

KET2-02



SHOCKWAVE

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

Version 1

by Stephen Baker

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The House of Al'Zarif would like a brave group of adventurers to enter the Bramblewood Gap to negotiate with the wild elves, but can they be trusted? Care to try your luck at some diplomacy with some noted xenophobes? An adventure for characters level 1-8.

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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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution 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, print this scenario. This scenario was created to support double-sided printing, but printing it single sided works 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 running the event 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's 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 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. 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 both the players and the DM to keep track of who is playing what character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually 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.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh you memory of the creatures' abilities.

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. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at playing at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see *DUNGEON MASTER'S Guide* Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in Ket. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

This adventure begins at Camfast at the base of the Bramblewood Gap. The merchant House of Al'Zarif, a member of the Moquillod Consortium, is asking adventurers to enter the Bramblewood itself to make contact with the wild elves, otherwise known as grugach. The reason is yarprick nuts; they grow abundantly in the forest, toward the center most of all, but they cannot be harvested save at the edges, because of conflict with the elves, being among the more persistent of creatures. There are also rumors of a spice, nicosian spice; the adventurers are to ask about. Once in the woods, they find their way to the wild elves on a very obvious trail. Here they have a tense round of diplomacy. If they fail they are escorted out of the woods or attacked. If they succeed, they may go further into the woods, to an area sacred to the grugach, and have to deal with the problem there, two evil druids who have set up shop. Presuming

success, they can return to the Grugach for a reward and then back to the House of Al'Zarif.

The Silvertip Tribe: Wild Elves of the Bramblewood are divided into tribes, each with a distinct territory in the forest. Tribes are named for natural elements of the forest, Silvertip being the name for a particular tree. Each tribe numbers approximately 70-100 individuals, with about 15-20 children, 40-60 adults and 15-20 elderly. All save the very young are combatants as the need be. Wild elves of the Bramblewood train as Rangers first, with their favored enemy always being humans or orcs, with other classes to follow.

Tribes do not grow beyond the maximum number. If they are getting too large, they simply organize a split and divide up a territory, or carve out a new one. The Silvertips are a very powerful tribe with 100 members. They keep themselves at that level with marriages to other tribes that need their assistance. Although no tribes can be said to rule others, the Silvertips have a tremendous amount of influence and their opinion carries much weight.

The wild elves disdain the use of metal items, save for some copper they beat into beautiful jewelry. Armour is all leather or hide, weapons are obsidian tipped or edged from deposits deep in the Bramblewood, or tipped in bone. They collect metal tools and implements for trade but not for use. Rhino hide, when it can be obtained, is valued above all else for use as the toughest of tent materials and in the best armor.

Much of wild elf society is set around dusk and dawn, as at this point their low-light vision gives them advantages in hunting and allows them to avoid the overwhelming heat of midday. Most tribes run on two different cycles, with about half the tribe sleeping at night and half during the day. They stay alert at all times, as a result, and it is a very unusual day when an encampment of wild elves is surprised.

There are very few fixed places of abode in the Bramblewood. The Oak Circle is one, but it is rather unique. The wild elves do encourage some types of grain to grow in relatively cultivated areas close to rivers, but their habitation varies from season to season. Within each territory claimed by a tribe are a variety of camping spots, each with access to fresh water and firewood. These form a rough circle and the tribes move between them in a sequence that is linked to the waxing and waning of the moon cycles.

The wild elves speak a dialect of Elven that is simplified and can be understood by those who speak Elven. Conversations can be slow because of pronunciation and regional word usage, but otherwise is quite possible. 'Wild Elven' does not have a written counterpart and the culture of the grugach is entirely oral in nature.

Runners of the Wind: This is the organization in the Bramblewood that keeps messages and a common bond with all the tribes. They are noted for having the most consistent contact with outsiders, as they are required to

run messages anywhere, and have the least intolerant attitudes amongst the wild elves, not to mention the greatest average levels of Charisma. This is not to say that communication with anybody outside the Bramblewood is frequent, but it does take place. In general, Runners are smart enough to take up false identities outside of the Bramblewood, though some exceptions have taken place. The requirements to be accepted as a runner of the wind (title only) are as follows: Run (Feat), Favored Enemy (either human or orcs) and ability to cast 1st-level sorcerer spells, of which *expeditious retreat* must be one.

A typical runner of the wild fights with the longsword and handaxe in pairs, dress in light leathers (not armor), and their first spells tend to be *expeditious retreat* and *mage armor*. Most Runners favor Transmutation spells rather than other types, but this is by no means required, as each Runner may choose his/her own spells without limits, save for *expeditious retreat*, which is mandatory.

Brotherhood of Sorcery: The Brotherhood of Sorcery is the Kettite organization of sorcerers and bards, which loosely keeps track of their comings and goings. It has a distinct interest in finding out more about the wild elves of the Bramblewood, particularly as they are rumored to have a high proportion of sorcerers in their midst. The Brotherhood suffers a loss of prestige in Ket, at least when compared to the Archons, simply by virtue of the loose organization that it encompasses. Many in the Brotherhood therefore espouse acts of individual bravery and daring to counteract this "slight" of sorts and encourage any within their ranks to take risks for such benefits.

House Al'Zarif and the Moquillod Consortium: The House of Al'Zarif is a member of the Moquillod Consortium. This consortium of mostly Baklunish merchants works to establish a strong presence in all areas of interest to them. The House is one of the more "liberal" members of the consortium, willing to take on risks that are greater than the want for the conservative houses, with a commensurate greater chance of higher returns. They are particularly noted for their negotiations with various Dwarven clans in the Yatil Mountains, some of who have joined with Ket in past years by virtue of these interchanges. Their ventures into the Bramblewood gap are somewhat new. The licensing rights harvest/export Yarprick fruit in the Bramblewood has yet to be given out. Al'Zarif knows that if he can prove he can do it successfully, the Ket government and the Consortium may grant those rights his house.

Wild Elves and Ket: Neither side has a particularly good relationship with the other. Ket considers wild elves to be on par with animals (not horses) and does not punish acts against them. In return, the wild elves treat people from Ket in an even more xenophobic way than they would normally react; they are hostile immediately unless they have some reason to parlay. Whereas other strangers

might be shadowed for a while and left alone if they were doing no harm, not so with people from Ket.

Introduction

This is a first meeting with the House of Al'Zarif in Camfast and the opportunity to go deep into the Bramblewoods.

Encounter 1: Into the Bramblewood

The characters take a trip to the Silvertip Tribe meeting spot.

Encounter 2: Silvertip Negotiations

The characters have a meeting with the "negotiation" team for the Silvertips.

Encounter 3: To the Circle

The characters take a trip to the tunnel and into the Oak territory. They have an encounter with the scouts for the pair of Druids, and surprise on both sides is likely.

Encounter 4: In the Woods of the Circle

The characters end up tracking down the evil Druids in the territory and a fight with their "protectors".

Encounter 5: The Druidic Circle

The characters fight with the evil Druids.

Encounter 6: When Animals Attack

The creatures of the forest revolt, and the characters must put them down.

Conclusion

Hopefully the characters return the *Sickle of Dawn* and body of the former Druid to the Silvertips and return to Camfast.

INTRODUCTION

Caravans come and go all the time from Camfast, heading up into the Bramblewood Gap. One such is leaving this morning and seems to be causing a good deal of commotion. When you wander by to look at what is responsible for all the noise, a middle-age man in respectable merchant clothing bows in front of you and hands you a slip of parchment. Before you can thank him, he has moved off in the growing crowd. Even as you look around, the noise stops and the crowd disperses.

This is a general introduction and can be modified as needed. The note says:

"Please come to the House of Al'Zarif, south of the Temple of Al'Akbar, third house, with the symbol of a mountain upon a horseshoe, at noon if you wish a job at the Bramblewood Gap."

The middle-age man is Yazir Zarif and he is the Head Factor at the House of Al'Zarif here in Camfast. Recent shortages of yarprick nuts have once more sparked his interest in dealing with the wild elves of the Bramblewood Gap. Yazir is a half-elf with wood elf blood in him, though it is not public knowledge. Yazir uses a *hat of disguise* to hide his more obviously elven features, though he is not overly concerned, as he is definitely Baklunish on one side, but he does realize the prejudice he might face. He wants to see better relations but also profit for his House. Contacts have indicated the wild elves might be receptive to a deal right now and adventurers are perfect for the job.

Yazir also has some indication that the wild elves are interested in some goods of an unspecified nature. He has no information on this but would like to act to profit his House and use the situation to also improve relations with the wild elves. If this can be worked into the trade deal, or perhaps negotiated separately, he is most grateful. At the very least he ensures that at least one of the members of the party can speak Elvish or Baklunish.

Yazir is friendly and helpful with whatever knowledge he has, but not with anything personal. He has decided to offer up to 100 gp per person in the party to enter the Bramblewood Gap for this job, but only if they impress him and are not overtly anti-elf in nature.

If it is required, Yazir takes any elves or half-elves aside and reveals his heritage, should that convince them to take up this assignment.

☞ **Yazir Zarif:** Male human Rog7; hp 30; see Appendix I.

Yazir can impart the following information:

- 1) The House of Al'Zarif has noted a shortage of domestic Yarprick nuts on the market, and that Tusmit prices are increasing. Though this is not a terrible thing as they sell nuts themselves, there is a large supply in the Bramblewood that could help this and bring much prosperity to the House and better prices to the people, not to mention make life more difficult for their competition in Tusmit.
- 2) There are no indications of any abnormal difficulties in the Bramblewood Gap, any more than normal, but his contacts indicate the wild elves in the Bramblewood itself are looking for outsiders to perform some "task". A pair of Bisselites recently entered the forest to see what they could do and have not returned.
- 3) The Moquillod Consortium and Brotherhood of Sorcery can provide compensation to anyone who enters the forest and seeks a trade deal. The Brotherhood also wishes information about rumors of powerful sorcerers acting near the gap.
- 4) Anything about what the Bisselites intended might also be helpful. They are still resentful at their decadent and rapid collapse in the war and might try something foolish. Be on the watch.

- 5) The tribe you are to meet is called the Silvertip Tribe. Be on your best behavior, as the wild elves are not noted for their patience and they are the ones in control of these negotiations, not us.
- 6) Beware of behir and wyverns. They are both particularly active in the Bramblewood these days.

There is no guide available, but there are some maps to help the adventurers reach their goal. Follow the red arrow symbol on trees in the forest. That is what the contacts say.

ENCOUNTER 1: INTO THE BRAMBLEWOOD

The Bramblewood is tall and shady, immediately after stepping off the main highway. The map provided is not bad, at least not compared to some others. It is not long before everything seems to look the same but then a single red arrow symbol can be seen on a tall tree. Following it, you easily find a game trail that leads deep into the forest.

All around, it seems that eyes are watching and judging you. The sounds and sights of the forest are almost overwhelming and the wind whistles through the treetops with carefree abandon.

The trip into the Bramblewood takes two days. The first night, there are no problems, but the characters should be encouraged to set up a camp with watches. In actual fact, the wild elves are shadowing the party at a distance and making sure they are not bothered. A successful Spot check (DC 22) is required to notice the elves. The elves do not approach however, and back away, disappearing into the brush if confronted.

En route, care should be made to emphasize the utter wildness here. There are game trails but nothing more elaborate. Underbrush is heavy and the namesake brambles make passage difficult and labored. The path that has been chosen is not straight or even consistent but it does at least keep people moving forward.

Any character that backtracks to as far as an hour back finds that a member of the wild elf escort has removed the symbols. A successful Track check (DC 18) is required to return on the exact path.

At the end of two days, the party arrives at a small clearing in the forest, surrounded by brambles save for one entrance in. Standing in the center of the clearing, with arms outstretched, is a wild elf in loose leathers. He has a sword strapped to his back and a handaxe off his belt. Parallel to his scabbard is a longbow.

Splitspear is a Runner of the Wind, one of the courier/diplomats of the wild elves. He is here to make sure that the characters are at least presentable and able to speak the language of the Bramblewood or at least Baklunish.

Some basics about diplomatic etiquette with the wild elves that he communicates to the party:

- All metal weapons and armour must be hidden away or not worn. If any are worn, the wild elves do not acknowledge that person and treat them as non-present.
- Anyone with the open symbol of a god on them, unless it is an elven god, is likewise ignored, but in a more polite manner.
- Those who speak have precedence and may not be interrupted. To do so is to invite a quick glare and a conference amongst the elves about manners. A warning is issued and, if it happens again, the offender is told to remove themselves from the negotiations.

Kettites and Bisselites get both respect and disdain. Any who are openly professed citizens have a -4 penalty on any skill checks involving Diplomacy, Sense Motive, or Bluff, but they receive twice as much information or reward for success.

Splitspear, in an attempt to keep the etiquette of the meeting in mind, checks all spell component pouches and requests that all obvious holy symbols be respectfully withdrawn.

As a Runner of the Wind, Splitspear is expected to move quickly and quietly. He is not the consummate diplomat, having never dealt with outsiders save on a combat basis before. This encounter is not intended to result in combat but stats are provided in case things go sour. The escort is two rounds away and joins in combat if Splitspear is attacked.

Anyone from the Brotherhood of Sorcery that speaks to Splitspear about any sorcerous activities are provided with additional information, about both their organization (Runners of the Wind) and the upcoming meeting as follows:

- The Runners of the Wind have been in contact with both citizens of Ket and Bissel recently to seek aid from the outside.
- As a whole, the Runners of the Wind usually do not congregate in numbers greater than 3 or 4, since they are needed to run messages all the time.
- The Silvertip tribe is a powerful tribe located right beside the oak circle. The circle is a sacred area and there is something wrong with it right now. That is the reason the characters are here.
- Only the most diplomatic character should talk at the next meeting, as the Silvertips are very touchy and upset that they are going to outsiders for help.

If negotiations fail at any point during this or subsequent encounters, the adventure comes to an early close. In those cases, the escort attacks the party and Splitspear assists them. In such cases, the following APL combats are used:

APL 2 (EL 5)

➤ **Splitspear Sunstream, Runner of the Wind:** Male elf Rgr2/Sor1; hp 22; see Appendix I.

➤ **Wild Elf Escort:** Male elf Rgr2/Bbn1; hp 26; see Appendix I.

APL 4 (EL 7)

➤ **Splitspear Sunstream, Runner of the Wind:** Male elf Rgr2/Sor3; hp 28; see Appendix I.

➤ **Wild Elf Escort (2):** Male elf Rgr2/Bbn1; hp 26, 26; see Appendix I.

APL 6 (EL 9)

➤ **Splitspear Sunstream, Runner of the Wind:** Male elf Rgr2/Sor5; hp 34; see Appendix I.

➤ **Wild Elf Escort (4):** Male elf Rgr2/Bbn1; hp 26, 26, 26, 26; see Appendix I.

APL 8 (EL 11)

➤ **Splitspear Sunstream, Runner of the Wind:** Male elf Rgr4/Sor5; hp 46; see Appendix I.

➤ **Wild Elf Escort (8):** Male elf Rgr2/Bbn1; hp 26, 26, 26, 26, 26, 26, 26, 26; see Appendix I.

Treasure (Alternate Ending)

Defeat the elves and strip them of their gear.

APL 2: L: 96 gp; C: 0 gp; M: 0

APL 4: L: 152 gp; C: 0 gp; M: 0

APL 6: L: 264 gp; C: 0 gp; M: 0

APL 8: L: 488 gp; C: 0 gp; M: 0

ENCOUNTER 2: SILVERTIP NEGOTIATIONS

With Splitspear in front, the travel through the forest is now fast and furious. He travels at a rapid jog, without so much as a glance behind, yet he seems to keep the pace constant with your abilities.

It is difficult to tell what direction you are headed, as the twists and turns of the forest make you lose your way. Suddenly, you step out beside a pond with a waterfall some 20 feet tall pouring into it. Three wild elves look at you, two with bows out, but arrows pointed to the ground, the third without any visible weapons upon her. A huge wolf stands besides her, eyeing you warily.

Anyone that can make successful Intuit Direction and Wilderness Lore checks (DC 18) keep from getting lost while traveling with Splitspear.

The three wild elves are the negotiators for the Silvertips. Talloak Sunrise, the female without weapons, is in charge. She confers with the others about decisions but her choice is final.

☞ **Talloak Sunrise:** Female elf Rgr2/Drd7; hp 51; see Appendix I.

Talloak is in charge of the negotiation and a personal friend of the Druid who was murdered by the pair who now occupy the Oak Circle. She is attractive and confident but is more comfortable with her trees and animals than she is with other elves or humans. She is in charge because she is the eldest.

Talloak is not terribly happy about the meeting in general, but gives the adventurers a fair chance to make their case and offer to help. She is a believer in the traditions of the wild elves and their isolation, but she is also genuinely good at heart and does not go out of her way to cause trouble or make people suffer.

☞ **Truefang Glowmist, Runner of the Wind:** Male elf Rgr2/Sor6; hp 42; see Appendix I.

Truefang is the runner of the wild who actually contacted the House of Al'Zarif and is the most comfortable with outsiders. Splitspear is his son and he is very upset if anything has happened to him on the trip. Truefang disguises himself as a half-elf by the name of Sharif when he visits Kettite cities and towns.

Truefang is interested in these negotiations only as a bystander. He is not actually old enough to provide for consistent input according to the wisdom of the wild elven tribes, but he has the most experience of all the Silvertips in outside negotiations. He is friendly and polite and does not make any overt insults or gestures.

☞ **Morebrush Behirbane:** Female elf Rgr8; hp 68; see Appendix I.

Morebrush is the best hunter of the Silvertips and here to judge the military abilities of the characters, and perhaps escort them to the Oak Circle if they are deemed fit and competent. She does not consider any other race to be at all equal to wild elves in combat, but recognizes the need for "outsiders" on this occasion.

Morebrush is the most xenophobic of the trio. She firmly believes in the inherent superiority of the wild elves and is personally affronted that some other means of dealing with this situation cannot be found. Her presence here is a balancing one and she judges all by her own harsh and unrelenting opinion.

What the Wild Elves Want

Each paragraph represents information revealed on a successful opposed Diplomacy check with Talloak. A failure still gets the information but it affects payment, as noted in the Treasure section under the Conclusion.

- 1) A pair of evil druids has taken up residence in the Oak Circle. This area of the Bramblewood lies adjacent to Silvertip territory and is sacred to the wild elves. So sacred, in fact, that none of

- them may enter unless the druid that resides there invites them.
- 2) The evil druids showed up and killed the druid (unnamed, it is traditional to give up your name when taking up the Sickle of the Sun and the power of the Oak Circle), and in turn, established a small power base. The wild elves can contain them within the Circle, but not enter for long-standing traditional reasons. Outsiders, however, would have no such restrictions.
 - 3) The Oak Circle is just a name for the area in the forest. It has a river on three sides and a steep 50-ft. rock face on the fourth. That rock face is known as the "Stone Slash". The center of the "Circle" has an oak tree but the rest is similar in vegetation to the Bramblewood. It is approximately three miles in diameter and the elves can escort the characters to it.

What the Wild Elves Accept

If the characters assist in ridding the Oak Circle of the evil druids, the Silvertips offer to trade the right to harvest Yarpick nuts with the House of Al'Zarif. This allows workers to enter deeper into the Bramblewood itself without harassment and results in both an increase in the harvest as well as lessened costs for defense, as there is no wild elf harassment.

If the characters can find the body of the former druid and bring it back, the Silvertips consider using their influence to have other tribes allow the same with the House of Al'Zarif, which could increase the overall harvest even more.

If the Sickle of the Sun, the symbol of the Oak Circle, is returned, the characters are each to be provided with a copper torc and as much fine leather as they can carry. Value is noted in the Treasure Summary, and varies depending upon the APL.

The wild elves can provide information once they receive promises of help. Their ritualistic approach to the negotiations as well as instinctive distrust of outsiders do not make this easy to get, however. This is not some deliberate ploy on the part of the wild elves to better their bargaining position or just be difficult. It is simply a facet of their culture and should be viewed as such. Anyone with Knowledge (wild elves) or Bardic Knowledge should be allowed a check (DC 15) to remember this information. Anyone with Diplomacy can make a similar check (DC 20) to garner that through the conversation.

The wild elves also want supplies of materials made available to them, perhaps in return for a rare spice from the Bramblewood (nicosian spice) but they do not talk about this in detail until after the adventure has been successfully completed.

Information the wild elves share in return for promises of help, and each requires an opposed Diplomacy or Bluff check with one of the three elves:

- 1) A pair of Bisselites went into the Oak Circle five days ago to do this job and have not been seen since.
- 2) The druids have a number of animals trained to help them and have established a number of traps in the Circle.
- 3) One of the Druids is a half-orc who is very active at night.
- 4) One of the animal companions for the druids is a huge wolf, perhaps a dire animal.
- 5) Wyverns, previously not seen in the Oak Circle, have been spotted exiting it recently.
- 6) Behirs, who nest on the Stone Slash, have been no more active than normal.
- 7) There is a tunnel under the river whereby the characters can reach the Circle with ease. If they wish to travel it, they have but to ask.
- 8) If asked about the name of the river, the grugach are surprised. They just call it "the river" and have no other name for it.
- 9) The *Eltarithsel*, or "Shockwave", was what sparked the knowledge that the former druid was dead. It is a huge electrical storm that happens when the owner of the Sickle of the Sun dies and the wild elves fear the power that it represents.

Should the character's all infuriate or otherwise make the grugach mad, they are advised to leave the way they came (the symbols are scribed again to get them out) or die in combat here. A similar offer is made if they refuse to help. Note that the escort has taken up positions around the glade during discussions. Should combat ensue, three times as many as the original escort arrives within 1d3 rounds from different directions and attack the characters, along with the NPC figures noted here. The combat should be over quickly, with the characters being dumped back on the main road, alive (Talloak casts *last breath* on a dead character if necessary) and bruised but otherwise okay. Nothing at all is taken as the wild elves feel no need to debase themselves with thievery.

Negotiations end at nightfall. The next morning there is some serious discussion between the wild elves and they make their decision known at approximately noon. At that point, assuming they accept the characters, they order Splitspear to take them to the Oak Circle.

Nothing should be allowed to speed up or seriously alter the above timeline. If required, add dialogue about the plans of the party and their experiences in the outside world as a delaying tactic. Part of the next encounter is predicated on an experience at night.

ENCOUNTER 3: TO THE CIRCLE

The three-hour trip to the Circle is intense. When you approach the river, Splitspear motions you on and you follow. Before long, everyone is standing before another of the endless bramble bushes

in the forest. He pushes one aside with his longsword and a tunnel opens up into the ground. Splitspear motions at it and stands back.

Note that the wild elves at a minimum target any who choose to fly at this point. It should also be emphasized that wyverns do pass over these parts and would find the idea of a flying treat to be especially tasty.

This is where Splitspear waits for the characters to return. He tells them the tunnel takes them into the Oak Circle and comes up directly opposite the river, about 100 feet in from the bank.

The tunnel itself is a miracle of stonework. Anyone who sees it recognizes mastery here. Dwarves are immediately able to tell, with a successful Stonecunning check (DC 5), that their kin built this. The walls are smooth and entirely devoid of condensation, despite the crossing under the river. It is wide enough for three men abreast (15 feet) and straight as an arrow.

Characters that make either a successful Bardic Knowledge or Knowledge (Baklunish History) check (DC 30) realize that this was a tunnel built during the days of great trade with the grugach. It is incredibly old and of amazing quality. Dwarves of this age would likely pay top coin just to visit and view the simplicity and perfection of the cut.

The exit on the other side is likewise in a bramble bush. The characters should make careful note of their exit point or it might prove difficult to find again, requiring a successful Search check (DC 18).

Waiting near the exit, although they do not know it exists, are the pair of wood elves from Bissel, who have switched allegiances to the druids. They saw the characters on the other side of the river and are waiting for them to swim across. Indeed, if the characters would rather do so than take the tunnel, these two ambush them. Instead, both the characters and wood elves are likely to be surprised. The wood elves fight until they are below 5 hp, at which point they try to flee. They do not surrender under any circumstances, being far too worried about what the wild elves would do to them.

It is possible for either group to be surprised in this instance. Make the appropriate Listen and Move Silently checks on both sides in this instance.

APL 2 (EL 2)

☛ **Wood Elves (2):** Male elf Rgr1; hp 11; see Appendix I.

APL 4 (EL 4)

☛ **Wood Elves (2):** Male elf Rgr2; hp 18; see Appendix I.

APL 6 (EL 6)

☛ **Wood Elves (2):** Male elf Rgr4; hp 32; see Appendix I.

APL 8 (EL 8)

☛ **Wood Elves (2):** Male elf Rgr6; hp 46; see Appendix I.

Wood elves are graceful elves of the Forest, dressed in greens and browns and equipped with excellent weapons and armor. Somewhere between high elves and wild elves in terms of civilization, they value both the close connection to nature and the amenities of civilization.

Treasure:

Defeat the wood elves and strip them of their gear.

APL 2: L: 100 gp; C: 0 gp; M: 0

APL 4: L: 160 gp; C: 0 gp; M: 0

APL 6: L: 205 gp; C: 0 gp; M: 0

APL 8: L: 142 gp; C: 0 gp; M: 2 +1 longswords (Value 367 gp per sword per character)

ENCOUNTER 4: IN THE WOODS OF THE CIRCLE

Nightfall comes quickly in the Circle before you find anything of use. The howls of wolves soon split the night and you all realize they are closing in from all sides. Glowing red eyes are everywhere and the fire seems of little protection.

The dire wolves are the scouts and guards of the Oak Circle, now taken over by the evil druids. They have been granted darkvision (the glowing red eyes) by their long association with this sacred spot but otherwise they are typical dire wolves, massive and ferocious. The party is attacked intelligently, with pairs of dire wolves trying to flank anyone out in front.

During the attack, the trained raccoon companion of Eldeath (one of the druids) tries to steal some items of value, using the distraction to cover his activities.

The dire wolves cannot be subdued and restrained as they are the defenders of this place and go crazy, even including chewing off their legs to escape, to keep going after the characters. They cannot be subjected to an *animal friendship* spell as the powers granted to those who control the Circle include control of these animals. This is provided by the Sickle of the Sun being worn by Sirius.

APL 2 (EL 3)

☛ **Dire Wolf:** hp 45; see *Monster Manual*.

APL 4 (EL 5)

☛ **Dire Wolves (2):** hp 45, 45; see *Monster Manual*.

APL 6 (EL 7)

☛ **Dire Wolves (4):** hp 45, 45, 45, 45; see *Monster Manual*.

APL 8 (EL 9)

☛ **Dire Wolves (8):** hp 45, 45, 45, 45, 45, 45, 45, 45; see *Monster Manual*.

All APLs

Animal Companion – Climber (raccoon): hp 6; see *Monster Manual*. (Converted badger)

Treasure: Properly skinned wolf pelts, with Profession (trapper), Profession (furrier) or Profession (tanner) are worth 60 gp each. With a successful skill check (DC 15) the hides are kept and treated at the end of the adventure add 10gp per person per wolf hide treated.

APL 2: L: 10 gp; C: 0 gp; M: 0

APL 4: L: 20 gp; C: 0 gp; M: 0

APL 6: L: 40 gp; C: 0 gp; M: 0

APL 8: L: 80 gp; C: 0 gp; M: 0

ENCOUNTER 5: THE DRUIDIC CIRCLE

When the morning comes, a dank gloom seems to hang over the entirety of the Oak Circle. The remains of the wolves are starting to bake in the heat of the sun, but the gloominess of the day is not dissipating. In the distance you can hear the sound of a large drum, beating away.

The gloominess is being caused by the death of the wolves, as the Oak Circle reacts in a sad way. The evil druids now know of the intruders and are trying to prepare their defenses. They have set up a defensive perimeter of warning traps, not damaging, as they did not want to hurt themselves if they forgot.

As background, the Silvertips didn't evict these Druids for two reasons: 1) They consider the Oak Circle sacred and only enter when invited in. 2) They know of the power of the Sickle of the Sun and don't want to be responsible for killing the animals that defend the new owners. It is a bit harsh and skirting the edges of morality to have outsiders do the same but it is the only option that they can take, in their minds.

It is presumed that the characters are approaching from the North for this confrontation but little changes if they do not, save that approaching from the South allows a Spot check to see the oak tree and the former druid's body.

ALL APLS

🦋 **Warning Traps (4)**: CR 1; no attack roll necessary (harmless); Search (DC 18); Disable Device (DC 22).

The traps are thin cords tied low to the ground or up in the trees. When creatures that weigh more than 25 pounds jostle them, they set off a series of bells high up in the trees. The Search check is for either the cords or the bells themselves. The traps are set up in a pattern radiating out from the center of the Circle, once it is the woods itself, and going on for about 500 feet. The low-grass clearing of the Circle is a 180-foot diameter; there are no traps in the last 90 feet. If one knows the pattern

one can avoid them. A successful Intelligence check (DC 20) is required to figure out the pattern once two or more traps have been found. Anyone with the *woodland stride* ability does not set off the traps, unless they wish to do so deliberately.

Each APL will have a different number of traps to bypass no matter what route is taken. The druids also have some traps higher in the trees, for such an eventuality; of course, flying or burrowing characters can get by without a problem. The numbers are 1 for APL 2, 2 for APL 4, 3 for APL 6, and 4 for APL 8. For every one set off, the druids have two rounds of preparation time, to a minimum of one extra round, as they know something is coming, just not when.

Sirius and Eldeath are standing in the rock-face center of the clearing, which is approximately 30 feet wide by 15 feet long; it is not raised, just clear of vegetation. There are no structures in the clearing save a small wooden bench and two wooden chairs, used by the druids on the odd occasion. They keep their sleeping gear wrapped up and bundled away. The entirety of the low grass clearing is 180 feet wide. The oak tree that is the namesake of the Circle is located directly to the south of the clearing, about 50 feet into the forest there.

Sirius of Caranthas has 2 HD greater in command abilities of animal companions because he is in nominal control of the Oak Circle and Eldeath can control 1 HD more, as a circle member. Climber is only present if he escaped from the last encounter alive.

APL 2 (EL 4)

🦋 **Eldeath the Green**: Male half-orc Drd2; hp 17; see Appendix I.

🦋 **Sirius of Caranthas**: Male dwarf Drd2; hp 19; see Appendix I.

Tactics: Eldeath and Sirius cast spells in the following order:

- 1) *Shillelagh* on their quarterstaves.
- 2) *Regenerate light wounds* on themselves; preferably just as the characters are entering the Circle itself.
- 3) Their first action during combat is to cast *entangle* and hopefully slow down part of the party, as they want to separate people.

Spitter stays hidden in the woods until the druids are about to be engaged, then charges in. The other companions are burrowed deep down in the ground and require a successful Spot check (DC 25) to see the hole, some 25 feet north of the rocky clearing. They charge in on the same round as Spitter.

APL 4 (EL 6)

🦋 **Eldeath the Green**: Male half-orc Drd4; hp 31; see Appendix I.

🦋 **Sirius of Caranthas**: Male dwarf Drd4; hp 35; see Appendix I.

Tactics: Eldeath and Sirius cast spells in the following order:

- 1) *Shillelagh* on their quarterstaves.
- 2) *Barkskin* on themselves.
- 3) *Regenerate light wounds* on themselves; preferably just as the characters are entering the Circle itself.
- 4) *Regenerate moderate wounds* on Spitter and Thundersnarl.
- 5) Their first action during combat is to cast *entangle* and hopefully slow down part of the party, as they want to separate people.

Spitter and Hisser stay hidden in the woods until the druids are about to be engaged, then charge in. The other companions are burrowed deep down in the ground and require a successful Spot check (DC 25) to see the hole, some 25 feet north of the rocky clearing. They charge in on the same round as Spitter. If *regenerate moderate wounds* has been cast on them, then Spitter is beside the druids, though Thundersnarl can reach his burrow easily, otherwise they act as in the APL 2 tactics.

APL 6 (EL 8)

☛ **Eldeath the Green:** Male half-orc Drd6; hp 45; see Appendix I.

☛ **Sirius of Caranthas:** Male dwarf Drd6; hp 53; see Appendix I.

Tactics: Eldeath and Sirius will cast spells in the following order:

- 1) *Shillelagh* on their quarterstaves.
- 2) *Barkskin* on themselves.
- 3) *Regenerate light wounds* on themselves; preferably just as the characters are entering the Circle itself.
- 4) *Greater magic fang* (Eldeath) on Spitter and *entangle* up near the direction the characters are approaching from Sirius.
- 5) *Regenerate moderate wounds* on Spitter and Thundersnarl.
- 6) Eldeath casts *entangle* on the first round of combat, while Sirius casts *spike growth* in the same area.

Spitter stays hidden in the woods until the druids are about to be engaged, then charges in. The other companions are burrowed deep down in the ground and require a successful Spot check (DC 25) to see the hole, some 25 feet north of the rocky clearing. They charge in on the same round as Spitter. If *regenerate moderate wounds* has been cast on them, then Spitter is beside the druids, though Thundersnarl can reach his burrow easily, otherwise they act as in APL 2 tactics.

APL 8 (EL 10)

☛ **Eldeath the Green:** Male half-orc Drd8; hp 59; see Appendix I.

☛ **Sirius of Caranthas:** Male dwarf Drd8; hp 69; see Appendix I.

Tactics: Eldeath and Sirius cast spells in the following order:

- 1) *Shillelagh* on their quarterstaves.
- 2) *Barkskin* on themselves.
- 3) *Freedom of movement* on themselves.
- 4) *Freedom of movement* on Spitter and Thundersnarl.
- 5) *Greater magic fang* on Spitter from Eldeath and *entangle* on the area from which the characters are coming by Sirius;
- 6) *Regenerate light wounds* on themselves.
- 7) *Regenerate moderate wounds* on both Spitter and Thundersnarl;
- 8) If they have time a *spike growth* out in front and another *entangle*.

Spitter stays hidden in the woods until the druids are about to be engaged, then charges in. The other companions are burrowed deep down in the ground and require a successful Spot check (DC 20) to see the animals waiting in the hole, 25 feet north of the rocky clearing. They charge in on the same round as Spitter. If *regenerate moderate wounds* has been cast on them, then Spitter is beside the druids, though Thundersnarl can reach his burrow easily, otherwise they act as in APL 2 tactics.

The Sickle of the Sun is an amulet worn by Sirius, which gives him control of the Oak Circle. He can bestow the powers of the Circle upon anyone else and allow it to pass from him, or he can lose it by dying. The previous wearer of the amulet is stuck up in the Oak Tree to the south of the clearing, mummified by the two intruders, as there was a vague warning about “retribution” if the body was buried. Finding the body requires a successful Track check (DC 15) or a successful Spot check (DC 20).

When the person wearing the Sickle of the Sun dies, or it passes without authorization, a huge electrical discharge takes place. Only those in metal armor are affected. Everyone else can make a Reflex save (DC 20), but the power passes through harmlessly. For those in metal armor however, they take 1d6 damage per APL, save for half damage. This is the *Eltarithsel*, or “Shockwave”, and was seen by the wild elves some two weeks ago. It was how they knew the original druid had died and the power of the Circle had been usurped. They do not normally share this information but any in the party who see it, is provided with details when they return in the Conclusion.

If either of the two druids is kept alive, they reveal everything in the hopes of clemency from either the adventurers or the wild elves. They also offer to provide directions to the great buried treasure of the druids in return for their freedom. They actually do know of such a place, their original grove, but the information is useless as the hiding spot was changed when these two defected for their own purposes.

Should the druids win the fight, they toss the adventurers into the river, after stripping them of their weapons, but not armor or other possessions. They do not

want the characters to contaminate the power of the Oak Circle and have enough worries on their hands to not bother killing the characters. Splitspear rescues the adventurers at this point and takes them back to the Bramblewood Gap, with a story of their bravery, but not success, for the Silvertips when he returns.

Treasure: Defeat Eldeath and Sirius and strip them of their gear and gold.

APL 2: L: 63 gp; C: 10 gp; M: 0

APL 4: L: 63 gp; C: 15 gp; M: 0

APL 6: L: 63 gp; C: 20 gp; M: 2 suits +1 *hide armor* (Value 175 gp per suit per character).

APL 8: L: 63 gp; C: 25 gp; M: 2 suits +1 *hide armor* (Value 175 gp per suit per character); *ring of protection +1* (Value 300 gp per character); *amulet of natural armor +1* (Value 300 gp per character).

Encounter 6: When Animals Attack

As the amulet is removed from the neck of the Druid a gigantic crackle of lightning fills the air. In the aftermath of that display, a cry goes up from the surrounding woods. Staring around, creatures of all types can be seen approaching in some sort of frenzy.

This encounter should not take place until the party has had sufficient time to cast whatever spells they wish to after the fight and otherwise take stock of their surroundings.

When the fight with the druids actually ends, the changeover from one person to another of the power of the Sickle of the Sun has been too much for the animals and other creatures in the woods. They attack out of panic and fear, to get rid of the incessant noise in their heads.

The attacks by creatures are without thought. They always attack the closest person and don't stop to do anything else. They cannot be affected by mind-affecting spells at this point by virtue of their mental condition.

All animals killed within half an hour of the *Eltarithsel* (Shockwave) rot at a rapid pace. Removing the animals from the Oak Circle does not slow down the decay. The same magic that sustains and supports the animals in the Circle acts as an accelerating decay agent when they die during the tumultuous period of transference of power. Any attempt to skin animals fails, but meat can be eaten on the day it is killed.

APL 2 (EL 0)

No combat, the characters may just shoo the animals away and take standard precautions.

APL 4 (EL 6)

🐛 **Giant Bombardier Beetles (4):** hp 13, 13, 13, 13; see *Monster Manual*.

APL 6 (EL 8)

🐛 **Giant Bombardier Beetles (4):** hp 13, 13, 13, 13; see *Monster Manual*.

🐻 **Dire Bear:** hp 102; see *Monster Manual*.

APL 8 (EL 10)

🐻 **Dire Boars (3):** hp 52, 52, 52; see *Monster Manual*.

🐻 **Dire Bears (2):** hp 102, 102; see *Monster Manual*.

CONCLUSION

The gloom has lifted from the Bramblewood, even as you march out of the Oak Circle. Birds are chirping in the trees and the flowers and greenery seems even more alive than before. There is a feeling of anticipation in the air and a happiness that was missing before.

The Silvertips meet the characters at the edge of the Oak Circle, having been kept apprised by Splitspear.

The trade agreement can be concluded on the spot, with the blessing of the elders of the Silvertip tribe. This pleases the House of Al'Zarif mightily (influence points) and accomplishes the main mission for the adventure.

If the characters have brought back the body of the former druid, and the evil druids, the Silvertips are most grateful and thank everyone profusely. They talk to the other tribes about including them in the trade agreement but that is for the future. Their gratitude extends to a welcome in the future amongst the wild elves at this point (influence point).

If the characters have chosen to return the Sickle of the Sun, they are provided with a copper torq and a supply of fine leather each (The value of both varies by APL as noted in the Treasure Summary). If they do not return the Sickle, bad things could happen but, then again, they probably figured as much.

Finally, the wild elves offer a supply of Nicosian spice (a very rare spice) in return for a large quantity of rhino hide and obsidian. They refuse to discuss the reasons for their request, only making the offer. The adventurers are obviously not empowered to make any agreement, and they can be reminded of that, but they must decide whether to tell the House of Al'Zarif or not (hook for later adventure).

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 to each character.

Encounter 3: To the Circle

Defeat the wood elves.

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

Encounter 4: In the Woods of the Circle

Defeat the dire wolf(s).

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

Encounter 5: The Druidic Circle

Defeat Eldeath and Sirius.

APL 2	90 XP
APL 4	180 XP
APL 6	210 XP
APL 8	270 XP

Encounter 6: When Animals Attack

Defeat the crazed animals.

APL 2	0 XP
APL 4	30 XP
APL 6	120 XP
APL 8	180 XP

Conclusion (Story Award)

Return the Sickle of the Sun and the body of the dead druid.

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP
APL 8	120 XP

Discretionary Roleplaying Award

Good roleplaying and problem solving.

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP
APL 8	120 XP

Total Possible Experience

APL 2	300 XP
APL 4	600 XP
APL 6	900 XP
APL 8	1200 XP

OR

Encounter 1: Into the Bramblewood (Alternate Ending)

Screw up negotiations with Splitspear Sunstream, fight and defeat him and his wild elf escort, and successfully flee the wood.

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP

Total Possible Experience

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 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 treasurer.

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

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

Once you have subtracted the value for unclaimed treasures from each encounter add it up and that is 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.

TREASURE KEY:

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

Introduction

Impress Yazir Zarif the merchant and accept the job.

APL 2: L: 0 gp; C: 100 gp; M: 0
APL 4: L: 0 gp; C: 100 gp; M: 0
APL 6: L: 0 gp; C: 100 gp; M: 0
APL 8: L: 0 gp; C: 100 gp; M: 0

Encounter 3: To the Circle

Defeat the wood elves and strip them of their gear.

APL 2: L: 100 gp; C: 0 gp; M: 0

APL 4: L: 160 gp; C: 0 gp; M: 0

APL 6: L: 205 gp; C: 0 gp; M: 0

APL 8: L: 142 gp; C: 0 gp; M: 2 +1 *longswords* (Value 367 gp per sword per character)

APL 8: L: 488 gp; C: 0 gp; M: 0

Total Possible Treasure

APL 2: 96 gp

APL 4: 152 gp

APL 6: 264 gp

APL 8: 488 gp

Encounter 4: In the Woods of the Circle

Properly skinned wolf pelts, with Profession (trapper), Profession (furrier), or Profession (tanner) are worth 60 gp each. With a successful skill check (DC15) the hides are kept and treated at the end of the adventure.

APL 2: L: 10 gp; C: 0 gp; M: 0

APL 4: L: 20 gp; C: 0 gp; M: 0

APL 6: L: 40 gp; C: 0 gp; M: 0

APL 8: L: 80 gp; C: 0 gp; M: 0

Encounter 5: The Druidic Circle

Defeat Eldeath and Sirius and strip them of their gear and gold.

APL 2: L: 5 gp; C: 10 gp; M: 0

APL 4: L: 63 gp; C: 15 gp; M: 0

APL 6: L: 63 gp; C: 20 gp; M: 2 suits +1 *hide armor* (Value 175 gp per suit per character).

APL 8: L: 63 gp; C: 25 gp; M: 2 suits +1 *hide armor* (Value 175 gp per suit per character).

Conclusion

Return the Sickle of the Sun and receive as a reward, a quantity of fine leather and a torq from the elves.

APL 2: L: 25 gp; C: 50 gp; M: 0

APL 4: L: 150 gp; C: 50 gp; M:

APL 6: L: 150 gp; C: 50 gp; M:

APL 8: L: 150 gp; C: 50 gp; M:

Total Possible Treasure

APL 2: 300 gp

APL 4: 558 gp

APL 6: 978 gp

APL 8: 1694 gp

One Influence point with the Mouqollad Consortium.

One Influence point with the Silvertip elves of the Bramblewood. This point can also be expended to save yourself from death at the hands of the Silvertip elves, should you trespass and are captured. You are escorted out, instead of killed.

OR

Encounter 1: Into the Bramblewood (Alternate Ending)

Defeat the elves and strip them of their gear.

APL 2: L: 96 gp; C: 0 gp; M: 0

APL 4: L: 152 gp; C: 0 gp; M: 0

APL 6: L: 264 gp; C: 0 gp; M: 0

APPENDIX I: NPCS

INTRODUCTION

All APL's

☛ **Yazir Zarif:** Male human Rog7; CR 7; Medium-size humanoid (human); HD 7d6; hp 30; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +9 melee (1d4+1/19-20, dagger); SA Sneak attack (+4d6); SQ Evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL LN; SV Fort +2, Ref +8, Will +3; Str 10, Dex 16, Con 10, Int 14, Wis 12, Cha 14.

Skills and Feats: Appraise +12, Bluff +12, Decipher Script +12, Diplomacy +16, Innuendo +11, Intimidate +12, Knowledge (Local – Ket) +7, Listen +11, Profession (merchant) +14, Search +12, Sense Motive +11; Dodge, Mobility, Skill Focus (Profession – merchant), Weapon Finesse (dagger).

Possessions: +1 studded leather armor, +1 dagger, hat of disguise.

ENCOUNTER 1: INTO THE BRAMBLEWOOD

APL 2 (EL 5)

☛ **Splitspear Sunstream, Runner of the Wind:** Male elf Rgr2/Sor1; CR 3; Medium-size humanoid (elf); HD 2d10+1d4+3; hp 22; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +0 melee (1d8/19-20, longsword) and +0 melee (1d6, throwing axe) or +6 ranged (1d8/x3, longbow); SA Spells; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, favored enemy (humans); AL N; SV Fort +4, Ref +3, Will +2; Str 10, Dex 16, Con 12, Int 10, Wis 10, Cha 16.

Skills and Feats: Hide +8, Knowledge (nature) +5, Listen +2, Move Silently +8, Search +2, Spellcraft +2, Spot +2, Wilderness Lore +5; Point Blank Shot, Run, Track.

Possessions: obsidian edged longsword, obsidian edged throwing axe, masterwork longbow, 20 arrows.

Spells Known (5/4; base DC = 13 + spell level): 0 – *daze, detect magic, light, resistance*; 1st – *expeditious retreat, mage armor*.

Familiar – Sneakbeak (raven): Tiny magical beast; HD 3d8; hp 11; Init +2; Spd 10 ft., fly 40 ft. (average); AC 15 (touch 14, flat-footed 13); Atk +4 melee (1d2-5, claws); SQ Alertness, improved evasion, share spells, empathic link; Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; AL LE; SV Fort +3, Ref +4, Will +4; Str 1, Dex 15, Con 10, Int 6, Wis 14, Cha 6.

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

☛ **Wild Elf Escort:** Male elf Rgr2/Bbn1; CR 3; Medium-size humanoid (elf); HD 2d10+1d12+3; hp 26; Init +3; Spd 40 ft.; AC 15 (touch 13, flat-footed 12); Atk +3 melee (1d8+2/19-20, longsword) and +3 melee (1d6+1, throwing axe) or +7 ranged (1d8/x3, longbow); SA Rage

1/day; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, favored enemy (humans), fast movement; AL N; SV Fort +6, Ref +3, Will +0; Str 14, Dex 16, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +8, Intuit Direction +3, Knowledge (nature) +5, Listen +2, Move Silently +8, Search +2, Spot +2, Wilderness Lore +6; Point Blank Shot, Precise Shot, Track.

Possessions: masterwork leather armor, obsidian edged longsword, obsidian edged throwing axe, masterwork longbow, 20 arrows.

APL 4 (EL 7)

☛ **Splitspear Sunstream, Runner of the Wind:** Male elf Rgr2/Sor3; CR 5; Medium-size humanoid (elf); HD 2d10+3d4+5; hp 28; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +1 melee (1d8/19-20, longsword) and +1 melee (1d6, throwing axe) or +7 ranged (1d8/x3, longbow); SA Spells; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, favored enemy (humans); AL N; SV Fort +5, Ref +4, Will +3; Str 10, Dex 16, Con 12, Int 10, Wis 10, Cha 17.

Skills and Feats: Hide +8, Knowledge (nature) +5, Listen +2, Move Silently +8, Search +2, Spellcraft +6, Spot +2, Wilderness Lore +5; Point Blank Shot, Run, Track.

Possessions: obsidian edged longsword, obsidian edged throwing axe, masterwork longbow, 20 arrows.

Spells Known (6/6; base DC = 13 + spell level): 0 – *arcane mark, daze, detect magic, light, resistance*; 1st – *expeditious retreat, mage armor, shield*.

Familiar – Sneakbeak (raven): Tiny magical beast; HD 5d8; hp 14; Init +2; Spd 10 ft., fly 40 ft. (average); AC 16 (touch 14, flat-footed 14); Atk +5 melee (1d2-5, claws); SQ Alertness, improved evasion, share spells, empathic link, touch; Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; AL LE; SV Fort +4, Ref +4, Will +5; Str 1, Dex 15, Con 10, Int 7, Wis 14, Cha 6.

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

☛ **Wild Elf Escort (2):** Male elf Rgr2/Bbn1; CR 3; Medium-size humanoid (elf); HD 2d10+1d12+3; hp 26; Init +3; Spd 40 ft.; AC 15 (touch 13, flat-footed 12); Atk +3 melee (1d8+2/19-20, longsword) and +3 melee (1d6+1, throwing axe) or +7 ranged (1d8/x3, longbow); SA Rage 1/day; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, favored enemy (humans), fast movement; AL N; SV Fort +6, Ref +3, Will +0; Str 14, Dex 16, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +8, Intuit Direction +3, Knowledge (nature) +5, Listen +2, Move Silently +8,

Search +2, Spot +2, Wilderness Lore +6; Point Blank Shot, Precise Shot, Track.

Possessions: masterwork leather armor, obsidian edged longsword, obsidian edged throwing axe, masterwork longbow, 20 arrows.

APL 6 (EL 9)

➤ **Splitspear Sunstream, Runner of the Wind:** Male elf Rgr2/Sor5; CR 7; Medium-size humanoid (elf); HD 2d10+5d4+7; hp 34; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +2 melee (1d8/19-20, longsword) and +2 melee (1d6, throwing axe) or +8 ranged (1d8/x3, longbow); SA Spells; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, favored enemy (humans); AL N; SV Fort +5, Ref +4, Will +4; Str 10, Dex 16, Con 12, Int 10, Wis 10, Cha 17.

Skills and Feats: Concentration +3, Hide +8, Knowledge (nature) +5, Listen +2, Move Silently +8, Search +2, Spellcraft +8, Spot +2, Wilderness Lore +5; Point Blank Shot, Precise Shot, Run, Track.

Possessions: obsidian edged longsword, obsidian edged throwing axe, masterwork longbow, 20 arrows.

Spells Known (6/7/5; base DC = 13 + spell level): 0 – *arcane mark, daze, detect magic, light, resistance*; 1st – *expeditious retreat, mage armor, magic missile, shield*; 2nd – *bull's strength, endurance*.

Familiar – Sneakbeak (raven): Tiny magical beast; HD 7d8; hp 17; Init +2; Spd 10 ft., fly 40 ft. (average); AC 17 (touch 14, flat-footed 15); Atk +6 melee (1d2-5, claws); SQ Alertness, improved evasion, share spells, empathic link, touch, speak with master, speak with animals of its type; Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; AL LE; SV Fort +4, Ref +4, Will +6; Str 1, Dex 15, Con 10, Int 8, Wis 14, Cha 6.

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

➤ **Wild Elf Escort (4):** Male elf Rgr2/Bbn1; CR 3; Medium-size humanoid (elf); HD 2d10+1d12+3; hp 26; Init +3; Spd 40 ft.; AC 15 (touch 13, flat-footed 12); Atk +3 melee (1d8+2/19-20, longsword) and +3 melee (1d6+1, throwing axe) or +7 ranged (1d8/x3, longbow); SA Rage 1/day; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, favored enemy (humans), fast movement; AL N; SV Fort +6, Ref +3, Will +0; Str 14, Dex 16, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +8, Intuit Direction +3, Knowledge (nature) +5, Listen +2, Move Silently +8, Search +2, Spot +2, Wilderness Lore +6; Point Blank Shot, Precise Shot, Track.

Possessions: masterwork leather armor, obsidian edged longsword, obsidian edged throwing axe, masterwork longbow, 20 arrows.

APL 8 (EL 11)

➤ **Splitspear Sunstream, Runner of the Wind:** Male elf Rgr4/Sor5; CR 9; Medium-size humanoid (elf); HD 4d10+5d4+9; hp 46; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +4/-1 melee (1d8/19-20, longsword) and +4 melee (1d6, throwing axe) or +10/+5 ranged (1d8/x3, longbow); SA Spells; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, favored enemy (humans); AL N; SV Fort +6, Ref +5, Will +5; Str 10, Dex 16, Con 12, Int 10, Wis 10, Cha 18.

Skills and Feats: Concentration +6, Hide +9, Knowledge (nature) +5, Listen +2, Move Silently +10, Search +2, Spellcraft +8, Spot +2, Wilderness Lore +7; Point Blank Shot, Precise Shot, Rapid Shot, Run, Track.

Possessions: obsidian edged longsword, obsidian edged throwing axe, masterwork longbow, 20 arrows.

Spells Known (6/7/5; base DC = 13 + spell level): 0 – *arcane mark, daze, detect magic, light, resistance*; 1st – *expeditious retreat, mage armor, magic missile, shield*; 2nd – *bull's strength, endurance*.

Familiar – Sneakbeak (raven): Tiny magical beast; HD 9d8; hp 23; Init +2; Spd 10 ft., fly 40 ft. (average); AC 17 (touch 14, flat-footed 15); Atk +8 melee (1d2-5, claws); SQ Alertness, improved evasion, share spells, empathic link, touch, speak with master; Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; AL LE; SV Fort +5, Ref +4, Will +7; Str 1, Dex 15, Con 10, Int 8, Wis 14, Cha 6.

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

➤ **Wild Elf Escort (8):** Male elf Rgr2/Bbn1; CR 3; Medium-size humanoid (elf); HD 2d10+1d12+3; hp 26; Init +3; Spd 40 ft.; AC 15 (touch 13, flat-footed 12); Atk +3 melee (1d8+2/19-20, longsword) and +3 melee (1d6+1, throwing axe) or +7 ranged (1d8/x3, longbow); SA Rage 1/day; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, favored enemy (humans), fast movement; AL N; SV Fort +6, Ref +3, Will +0; Str 14, Dex 16, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +8, Intuit Direction +3, Knowledge (nature) +5, Listen +2, Move Silently +8, Search +2, Spot +2, Wilderness Lore +6; Point Blank Shot, Precise Shot, Track.

Possessions: masterwork leather armor, obsidian edged longsword, obsidian edged throwing axe, masterwork longbow, 20 arrows.

ENCOUNTER 2: SILVERTIP NEGOTIATIONS

All APL's

➤ **Talloak Sunrise:** Female elf Rgr2/Drd7; CR 9; Medium-size humanoid (elf); HD 2d10+7d8; hp 51; Init +3; Spd 20 ft.; AC 20 (touch 13, flat-footed 17); Atk +7/+2 melee (1d6+2/18-20, scimitar) and +7 melee (1d4+1, large wooden shield) or +11/+6 ranged (1d8+1/x3, longbow); SQ Immunity to magic sleep

spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, favored enemy (humans), nature sense, animal companion, woodland stride, trackless step, resist nature's lure, *wild shape* (3/day); AL N; SV Fort +8, Ref +5, Will +8; Str 12, Dex 16, Con 10, Int 12, Wis 16, Cha 12.

Skills and Feats: Animal Empathy +13, Diplomacy +11, Handle Animal +7, Hide +8, Knowledge (nature) +13, Listen +5, Move Silently +8, Search +3, Spot +5, Wilderness Lore +13; Dodge, Combat Reflexes, Shield Expert*, Track.

Possessions: masterwork large wooden shield, +1 *hide armor*, +1 *chaotic obsidian edged scimitar*, +1 *longbow*, 20 arrows.

Spells Prepared (6/5/4/3/1; base DC = 13 + spell level): 0 – *animal trick**, *create water*, *daze animal**, *detect magic*, *mending*, *purify food and drink*; 1st – *calm animals*, *camouflage**, *cure light wounds*, *obscuring mist*, *regenerate light wounds**; 2nd – *barkskin*, *chill metal*, *hold animal*, *regenerate moderate wounds**; 3rd – *creeping cold**, *dominate animal*, *regenerate ring**; 4th – *last breath**.

Animal Companion – *Snacktime* (*dire wolf*): hp 45; see *Monster Manual*.

*See Appendix 2: New Rules for additional information.

Truefang Glowmist, Runner of the Wind: Male elf Rgr2/Sor6; CR 8; Medium-size humanoid (elf); HD 2d10+6d4+8; hp 42; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +4 melee (1d8+1/19-20, longsword) and +4 melee (1d6+1, throwing axe) or +9 ranged (1d8+1/x3, longbow); SA Spells; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, favored enemy (orcs); AL N; SV Fort +6, Ref +5, Will +6; Str 10, Dex 16, Con 12, Int 10, Wis 12, Cha 17.

Skills and Feats: Concentration +4, Hide +8, Knowledge (nature) +5, Listen +3, Move Silently +8, Search +2, Spellcraft +9, Spot +3, Wilderness Lore +6. Dodge, Mobility, Run, Track.

Possessions: +1 *obsidian edged longsword*, +1 *obsidian head throwing axe*, +1 *longbow*, 20 arrows.

Spells Known (6/7/6/4; base DC = 13 + spell level): 0 – *arcane mark*, *daze*, *detect magic*, *flare*, *light*, *ray of frost*, *resistance*; 1st – *expeditious retreat*, *mage armor*, *magic missile*, *shield*; 2nd – *bull's strength*, *cat's grace*; 3rd – *haste*.

Familiar – *Greedy* (*raven*): Tiny magical beast; HD 8d8; hp 21; Init +2; Spd 10 ft., fly 40 ft. (average); AC 17 (touch 14, flat-footed 15); Atk +7 melee (1d2-5, claws); SQ Alertness, improved evasion, share spells, empathic link, touch, speak with master, speak with animals of its type; Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; AL LE; SV Fort +5, Ref +4, Will +7; Str 1, Dex 15, Con 10, Int 8, Wis 14, Cha 6.

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

Morebrush Behirbane: Female elf Rgr8; CR 8; Medium-size humanoid (elf); HD 8d10+16; hp 68; Init +3; Spd 30 ft.; AC 20 (touch 13, flat-footed 17); Atk +10/+5 melee (1d8+4/19-20, longsword) and +9 melee (1d6+2, throwing axe) or +12/+7 (1d8+2/x3, mighty composite longbow); SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, favored enemy (orcs, humans); AL N; SV Fort +8, Ref +5, Will +4; Str 14, Dex 16, Con 14, Int 12, Wis 14, Cha 8.

Skills and Feats: Hide +14, Knowledge (nature) +12, Listen +4, Move Silently +14, Search +3, Spot +15, Wilderness Lore +13; Dodge, Mobility, Spring Attack, Track.

Possessions: +1 *chain shirt*, *amulet of natural armor* +2, +2 *obsidian edged longsword*, +1 *obsidian head throwing axe*, masterwork mighty composite longbow (+2), 20 arrows.

Spells Prepared (2/1; base DC = 12 + spell level): 1st – *entangle*, *resist elements*; 2nd – *summon nature's ally II*.

Animal Companion – *Glitterdust* (*dire badger*): hp 25; see *Monster Manual*.

ENCOUNTER 3: TO THE CIRCLE

APL 2 (EL 2)

Wood Elves (2): Male elf Rgr1; CR 1; Medium-size humanoid (elf); HD 1d10+1; hp 11; Init +4; Spd 30 ft.; AC 18 (touch 14, flat-footed 14); Atk +3 melee (1d8+2/19-20, longsword) and +1 melee (1d6+1/19-20, short sword) or +5 ranged (1d8/x3, longbow); SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, favored enemy (humans); AL CN; SV Fort +3, Ref +4, Will +1; Str 14, Dex 18, Con 12, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +6, Listen +3, Move Silently +6, Search +2, Spot +7, Wilderness Lore +5; Track, Weapon Focus (longsword).

Possessions: chain shirt, masterwork longsword, short sword, longbow, 20 arrows.

APL 4 (EL 4)

Wood Elves (2): Male elf Rgr2; CR 2; Medium-size humanoid (elf); HD 2d10+2; hp 18; Init +4; Spd 30 ft.; AC 18 (touch 14, flat-footed 14); Atk +4 melee (1d8+2/19-20, longsword) and +3 melee (1d6+1/19-20, short sword) or +6 ranged (1d8/x3, longbow); SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, favored enemy (humans); AL CN; SV Fort +4, Ref +4, Will +1; Str 14, Dex 18, Con 12, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +7, Listen +3, Move Silently +7, Search +2, Spot +8, Wilderness Lore +6; Track, Weapon Focus (longsword).

Possessions: chain shirt, masterwork longsword, masterwork short sword, longbow, 20 arrows.

APL 6 (EL 6)

➤ **Wood Elves (2):** Male elf Rgr4; CR 4; Medium-size humanoid (elf); HD 4d10+4; hp 32; Init +4; Spd 30 ft.; AC 18 (touch 14, flat-footed 14); Atk +6 melee (1d8+2/19-20, longsword) and +5 melee (1d6+1/19-20, short sword) or +8 ranged (1d8+2/x3, mighty composite longbow); SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, favored enemy (humans); AL CN; SV Fort +5, Ref +5, Will +2; Str 14, Dex 19, Con 12, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +9, Listen +3, Move Silently +9, Search +2, Spot +10, Wilderness Lore +8; Dodge, Track, Weapon Focus (longsword).

Possessions: chain shirt, masterwork longsword, masterwork short sword, mighty composite longbow (+2), 20 arrows.

Spells Prepared (1; base DC = 11 + spell level): 1st – entangle.

APL 8 (EL 8)

➤ **Wood Elves (2):** Male elf Rgr6; CR 6; Medium-size humanoid (elf); HD 6d10+6; hp 46; Init +4; Spd 30 ft.; AC 18 (touch 14, flat-footed 14); Atk +8/+3 melee (1d8+3/19-20, longsword) and +7 melee (1d6+1/19-20, short sword) or +10/+5 ranged (1d8+2/x3, mighty composite longbow); SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, favored enemy (humans, orcs); AL CN; SV Fort +6, Ref +6, Will +3; Str 14, Dex 19, Con 12, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +11, Listen +3, Move Silently +11, Search +2, Spot +12, Wilderness Lore +10; Dodge, Mobility, Track, Weapon Focus (longsword).

Possessions: chain shirt, +1 longsword, masterwork short sword, mighty composite longbow (+2), 20 arrows.

Spells Prepared (2; base DC = 11 + spell level): 1st – entangle, magic fang.

Animal Companion (Dire Weasel): hp 13; see *Monster Manual*.

ENCOUNTER 5: THE DRUIDIC CIRCLE

APL 2 (EL 4)

➤ **Eldeath the Green:** Male half-orc Drd2; CR 2; Medium-size humanoid (orc); HD 2d8+4; hp 17; Init +2; Spd 20 ft.; AC 16 (touch 12, flat-footed 14); Atk +4 melee (1d6+4, quarterstaff) or +3 ranged (1d4+3, sling); SQ Darkvision 60 ft., nature sense, animal companion, woodland stride; AL NE; SV Fort +5, Ref +2, Will +5; Str 16, Dex 14, Con 14, Int 10, Wis 14, Cha 6.

Skills and Feats: Concentration +7, Heal +7, Intuit Direction +7, Wilderness Lore +7; Combat Reflexes.

Possessions: quarterstaff, sling, 10 bullets, hide armor.

Spells Prepared (4/3; base DC = 12 + spell level): 0 – cure minor wounds (2), guidance,

know direction; 1st – entangle, regenerate light wounds*, shillelagh.

Animal Companion – Spitter (wolf): hp 13; see *Monster Manual*.

Animal Companion – Climber (raccoon): hp 6; see *Monster Manual*. (Converted badger)

*See Appendix 2: New Rules for additional information.

➤ **Sirius of Caranthas:** Male dwarf Drd2; CR 2; Medium-size humanoid (dwarf); HD 2d8+6; hp 19; Init +2; Spd 15 ft.; AC 16 (touch 12, flat-footed 14); Atk +3 melee (1d6+3, quarterstaff) or +3 ranged (1d4+2, sling); SQ Darkvision 60 ft., stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants, nature sense, animal companion, woodland stride; AL NE; SV Fort +6, Ref +2, Will +5; Str 14, Dex 14, Con 16, Int 12, Wis 14, Cha 6.

Skills and Feats: Concentration +8, Heal +7, Intuit Direction +7, Knowledge (nature) +6, Wilderness Lore +7; Dodge.

Possessions: quarterstaff, sling, 10 bullets, hide armor.

Spells Prepared (4/3; base DC = 12 + spell level): 0 – cure minor wounds (2), guidance, know direction; 1st – entangle, regenerate light wounds*, shillelagh.

Animal Companion – Thundersnarl (wolverine): hp 25; see *Monster Manual*.

*See Appendix 2: New Rules for additional information.

APL 4 (EL 6)

➤ **Eldeath the Green:** Male half-orc Drd4; CR 4; Medium-size humanoid (orc); HD 4d8+8; hp 31; Init +2; Spd 20 ft.; AC 16 (touch 12, flat-footed 14); Atk +7 melee (1d6+4, quarterstaff) or +5 ranged (1d4+3, sling); SQ Darkvision 60 ft., nature sense, animal companion, woodland stride, trackless step, resist nature's lure; AL NE; SV Fort +6, Ref +3, Will +6; Str 16, Dex 14, Con 14, Int 10, Wis 15, Cha 6.

Skills and Feats: Concentration +9, Heal +9, Intuit Direction +9, Wilderness Lore +9; Ambidexterity, Combat Reflexes.

Possessions: masterwork quarterstaff, sling, 10 bullets, hide armor.

Spells Prepared (5/4/3; base DC = 12 + spell level): 0 – cure minor wounds (2), guidance (2), know direction; 1st – entangle, regenerate light wounds* (2), shillelagh; 2nd – barkskin, regenerate moderate wounds*, summon swarm.

Animal Companion – Spitter (wolf): hp 13; see *Monster Manual*.

Animal Companion – Hisser (wolf): hp 13; see *Monster Manual*.

Animal Companion – Climber (raccoon): hp 6; see *Monster Manual*. (Converted badger)

*See Appendix 2: New Rules for additional information.

➤ **Sirius of Caranthas:** Male dwarf Drd4; CR 4; Medium-size humanoid (dwarf); HD 4d8+12; hp 35; Init +2; Spd 15 ft.; AC 16 (touch 12, flat-footed 14); Atk +6 melee (1d6+3, quarterstaff) or +5 ranged (1d4+2, sling); SQ Darkvision 60 ft., stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants, nature sense, animal companion, woodland stride, trackless step, resist nature's lure; AL NE; SV Fort +7, Ref +3, Will +6; Str 14, Dex 14, Con 16, Int 12, Wis 15, Cha 6.

Skills and Feats: Concentration +10, Heal +9, Intuit Direction +9, Knowledge (nature) +8, Wilderness Lore +9; Dodge, Mobility.

Possessions: masterwork quarterstaff, sling, 10 bullets, hide armor.

Spells Prepared (5/4/3; base DC = 12 + spell level): 0 – *cure minor wounds (3), guidance, know direction*; 1st – *entangle (2), regenerate light wounds*, shillelagh*; 2nd – *barkskin, heat metal, regenerate moderate wounds**.

Animal Companion – Thundersnarl (wolverine): hp 25; see *Monster Manual*.

Animal Companion – Growl (wolverine): hp 25; see *Monster Manual*.

*See Appendix 2: New Rules for additional information.

APL 6 (EL 8)

➤ **Eldeath the Green:** Male half-orc Drd6; CR 6; Medium-size humanoid (orc); HD 6d8+12; hp 45; Init +2; Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Atk +6/+6 melee (1d6+4, quarterstaff) or +6 ranged (1d4+3, sling); SQ Darkvision 60 ft., nature sense, animal companion, woodland stride, trackless step, resist nature's lure, wild shape (2/day); AL NE; SV Fort +7, Ref +4, Will +7; Str 16, Dex 14, Con 14, Int 10, Wis 15, Cha 6.

Skills and Feats: Concentration +11, Heal +11, Intuit Direction +11, Wilderness Lore +11; Ambidexterity, Combat Reflexes, Two-Weapon Fighting.

Possessions: masterwork quarterstaff, sling, 10 bullets, +1 hide armor.

Spells Prepared (5/4/4/2; base DC = 12 + spell level): 0 – *cure minor wounds (2), guidance (2), know direction*; 1st – *entangle (2), regenerate light wounds* (2), shillelagh*; 2nd – *barkskin, heat metal, regenerate moderate wounds*, summon swarm*; 3rd – *greater magic fang, poison*.

Animal Companion – Spitter (dire wolf): hp 45; see *Monster Manual*.

Animal Companion – Climber (raccoon): hp 6; see *Monster Manual*. (Converted badger)

*See Appendix 2: New Rules for additional information.

➤ **Sirius of Caranthas:** Male dwarf Drd6; CR 6; Medium-size humanoid (dwarf); HD 6d8+18; hp 53; Init +2; Spd 15 ft.; AC 17 (touch 12, flat-footed 15); Atk +7 melee (1d6+3, quarterstaff) or +6 ranged (1d4+2, sling); SQ Darkvision 60 ft., stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants, nature sense, animal companion, woodland stride, trackless step, resist nature's lure, wild shape (2/day); AL NE; SV Fort +8, Ref +4, Will +7; Str 14, Dex 14, Con 16, Int 12, Wis 15, Cha 6.

Skills and Feats: Concentration +12, Heal +11, Intuit Direction +11, Knowledge (nature) +10, Wilderness Lore +11; Dodge, Mobility, Spring Attack.

Possessions: masterwork quarterstaff, sling, 10 bullets, +1 hide armor.

Spells Prepared (5/4/4/2; base DC = 12 + spell level): 0 – *cure minor wounds (3), guidance, know direction*; 1st – *entangle (2), regenerate light wounds*, shillelagh*; 2nd – *barkskin, chill metal, heat metal, regenerate moderate wounds**; 3rd – *protection from elements, spike growth*.

Animal Companion – Thundersnarl (dire wolverine): hp 42; see *Monster Manual*.

Animal Companion – Growl (wolverine): hp 25; see *Monster Manual*.

*See Appendix 2: New Rules for additional information.

APL 8 (EL 10)

➤ **Eldeath the Green:** Male half-orc Drd8; CR 8; Medium-size humanoid (orc); HD 8d8+16; hp 59; Init +2; Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Atk +8/+8/+3 melee (1d6+4, quarterstaff) or +8/+3 ranged (1d4+3, sling); SQ Darkvision 60 ft., nature sense, animal companion, woodland stride, trackless step, resist nature's lure, wild shape (3/day, large); AL NE; SV Fort +8, Ref +4, Will +9; Str 16, Dex 14, Con 14, Int 10, Wis 16, Cha 6.

Skills and Feats: Concentration +13, Heal +14, Intuit Direction +14, Wilderness Lore +14; Ambidexterity, Combat Reflexes, Two-Weapon Fighting.

Possessions: masterwork quarterstaff, sling, 10 bullets, +1 hide armor.

Spells Prepared (6/5/4/4/2; base DC = 13 + spell level): 0 – *cure minor wounds (3), guidance (2), know direction*; 1st – *entangle (2), regenerate light wounds* (2), shillelagh*; 2nd – *barkskin, heat metal, regenerate moderate wounds*, summon swarm*; 3rd – *cure moderate wounds, greater magic fang, poison, spike growth*; 4th – *freedom of movement (2)*.

Animal Companion – Spitter (dire wolf): hp 45; see *Monster Manual*.

Animal Companion – Climber (dire raccoon): hp 6; see *Monster Manual*. (Converted dire badger)

*See Appendix 2: New Rules for additional information.

☛ **Sirius of Caranthas:** Male dwarf Drd8; CR 8; Medium-size humanoid (dwarf); HD 8d8+24; hp 69; Init +2; Spd 15 ft.; AC 17 (touch 12, flat-footed 15); Atk +9/+4 melee (1d6+3, quarterstaff) or +8/+3 ranged (1d4+2, sling); SQ Darkvision 60 ft., stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants, nature sense, animal companion, woodland stride, trackless step, resist nature's lure, wild shape (3/day, large); AL NE; SV Fort +9, Ref +4, Will +9; Str 14, Dex 14, Con 16, Int 12, Wis 16, Cha 6.

Skills and Feats: Concentration +14, Heal +14, Intuit Direction +14, Knowledge (nature) +12, Wilderness Lore +14; Dodge, Mobility, Spring Attack.

Possessions: masterwork quarterstaff, sling, 10 bullets, +1 *hide armor*.

Spells Prepared (6/5/4/4/2; base DC = 13 + spell level): 0 – *cure minor wounds* (4), *guidance*, *know direction*; 1st – *entangle* (2), *regenerate light wounds** (2), *shillelagh*; 2nd – *barkskin*, *chill metal*, *heat metal*, *regenerate moderate wounds**; 3rd – *cure moderate wounds*, *poison*, *protection from elements*, *spike growth*; 4th – *freedom of movement* (2).

Animal Companion – *Thundersnarl* (*dire wolverine*): hp 42; see *Monster Manual*.

Animal Companion – *Growl* (*dire wolverine*): hp 42; see *Monster Manual*.

*See Appendix 2: New Rules for additional information.

APPENDIX 2: NEW RULES

ANIMAL TRICK AS PRESENTED IN *MASTERS OF THE WILD*

Transmutation

Level: Drd 0, Rgr 1

Components: V, S, DF

Casting Time: 1 action

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

Target: One animal companion bonded to you by an *animal friendship* effect

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Your animal companion performs a trick of your choosing that it does not already know. This trick can be any of those listed in the Animal Companions sidebar in Chapter 2 of the *DUNGEON MASTER's Guide* or in Chapter 2 of this book. The animal retains no knowledge of the trick after performing it.

CAMOUFLAGE AS PRESENTED IN *MASTERS OF THE WILD*

Transmutation

Level: Drd 1, Rgr 1

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level

You change your coloring to match the environment surrounding you. It grants you a +10 competence bonus on your Hide checks.

Material Component: Mud painted on your face.

CREEPING COLD AS PRESENTED IN *MASTERS OF THE WILD*

Transmutation [Cold]

Level: Drd 2

Components: V, S, F

Casting Time: 1 action

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

Target: One creature

Duration: 3 rounds

Saving Throw: Fortitude half

Spell Resistance: Yes

You turn the subject's sweat to ice, creating blisters as the ice forms on and inside the skin. The spell deals 1d6 cumulative points of cold damage per round it is in effect (that is, 1d6 on the 1st round, 2d6 on the second, 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.

DAZE ANIMAL AS PRESENTED IN *MASTERS OF THE WILD*

Enchantment [Compulsion, Mind-Affecting]

Level: Drd 0

Components: V, S, DF

Casting Time: 1 action

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

Target: One Medium-size or smaller animal with less than 5 HD

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

This enchantment clouds the target animal's mind. The subject is not stunned, so attackers get no special advantage against it, but it cannot move or attack.

LAST BREATH AS PRESENTED IN *MASTERS OF THE WILD*

Necromancy

Level: Drd 4

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None (see text)

Spell Resistance: Yes (harmless)

With this spell, you can return a dead creature to 0 hit points, provided it died within the last round. You suffer 1d4 points of damage per Hit Die of the creature affected, and your spell resistance cannot overcome this damage.

The subject's soul must be free and willing to return (see *Bringing Back the Dead* in Chapter 10 of the *Player's Handbook*). If the subject's soul is not willing to return, the spell does not work; therefore, a subject who wants to return receives no saving throw.

Last breath cures enough damage to bring the subject's current hit points to 0. Any ability scores damaged to 0 or below are raised to 1. Normal poison and normal disease are cured, but magical diseases and curses are not undone. The spell closes mortal wounds and repairs lethal damage of most kinds, but missing body parts are still missing when the creature returns to life. None of the dead creature's equipment or possessions are affected in any way by this spell.

Coming back from the dead is an ordeal. The subject loses one level when it returns to life, just as if it had lost a level to an energy-draining creature. This level loss cannot be repaired by any spell. A subject who was previously 1st level loses 1 point of Constitution instead. A character who died with spells prepared has a 50% chance of losing any given spell upon being raised, in addition to losing spells for losing a level. A spellcasting creature that doesn't prepare spells (such as a sorcerer) has a 50% chance of losing any given unused spell slot as if it had been used to cast a spell, in addition to losing spell slots for losing a level.

Last breath has no effect on a creature that has been dead for more than 1 round. A creature that died from a death effect can't be raised by this spell, nor can constructs, elementals, outsiders, and undead creatures. *Last breath* cannot bring back a creature who has died of old age.

REGENERATE LIGHT WOUNDS AS PRESENTED IN *MASTERS OF THE WILD*

Conjuration (Healing)

Level: Clr 1, Drd 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: 10 rounds + 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

With a touch of your hand, you boost the subject's life energy, granting him or her the fast healing ability for the duration of the spell. This healing applies only to damage sustained during the spell's duration, not to that from previous injuries. The subject heals 1 hit point per round of such damage until the spell ends and is automatically stabilized if he or she begins dying from hit point loss during that time. *Regenerate light wounds* does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple *regenerate* spells do not stack; only the highest-level effect applies. Applying a second *regenerate* spell of equal level extends the first spell's duration by the full duration of the second spell.

REGENERATE MODERATE WOUNDS AS PRESENTED IN *MASTERS OF THE WILD*

Conjuration (Healing)

Level: Clr 3, Drd 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Living creature touched
Duration: 10 rounds + 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell is the same as *regenerate light wounds*, except that it grants fast healing at the rate of 2 hit points per round.

REGENERATE RING AS PRESENTED IN *MASTERS OF THE WILD*

Conjuration (Healing)

Level: Drd 3

Components: V, S

Casting Time: 1 action

Range: 20 ft.

Target: One creature/two levels, no two of which can be more than 30 ft. apart

Duration: 10 rounds + 1 round/two levels

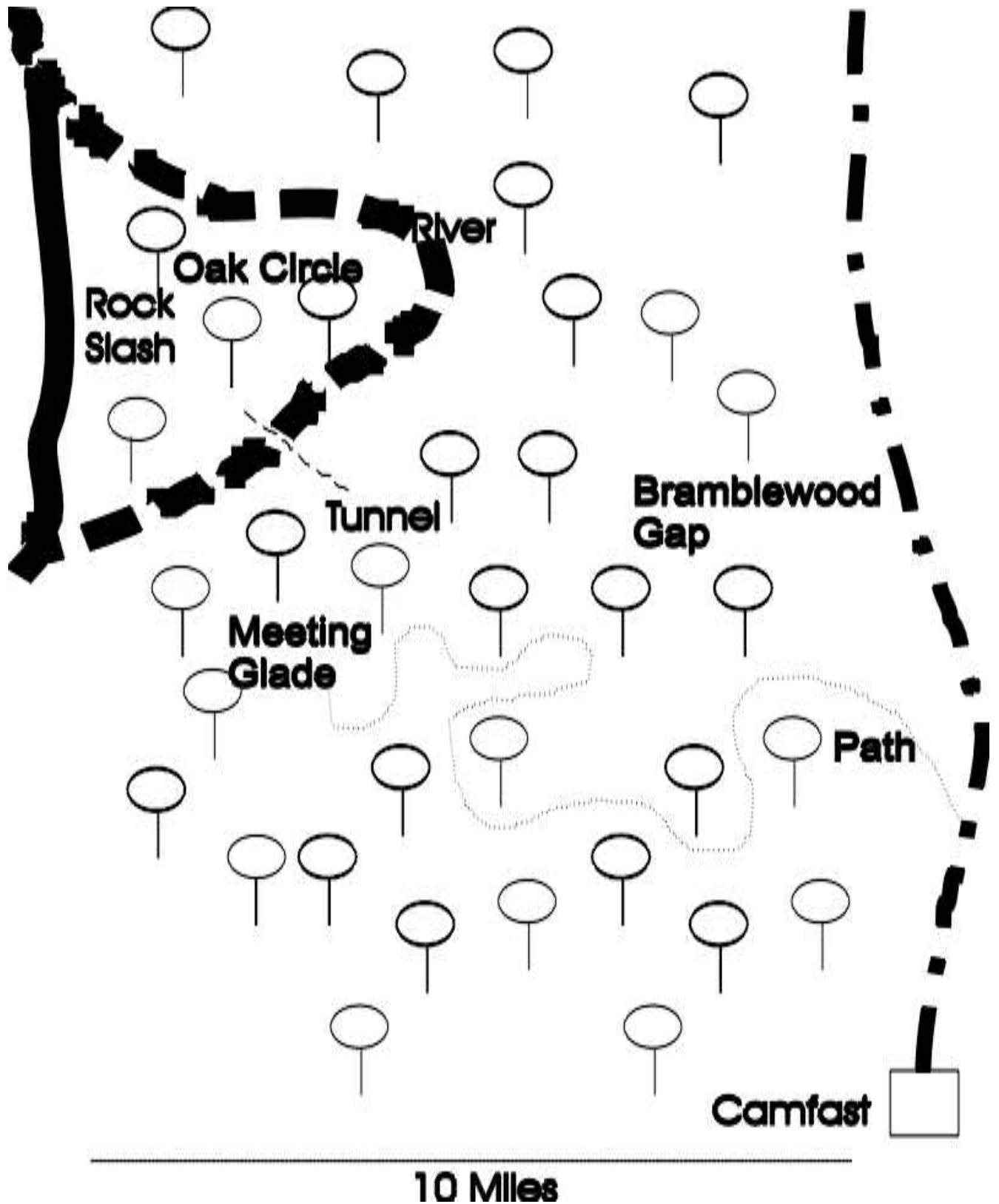
Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

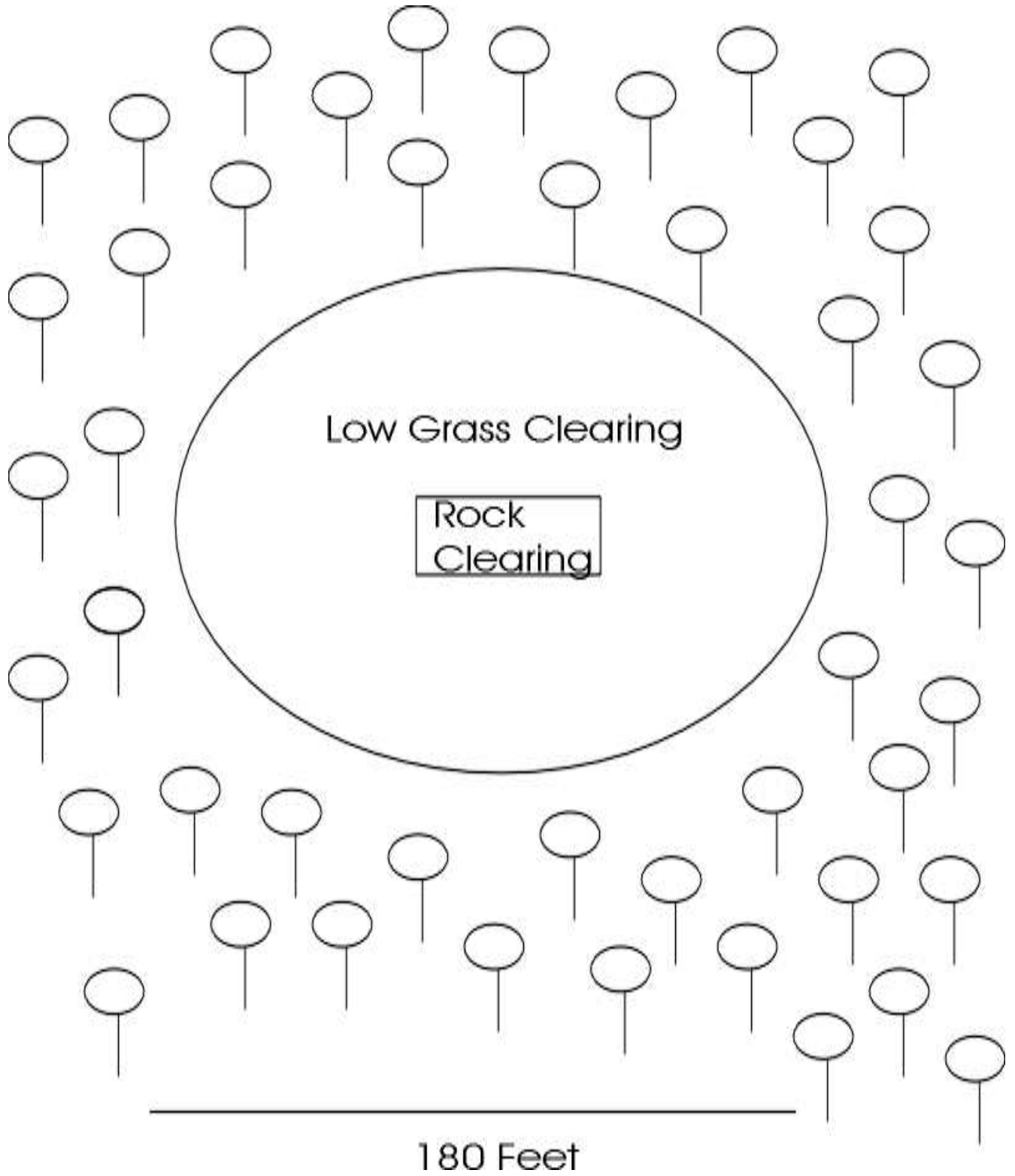
You invoke healing energy over a group of creatures, granting each the fast healing ability for the duration of the spell. This healing applies only to damage sustained during the spell's duration, not to that from previous injuries. Each subject heals 1 hit point per round of such damage until the spell ends and is automatically stabilized if he or she begins dying from hit point loss during that time. *Regenerate ring* does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple *regenerate* spells do not stack; only the highest-level effect applies. Applying a second *regenerate* spell of equal level extends the first spell's duration by the full duration of the second spell.

BRAMBLEWOOD OUTDOOR MAP



MAP OF THE OAK CIRCLE



ENLISTING THE ICONIC

☞ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☞ **Mialee, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or -6 melee (1d6, quarterstaff) and -10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☞ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☞ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init -1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or -1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref -1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bles, protection from evil**, *shield of faith*.

* Domain spell; *Deity:* Pelor; *Domains:* Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.