friendly:*** He will let the wizard and familiar go, but says "I expect you all to stay vigilant as loyal citizens of the Empire of luz."

- **Indifferent:** He lets the wizard go, but still kills the familiar.
- **Unfriendly:** He takes the wizard away on the ship.
- **Hostile:** He will take away all of the PCs to the Mines (if they let him).

If there is someone in the group that happens to have a WCI score (Wanted by the Church of luz) of two or more (at least a 'Dissenter'), then whatever fate befalls Squigley befalls the PC. See the BKMG for details on the WCI mechanic.

If the PCs lie during the negotiations, a Bluff check must also be made vs. the priest's Sense Motive. Any failed check raises the Diplomacy DC by 5.

Assuming the party does not let the priest and his ship leave, combat may ensue. There is no surprise round, since each side is expecting trouble.

(Noncombatants)

Squigley: Male human Wzd2. See Appendix I

Captain Gossman: Male human Ftr3, See Appendix I.

Captain Harran (The opposing ship's captain): Male human Ftr3, See Appendix I (use Captain Gossman's stats for Harran's stats as well).

Crewmembers (on both ships): Male human Com1, See Appendix I.

Ship Environment: See the map of the ships in 'DM Aid #3' for a layout of potential combats. Crossing the gangplank requires a Balance check DC 10, while climbing over from one ship to another could be accomplished by a Jump or Climb check (see PH pg under the particular skill, depending on how the PCs try to accomplish this).

The ships are both stable, each one being anchored to the other, side by side. There is a 5-foot gap between the ships, and aside from where the gangplanks run from boat to boat, there is a 3-foot tall railing that runs the length of each boat's edge.

There are two masts on each ship, and benches for rowers to sit on when wind does not allow for easier travel. The crow's nest on the luz ship is 20 feet in the air, and provides cover for the warlock (giving a +4 AC bonus). There are numerous nets and ropes running up the masts, and a PC can make a Climb check DC 10 to climb up the rigging.

The nearest shore is 120' away. The water below the ships is 50' deep.

Railing: 2 in. thick; hardness 5; hp 15; AC 5; Break DC 18.

Creatures: Both ships are manned by sailors that will not get involved with the approaching conflict. Both captains Gossman and Harran will also keep neutral, leaving any battle solely between luzites and PCs. To keep their rights on the water, they would rather silently watch and see how they play out. This goes for the approaching ship as well as the PCs' own crew and captain.

The 'Priest of luz' is actually only an acolyte that worships Old Wicked. He does not have the talent to cast magic, so he utilizes his orc bodyguard to help in his 'scare tactics.' In the temple hierarchy, he is definitely the low man on the totem pole. With this particular mission, though, he just happened to be at the right place at the right time. He was the closest worshipper in the area that could stop the group.

The warlock is the truly scary individual on the ship. He knows his strengths and weaknesses, and has purposely kept off the PCs' boat to appear as a normal archer.

If the PCs end up agreeing to being taken away, the orc does all the manhandling and tying up of prisoners.

Squigley will not get involved in combat. Before his familiar is killed, he does not want to do anything to endanger his familiar. If his familiar DOES get killed, then Squigley loses enough experience to drop a level – he clutches his heart in pain and loses his magic missile spell with the level loss.

If the fighting is still going on after his familiar is dead, Squigley will cower in pain behind some sort of cover (he is basically a coward).

EL 3

Meriden Greymare, 'priest' of luz: human Ari2, hp 7; see Appendix II.

Gruuk: orc Ftr1, hp 10; see Appendix II.

Jorelie: human Wlk1, hp 3; see Appendix II.

Tactics: When combat begins, Gruuk pulls his weapon and begins attacking, trying to position himself between the gangplank and the PCs so that other adventurers have a harder time getting on the other ship (and the warlock).

Meriden will try to kill the familiar first (coup de grace), and if the rat is already dead, he will either aid Gruuk in combat, or attack the weakest-looking PC.

The human warlock first takes a shot with his heavy crossbow, and then continues attacking with his sickening eldritch blast.

See 'Ship Environment' above for combat conditions on the boats.

Treasure: The only treasure in this encounter is the equipment of the luz worshippers.

loot-(126 gp), coin-(222 gp), magic-(33 gp).

Development: If a fight breaks out between the luzites and the PCs, but one of the enemy combatant flees, then Captain Gossman will let off the PCs and Squigley disembark on the shore immediately (neither captain wants to be known as against the Old One). Proceed to the conclusion.

Conclusion

As your boat pulls up to the dock of Pieper's Ferry, you can hear the Captain calling out to Squigley, "...and I still want the rest of what you owe me!" Your wizardly employer only nods as he accompanies your group off the deck to the short wharf below.

"I'm sorry about concealing who I was working for. It's just that – well, they would have killed me!" He looks up the hill to the walled compound off the ferry. Glancing back suspiciously at the boat, he mutters, "If it weren't for that...that THING that looked like my familiar, maybe I could have told you more. As it is...well, let's focus on getting you your money." You follow Squigley as you ponder on the plans of the Old One...

Treasure: If the PCs brought back the water to their employer (even with its destruction by the hands of the luz worshippers), and they tried to negotiate for higher pay at the beginning of this module, they are paid whatever was agreed upon – up to a full 200 gp each. If Squigley's familiar was saved, he will include an additional 50 gp each on top of that. Otherwise, Squigley will just pay the 100 gp he had originally agreed upon.

loot-(0 gp), coin-(250 gp), magic-(0 gp).

The End

Experience Point Summary

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

Encounter One – Trek into the Forest

Navigating the forest in one piece.

90 xp.

Encounter Two – The Beast with Two Legs

Using Diplomacy/Animal Empathy successfully.

45 xp.

Encounter Three – The Wolf Pack

Discovering the location of the pups.

45 xp.

Encounter Four – The Great Beast

Defeating the huge centipede.

90 xp.

Encounter Seven – Back to Civilization

Defeating the Quasit/Luzites (only one)

90 xp.

Keeping Squigley's familiar alive

45 xp.

Discretionary roleplaying award

45 xp.

Total possible experience:

450 xp.

Treasure Summary

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

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

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

pass up this treasure, the coin total is subtracted from the encounter totals given below.

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

Once you have subtracted the value for unclaimed treasure from each encounter, add it up. That is the number of gold pieces per character's 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.

Introduction

L: 0 gp; C: 100 gp; M: 0 gp

Encounter Three – The Wolf Pack:

L: 0 gp; C: 62 gp; M: 0 gp

Encounter Four – The Great Beast:

L: 0 gp; C: 83 gp; M: 0 gp

Encounter Seven – Back to Civilization:

L: 126 gp; C: 60 gp; M: 33 gp

Total Possible Treasure

L: 126 gp; C: 222 gp; M: 33 gp - Total: 450 gp

Special

Scar of the Hunter: The PC has been marked by the Druids of the Fellreev as a worthy defender of nature. This is shown by a long scar running down the side of the PC's neck. While the character has this scar, he has one permanent influence point with the Druids of the Fellreev.

This mark will also act as one skill rank of Survival, only for the purposes of covering the skill requirements needed for the first level of the Druids of the North "Cub" level of the Bandit Kingdoms Meta-org. This may potentially put the PC up to a maximum of 5 skills ranks in Survival, allowing the PC to join the Druids of the Fellreev at

1st level. This effective rank of Survival will not add to the character's skill checks, or benefit the PC in any other way.

This scar will heal over time (one year from the date of this cert's issuance), or after the PC has received +10 hit points of healing above the character's normal hit point maximum. Once the scar is healed, if the PC does not meet the requirements for the Druids of the Fellreev due to his ranks in Survival, the PC may lose standing in the organization – or may be completely rejected from the Meta-org if the PC does not meet the minimum requirements for even the Cub level of the organization.

Write this on your AR as "Scar of the Hunter."

Taint of Lake Aqal: The PC has meddled with the strange magical waters of the great lake of the Fellreev Forest. What effects this may have on the PC are unknown at this time. However, its effects may come up in a future Bandit Kingdoms event.

Write this on your AR as "Taint of Lake Aqal."

Appendix I –NPCs and Monsters

Introduction

Squigley: male human Wiz2; CR 2; medium humanoid (human); HD 2d4+2; hp 7; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); BA/G +0/-1; Atk -1 melee (1d4-1 [19-20/x2], dagger) or +0 ranged (1d4-1 [19-20/x2], dagger); SA spells; SQ familiar (not present); AL NG; SV Fort +1, Ref +0, Will +1; Str 8, Dex 11, Con 12, Int 13, Wis 9, Cha 10.

Skills and Feats: Concentration +4, Knowledge (arcana) +9, Information Gathering +2, Knowledge (geography) +2, Knowledge (local – luz Metaregion) +6, Knowledge (nature) +3, Profession (scholar) +2, Spellcraft +5; Eschew Materials, Scribe Scroll, Skill Focus (Knowledge [arcana]).

Possessions: backpack full of scroll tubes and vials, dagger, spellbook.

Physical Description: This nervous-looking human appears to be an out-of-place librarian. His glasses constantly slip from the tip of his nose, and he manages a backpack seemingly full of notes and papers quite ineptly.

Spells Prepared (4/3; base DC = 11 + spell level): 0—*dancing lights, detect magic* (2), *prestidigitation*; 1st—*identify, magic missile, reduce person*.

Spellbook: 0—*all cantrips*; 1st—*comprehend languages, identify, magic missile, reduce person*.

Captain Gossman (& Captain Harran): male human Ftr3; CR 3; medium humanoid (human); HD 3d10-3; hp 13; Init +1; Spd 30 ft.; AC 13 (touch 11, flat-footed 12) [Dex +1, armor +2]; BA/G +3/+3; Atk +5 melee (1d6 [18-20/x2], rapier) or +4 ranged (1d4 [19-20/x2], dagger); AL N; SV Fort +2, Ref +2, Will +3; Str 10, Dex 13, Con 8, Int 9, Wis 11, Cha 12.

Skills and Feats: Bluff +3, Climb +2, Intimidate +3, Jump +2, Profession (sailor) +2, Swim +4, Tumble +4; Acrobatic, Dodge, Iron Will, Persuasive, Weapon Focus (rapier).

Possessions: masterwork rapier, leather armor, 3 daggers.

Physical Description: This haggard sailor looks like a dirty swashbuckler down on his luck. His rapier hangs at his side, and his stance strikes you as a man sure of himself.

Crewmembers: male human Com1; CR 1/2; medium humanoid (human); HD 1d4+1; hp 3; Init +1; Spd 30 ft.; AC 12 (touch 10, flat-footed 12) [+2 leather armor]; BA/G +0/+0; Atk +1

melee (1d4+1 [19-20/x2], dagger) or +0 ranged (1d4+1 [19-20/x2], dagger); AL NE; SV Fort +1, Ref +0, Will +0; Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 8.

Skills and Feats: Climb +2, Jump +2, Listen +3, Profession (sailor) +1, Spot +4, Swim +2; Alertness, Light Armor Proficiency.

Possessions: leather armor, 3 daggers.

Physical Description: This oily-looking sailor has a number of wickedly curved daggers shoved underneath his sash. Scars adorn his face and arms.

Encounter One

Barrelle: male human (flan) Dru5; CR 6; medium humanoid (human); HD 5d8+10; hp 32; Init +0; Spd 40 ft.; AC 14 (touch 14, flat-footed 10) [+2 armor, +2 natural]; BA/G +3/+4; Atk +4 melee (1d4+1 [19-20/x2], dagger) or +3 ranged (1d4+1 [19-20/x2], dagger); SA spells, wild shape 1/day; SQ animal companion (leopard), nature sense, resist nature's lure, trackless step, wild empathy, woodland stride; AL N; SV Fort +6, Ref +1, Will +7; Str 13, Dex 10, Con 14, Int 12, Wis 16, Cha 8.

Skills and Feats: Concentration +10, Handle Animal +4, Heal +8, Knowledge (nature) +11, Listen +7, Spellcraft +2, Spot +7, Survival +15 (+17 above ground), Swim +5; Power Attack, Self-Sufficient, Track.

Possessions: dagger, mistletoe.

Physical Description: This man is bare-chested and tall. He looks like someone who has been lost in the woods for months. He appears unarmed, but with the growl on his lips, you get the impression he is far from helpless.

Spells Prepared (5/4/3/2; base DC = 13 + spell level): 0—*cure minor wounds* (2), *detect magic, light, virtue*; 1st—*charm animal, entangle, jump, longstrider*; 2nd—*barkskin, bull's strength, spider climb*; 3rd—*call lightning, greater magic fang*.

. Active spells (the first 2 spells are already worked into statistics): *barkskin, longstrider, greater magic fang, spider climb*.

Encounter Seven – Back to Civilization

Meriden Greymare, 'priest' of luz: male human Ari2; CR 1; medium humanoid (human); HD 2d8-2; hp 7; Init +4; Spd 20 ft.; AC 17 (touch 10, flat-footed 17) [+7 armor]; BA/G +1/+2; Atk +4 melee (2d6+1 [19-20/x2], greatsword) or +1

ranged (1d4+1 [19-20/x2], dagger); AL CE; SV Fort -1, Ref +0, Will +2; Str 12, Dex 11, Con 9, Int 10, Wis 8, Cha 13.

Skills and Feats: Bluff +6, Diplomacy +5, Disguise +1 (+3 in character), Gather Information +3, Intimidate +7, Knowledge (religion) +4, Listen +1, Sense Motive +3, Spot +1; Improved Initiative, Weapon Focus (greatsword).

Possessions: dagger, masterwork greatsword, half-plate, holy symbol of luz, potion of bull strength, 2 potions of cure light wounds, 4 gems (50 gp each), pouch with 75 gp

Physical Description: This bald human seems out of place in his half plate armor. The suit seems a few sizes too large for his body. He glares with a hatred born of haughty arrogance.

Gruuk: male orc Ftr1; CR 1; medium humanoid (orc); HD 1d10+4; hp 10; Init +0; Spd 20 ft.; AC 16 (touch 10, flat-footed 16) [+6 armor]; BA/G +1/+4; Atk +5 melee (2d4+4 [18-20/x2], falchion) or +1 ranged (1d6+4, javelin); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +4, Ref +0, Will +1; Str 17, Dex 10, Con 14, Int 10, Wis 13, Cha 6.

Skills and Feats: Intimidate +2, Jump +7; Toughness, Weapon Focus (falchion), pouch with 25 gp.

Possessions: falchion, 4 javelins, splint mail.

Physical Description: This hulking brute of an orc is clad in heavy splint mail. His lower tusks point in awkward angles, giving the impression of a dim mind. However, his eyes sparkle with an unexpected intelligence. The large falchion sword slung over his shoulder leaves little doubt of his martial prowess.

Jorelie: male human Wlk1; CR 1; medium humanoid (human); HD 1d6; hp 3; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14) [+2 Dex, +4 armor]; BA/G +0/-1; Atk +1 melee (1d8+1 [x3], spear) or +2 ranged (1d10 [19-20/x2], heavy crossbow) or +2 ranged touch (1d6+sickening, eldritch blast); SA eldritch blast, invocations; AL CE; SV Fort +0, Ref +2, Will +3; Str 12, Dex 15, Con 10, Int 8, Wis 13, Cha 14.

Skills and Feats: Concentration +1, Knowledge (arcane) +1, Knowledge (religion) +1, Spellcraft +2; Point Blank Shot, Precise Shot.

Eldritch Blast (Sp): A warlock attacks his foes with eldritch power, using baleful magical energy to deal damage and sometimes impart other debilitating effects. He may use this spell-like ability at will.

An *eldritch blast* is a ray with a range of 60 feet. It is a ranged touch attack that affects a single target, allowing no saving throw. An eldritch blast deals 1d6 and is equivalent of a 1st level spell.

An *eldritch blast* deals half damage to objects.

Invocations (Sp): A warlock does not prepare or cast spells as other wielders of arcane magic do. Instead, he possesses a repertoire of attacks, defenses, and abilities known as invocations that require him to focus the wild energy that suffuses his soul. A warlock can use any invocations he knows at will, with the following qualifications:

A warlock's invocations are spell-like abilities; using an invocation is therefore a standard action that provokes an attack of opportunity. An invocation can be disrupted, just as a spell can be ruined during casting. A warlock is entitled to a Concentration check to use successfully an invocation if he is hit by an attack while invoking, just as a spellcaster would be. A warlock can choose to use an invocation defensively, by making a successful Concentration check, to avoid provoking attacks of opportunity. A warlock's caster level with his invocations is equal to his warlock level.

Finally, unlike other spell-like abilities, invocations are subject to arcane spell failure chance as a wizard, except for when wearing light armor. Because the somatic components required for warlock invocations are relatively simple, a warlock can use any of his invocations while wearing light armor without incurring the normal arcane spell failure chance (all invocations, including *eldritch blast*, have somatic components).

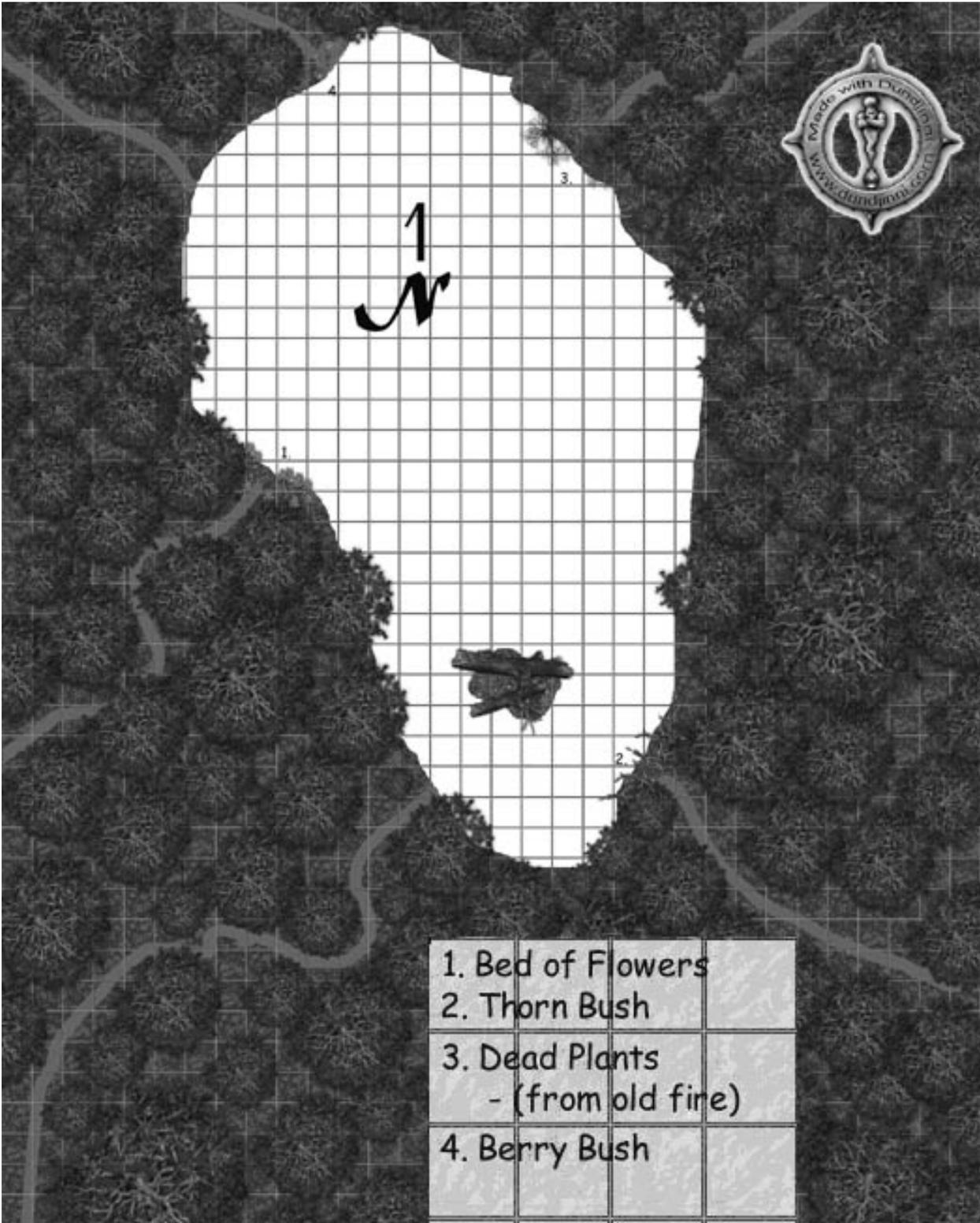
Sickening Blast (Sp): This invocation enhances the warlock's normal *eldritch blast*. Any creature struck by a *sickening blast* must make a Fortitude save DC 13 or become sickened for 1 minute. A sickened creature struck by a second *sickening blast* is not affected by the sickening aspect of the blast, but still takes the damage normally.

Possessions: heavy crossbow, spear, masterwork chain shirt, pouch with 60 gp.

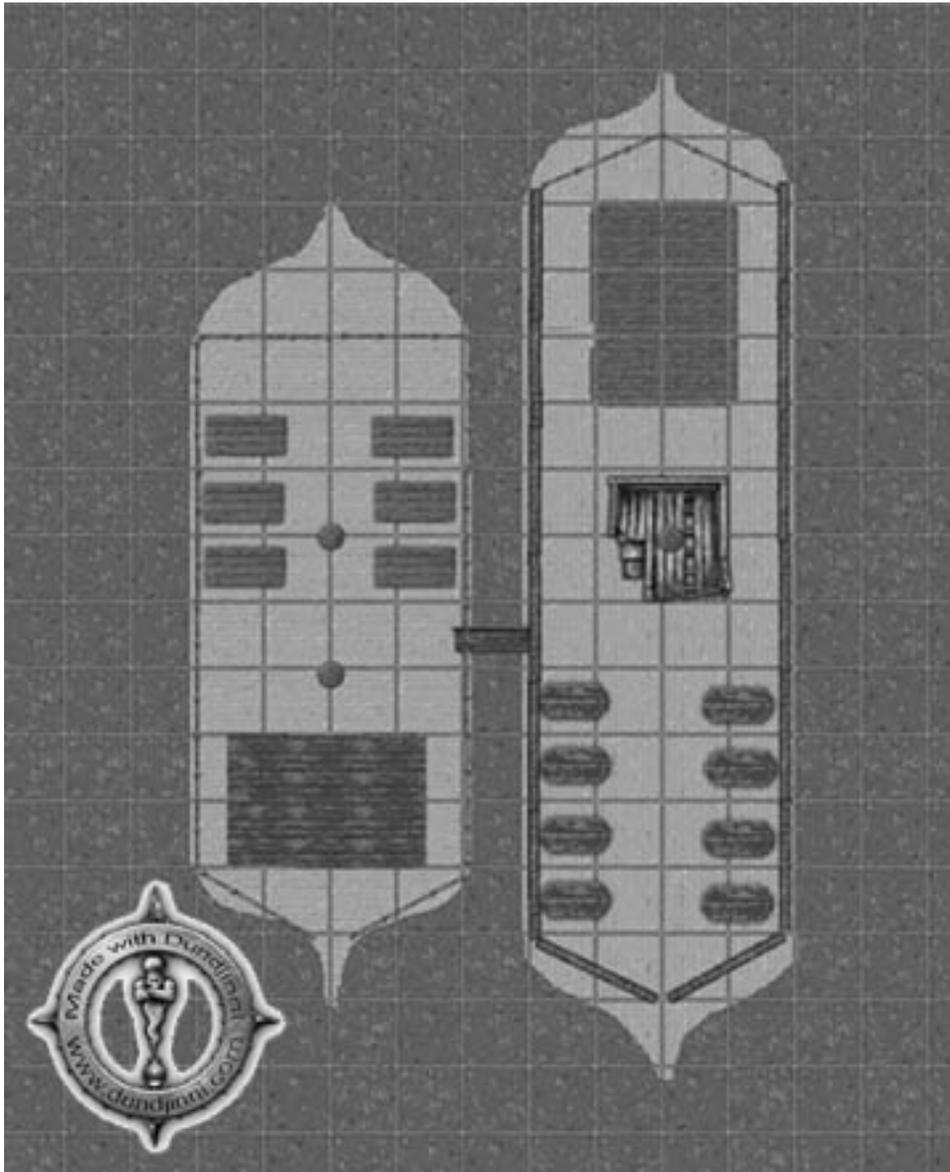
Physical Description: This human seems unremarkable in his chain shirt and spear – if not for the chill down your spine from his gaze.



- The Artonsamay River, approaching Lake Aqal



- The Wolf's Den



- Battle on the River!

Notes: The PCs' boat is the small of the two boats. The opposing ship's crow's nest is in the center of the larger ship (giving cover to whoever is in it). The benches allow for rowers when the sails will not provide the ships enough movement. For more information, see the **Ship Environment** section of **Encounter Seven – Back to Civilization**.