

VER3-02

How Much Wood Would ... ?

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

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An open state funeral leads adventurers into mercantile war, exotic travel...and a short walk in the woods. A Verbobonc regional scenario designed for 3rd-10th level characters.

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

Preparation

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

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

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

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

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

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

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

or the *Monster Manual* when confronted with a monster.

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

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. 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 game masters 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, 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 PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 & 1/6	0	0	0	1
1/3 & 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

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

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

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

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. 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. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Verbobonc. This event costs one Time Unit to play. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Summary & Background

Darren Thistlebrow is having a problem. The humans that have been cannibalizing the Gnarley for decades have pushed him too far, especially with the increased popularity of Ipp wood in Verbobonc and Dyvers. (Ipp has been used extensively of late in the production of art treasures, seafaring vessels, exotic furniture, intricate coffins and quality ale casks.) Darren, being a self proclaimed guardian of a substantial grove of Ipp trees, has lost a major part of his charge, and vowed revenge.

Soon after, the friendly loggers of the Hardwood Logging Co. started having some serious problems. Axes started breaking, workers went missing, and whole buildings collapsed with no plausible explanation. Rumors of haunted forests, and ancient evil curses started to abound, and the rest of the workers fled to nearby Pine Grove to get away from the evil spirits. This has restricted the flow of Ipp wood from the Gnarley, virtually shutting down the booming Ipp wood industry.

The adventures, through their various contacts, are sent to the small town of Pine Grove to investigate.

Darren, believing his plan has succeeded, will enjoy the peace of the forest. When Adventurers come to see what happened to the ipp wood, he will have to make examples of them, so others never return...

Encounter One – Missing Wood

The Party is invited to the funeral of the son of Lord Velysin, The Lord Mayor of Verbobonc. The funeral's has been delayed, as the elaborate Ipp wood Coffin purchased by his lordship has not been delivered. A Cuthbertine acolyte discretely requests the party go to a local carpenter to inquire about the delivery, and return as soon as possible. Going to the carpenter, they discover the coffin has been stolen and the carpenter is drowning his sorrows at a local inn.

Encounter Two – Lifting Wood

Adventurers investigating the inn, witnesses a merchant offer coin for an Ipp wood sign. Before negotiations are completed, a bandit steals the sign and runs to a nearby hideout. Adventurers following the thieves find a group of bandits and their ill-gotten lumber to include a well-made coffin. Returning the coffin before sundown allows the funeral to proceed as planned.

Encounter 3 – Woodn't You Like To?

After the funeral an agent of Master Roland Galans approaches the party and requests they go to Pine Grove. There they are to speak with Lars Gunnarson, foreman of the logging company in regards to the ipp wood shortage.

Encounter 4 – Into the Woods

The trip to Pine Grove is uneventful, but the town itself is another story. A band of disgruntled townspeople, led by their firebrand Cuthbertine priest, are not allowing strangers into the town. Skirting the town (or forcing their way through), they get to a small clearing on the edge of the forest, where Lars is fighting for his life. His axe mysteriously falls apart as the party arrives on the scene. Lars (or the townspeople if he's killed) tells the party how to get to the logging camp.

Encounter 5: Little Wooden Camp

Arriving at the camp, the party finds a ranger. The ranger tells them about his life-threatening run through the woods to here and of an empty Ipp clearing.

Encounter 6 – The Woods are Alive...

Various woodland animals and Darren in wildshape harasses the party on their journey to the grove. Darren is attempting to persuade the adventures to turn back and leave the woods in peace.

Encounter 7 – Beware of Falling Wood

Arriving at the empty grove, they find that it is not quite empty. A small grove of Ipp trees still stands on the edge of the clearing. Here Darren makes his final stand, determined to ensure the nosy outsiders never bring the loggers back into his forest.

Verbobonc Honorifics

Courtly travelers and political scholars throughout the Flanaess must make careful study of titles, honorifics, and hierarchies of nobility used in the many royal courts and noble houses throughout. To aid those who move among such circles, or the simply curious, the following primer on royalty, nobility, titles and honorifics is presented. The DM is strongly encouraged use the following information on honorifics of Verbobonc during play to aid in the representation the NPC Nobility.

In general, the ruling class of Verbobonc is disdainful of those without titles or position. Titles of nobility and rank matter greatly and those without titles-gentlemen and peasants are not unimportant, but they are simply not of the same social class. Wealth and power have little to do with it. Furthermore, rank within the nobility is important. Those of lesser status are expected to show deference to their superiors. Even the commoners of Verbobonc suffer from the arrogance of class. Gentlemen do not associate with simple peasants. Tradesmen are better than merchants, merchants above common laborers. The Rhennee are considered gypsies of the river – outcasts and river pirates.

Titles in descending order of importance:

Title	Honorific
Viscount.....	Noble Lordship
Bishop.....	Holiness
Baron.....	Prominence
Lord Mayor	Lordship
Knight Commander	Most Honorable Sir
Abbot	Father Abbot
Knight Bannerette	Right Honorable Sir
Mayor.....	Honorable Worship
Knight Companion.....	Most Worthy Sir
Knight Bachelor	Worthy Sir
Elder.....	Sir
Gentlemen.....	Master
Esquire.....	Squire
Yeoman.....	Socman

Moon Cycle: This adventure begins on the tenth day before the first night of the full moon.

Introduction

The recent mysterious death of the son of Lord Mayor Velysin has gathered many mourners at the Cathedral of St. Cuthbert in Verbobonc City. Having heard about the tragedy, the characters are in the city to attend the service to lay the young man to rest. Out of curiosity or duty, many folk have attended.

Adventures will be received and seated based on their current lifestyle. Those with Adventurer's Standard or Wilderness Survival are seated in the rear of the immense Cathedral Hall. Those with High lifestyle are placed nearly halfway forward and those with Luxury lifestyle nearly two-thirds the way forward to the front. The forward front is reserved for members of nobility and Knights of the City. Note that Knights and nobility have no choice and must sit where their station warrants. If any Knight or

Gentleman PC refuses to sit in the forward one-third of the Cathedral, Revered Father Branditan will firmly press the offending noble to their proper station.

☛ **Revered Father Branditan**; human male; Clr8

Entering the Cathedral of St Cuthbert, you are assaulted with the strong sent of incense and the impressive art as statues of Billets form pillars rising to the domed ceiling some 80 ft above. The stained glass windows depicting various scenes of the Holy Cudgel line both walls. Pews are filling with many of the peoples of Verbobonc City. To the front of the Cathedral Hall are many of the noble families of Verbobonc. Knights of the military line the walls as they look on in silence and revered prayer for the departed noble son. Ladies in fine cloths attended by young maidens sob in the privacy of the side prayer alcoves. Priests of the Three Orders of St Cuthbert (Billets, Stars and Chapeaux) move between the isles ensuring each mourner is in their proper place and that no one disturbs those of the affluent. The middle pews are filling with the merchant class in their fine cloths as the rear of the hall seats those of more common decent. Each of you is lead to your seat by a member of the Army of the First Church in full ceremonial dress.

Encounter 1 Missing Wood

Here you sit. The largest city in the region and one of the more festive times of the year, and you find yourselves at a funeral. The assembled crowd of mournful nobles, wealthy merchants, and prominent members of the adventuring community have turned out for the somber occasion. The sudden and mysterious death of Simon Velysin, the eldest son of the Lord Mayor of Verbobonc, has plunged the Capital City into a tumultuous mixture of confusion and sorrow.

As the assembly waits nervously for the ceremony to commence, the voices of the gathered mourners can't help but fill the immense cathedral of St. Cuthbert. Images of righteous priests line the walls, their heads bowed in supplication before the stern gaze of the Lord of the Cudgel.

The whispers of the crowd, as well as the clearing of throats becomes more distinct, as the last rays of the setting sun flicker through the panes of the stained glass windows of the

Cathedral. Tradition dictates that the funerary rites should have begun well before sundown, and Cuthbertine priests are loathe to scoff at tradition.

Observant characters may on a Spot [DC 15] notice a hushed conversation between two obviously distressed priests in an antechamber off the main cathedral hall.

Fathers Rolcas and Sebastian are responsible for the preparation of Simon's body in the Ipp wood casket that was commissioned by Lord Mayor Velysin. Noticing the adventures looking at them, Father Rolcas moves towards the door intent on closing it; then thinks better of the situation and beckons the adventurers into the room.

Characters not noticing the conversation will be sought out and quietly asked to join the Fathers in the antechamber by an acolyte who waits outside as the Fathers and adventurers discuss the situation of the missing casket.

Entering the antechamber, the two priests eye you warily. After a brief moment of silence, the younger priest speaks. "Good friends, we are sorry to have disturbed you, please return to your..." The older priest stops him quickly.

"Sebastian, certain situations require the assistance of outsiders that can be trusted, and this is one of those situations. Noble adventurers, I will not waste your time with formal pleasantries. I need a group of individuals of some skill to assist the church with a situation requiring discretion and speed. If you are willing, I will continue. If not, Acolyte Fergus will take you back to your seats and we will find someone else better suited to this task.

After the entire party expresses a willingness to continue, he proceeds. Characters that decline are immediately escorted from the room and back to their seats. These characters will join their companions in Encounter 3 at the feast hall.

"I am Father Rolcas, and this is Father Sebastian. Archbishop Haufren has left us in charge of preparing young master Velysin's body for the hereafter, which we have done. Unfortunately, the burial casket that was ordered by the Lord Mayor has not yet arrived."

Sebastian moves closer to the heroes and speaks quietly... "The forces of the evil one are at work here. I know it. The suffering and despair this embarrassment would cause the Lord Mayor, as well as the Church, could be.... "

Rolcas nods gravely to Sebastian and continues. "Yes brother, they understand the gravity of this

situation. We have attempted to contact the carpenter, with no success. So what we ask is that you go to the shop of McGinnis the carpenter, and find out what happened to the casket."

Sebastian adds, "And bring it back here as soon as possible."

Rolcas sighs and gives a tired smile, "Of course, brother. We will do what we can here, my friends. Please hurry. "

Characters that disclose the purpose of the delay or otherwise announcing the missing casket to the assembled mourners are awarded a Disfavor of Cuthbert and informed that the church does not require their services. They are escorted from the church and proceed to Encounter 3.

☛ **Acolyte Fergus**, human male, Clr1

☛ **Father Rolcus**, human male, Clr7

☛ **Father Sebastian**, human male, Clr7

Encounter 2 Lifting Wood

It is a short walk to McGinnis's carpenter shop. The shop is a simple two-story structure with storefront and work area on the first level and living quarters on the second level. The shop's shingle is missing and the shop is in strange disarray as there is wood in the storage bins and tools thrown about.

McGinnis's wife is at home and advises the character(s) that he is at the 'Stone and Thistle Pub'. She is worried as she heard him saying he wanted to have one last drink as a free and wealthy man.

Returning to the funeral at this point becomes an unmitigated disaster with the funeral being postponed until the next day when a new casket can be obtained. Proceed to Encounter 3.

Proceeding to the Inn to find the carpenter, the characters witness various strange robberies of items made of Ipp wood.

As time slips away, you move quickly down the road to the nearby Stone and Thistle Tavern. Hanging just inside the door is a beautifully crafted sign that reads "Herman M's Special Blend On Tap." Seated near the end of the bar is an old man deep in his cups. The tavern is unusually crowded tonight, with many of the available seats taken by boisterous men, with more than a few axes leaning against walls and chair legs.

"A mug of Herman M's," says a large man with a thick black beard, as your group moves through the crowd to the bar.

"No can do," replies a smiling gnomish barmaid, "Ipp sap is in the brew, so we can't get it anymore."

At the mention of Ipp, the old man at the end of the bar stirs as you approach. "Ipp wood... it had to be Ipp Wood... I couldn't carve in oak, or pine, or a lovely cherry..." he sniffles a bit and takes a long drink from his mug, then rests his head on the bar.

Characters may speak to various patrons of the inn. A Gather Information check [DC 15] learns that many items made of Ipp wood are being stolen and the market price of Ipp wood is three times normal today. The old man at the end of the bar is McGinnis the carpenter, but he is quite drunk and hard to understand.

"Yeah... what da ya want? Ish' a trager... trigger... tregererer... crime, how I got robbed of my besht work, and that lil' dead boy ishn't gonna have no coffin... all I made was the besht, made 'o the finesht Ipp... an' now all I got left to show for it is that shign..." He indicates the "Herman M's" sign near the entrance, which is currently under the arm of a young Suloise man standing by the door. He smiles at you innocently and runs into the night...

Not giving immediate chase results in the characters needing to make a Track [DC 25] check to the bandits' lair.

Giving chase immediately, the characters are able to follow the thief with the sign to the bandit's lair with three Spot [DC 15] checks.

Characters with means of stopping Alvin the Quick, the thief, by magic or fast movement are able to easily Intimidate [DC 15] the young thief into giving up the location of the bandit's lair. He also confirms that the casket crafted of Ipp wood was brought in earlier this afternoon.

Heading to the bandit lair:

As you near the one story warehouse, you easily notice that appears abandoned, like many of the buildings around it. The decaying wooden structure stands before you, with no sign from the outside of lights or activity.

Observant characters, Spot [DC 20] check, notice that despite all outward appearances, the front door to the

warehouse has a brand new lock currently not locked. The bandit outlook noticed the characters approaching on a Spot [DC 25] check verses the characters' lowest Hide or Move Silent check. Noticing the approach of the adventurers, the bandits have prepared a warm welcome, gaining time to set an ambush for the characters.

However the character(s) enter, read the following:

The interior of the warehouse appears be in operation, storing goods. Every object in the building, from the signboards, to the children's toys, to the two small casks sitting on a covered table on the far wall are all made of Ipp wood.

The bandits gain a surprise action on the characters if they succeed their opposed Hide [DC 26] check verses the characters' Spot checks.

All APLs (EL 4)

♣ Bandits (3): human male Rog1: hp 7; see Appendix I.

Surprised Tactics: The bandits await the characters' entrance into the room and then fire crossbow bolts at the largest character. After which they move to attack unarmored characters.

Non-surprised Tactics: The bandits grab for crossbows and fire at the first opportune target then move into melee. After which they move to attack unarmored characters.

Development: The casks are filled with Herman M's. On a Search [DC 15] check, the adventurers find the sign to McGinnis' Carpentry Shop and the casket that has been turned upside down as a table for the casks sit upon. Returning the casket before sunset to the Cathedral of St Cuthbert, the characters proceed to the beginning of Encounter 3.

♣ McGinnis the Carpenter; human male; Exp4.

♣ Alvin the Quick; half-elf male; Com2.

Treasure:

Defeat the wood thieves and take their gear.

All APLs: L: 110 gp; C: 0 gp; M: *potion of cure light wounds* [6] (4 gp each per character/per potion), *potion of hiding* [3] (12 gp per character/per potion), *potion of sneaking* [3] (12 gp per character/per character)

Encounter 3

Woodn't you like to?

Arriving back at the cathedral, the brothers are anxiously waiting for you outside. The sound of nervous murmurs from the assembled crowd inside suggests that you have, perhaps, just made it in time. The two priests move quickly towards you, looking relieved, as there are apparently limits to the patience of the noble and powerful.

If the party returns the casket, the brothers thank them profusely. They state they will speak to them after the ceremony, and run off to make final preparations. If the party cannot find the casket or refuses to return it, the brothers will sullenly report the loss to their superiors, (causing great embarrassment to the Velysin family and the church) and the funeral will be delayed until the following sunset.

In either case, Father Rolcas meets them at the feast afterwards and offers them the thanks of the church (if they offered to help) and a small pouch of coin for their service. Allow the characters a Spot Check (DC 25), to notice a dark figure watching them. If they take the coin (10 gp per PC), Brother Rolcas leaves, and the dark figure approaches the table. Read or paraphrase the following:

You see a young man wearing shades of dark blue and purple approach your table. He motions to the empty chair and sits down.

"Picking a priest's pocket is hardly sporting, and not worth the poorest rogue's time. But if you are interested in a real job I can accommodate you, and you can line your pockets as well. Powerful men have noticed the flow of valuable materials from the Gnarley coming to a standstill, and they would wish you to go to the town of Pine Grove, and meet with logging foreman Lars Gunnarson."

If the party refused the Brother's coin, Father Rolcas looks surprised and gives the party the blessing of Cuthbert (a *persistent bless* spell). Read or paraphrase the following text.

You see a young man wearing shades of dark blue and purple approach your table. He motions to the empty chair at your table and sits down.

"I would have a drink with such folk, who do kindness to strangers without payment. I am

Aridan Cole, and the men I work for wish to thank you for your pains last evening. They are interested in the Ipp wood trade, and have seen a drastic supply decline in the last two weeks. My employers would like to hire you to journey to the town of Pine Grove, and speak to Lars, the local logging foreman, about the shipments."

Characters inquiring about the identity of their employers are informed that the events of the evening did not go unnoticed by many of the wealthy and powerful. Their benefactors have the best interests of the Viscounty at heart. If the characters failed to return the coffin, he further explains that such a disaster has spurred the desire of the powers that be to have this situation corrected immediately.

Characters investigating before leaving the city find that many of the loggers and woodsmen from the Gnarley have come to the city to drink in the many taverns. Seeking these men to question gains, on a Gather Information [DC 18] check, the knowledge that the Ipp wood trade is drying up because of strange accidents and disappearances that have frightened off loggers. There are not enough loggers remaining to sustain the harvest of the wood.

Encounter 4

Into the Woods

The uneventful trip to Pine Grove takes the better part of a day, but arriving at the small town presents its own problems.

The gated town of Pine Grove stands before you, and normally; arriving in a town in the late afternoon would guarantee you a soft bed and a hot meal. However, the Pine Grove welcoming committee meets you at the closed gate, and they look far from friendly.

Twenty men with picks, rakes, and cudgels surround a gangly priest, his eyes ablaze with righteous indignation. He regards you with disapproval and demands, "State your business here, or be on your way."

Pine Grove was a relatively peaceful and friendly town, but out-of-work lumberjacks overran the local inn after leaving the camp. There drunken debauchery has frightened the townsfolk, galvanizing the local clergy against outsiders. The characters have several choices here.

- Bluffing their way past the crowd can go badly. The crowd is agitated at the depredations towards their folk by the lumberjacks, and is hostile towards the characters. The characters have to calm the crowd with a *Diplomacy* [DC 20] check to calm the crowd to unfriendly then bluff their way into the town with a Bluff [DC 25] check to sway the crowd to allow entrance to the characters. The characters find that Lars had been run out of town about an hour ago to the south into the Gnarley Forest.
- Charming the crowd is a risky endeavor as crowd has seen magic before. Members of the crowd have a +4 morale bonus to their will save due to their rude experiences with the lumberjacks. The charm followed by a Bluff, Diplomacy or Intimidate [DC 20] will sway the crowd to the characters. The characters find that Lars had been run out of town about an hour ago to the south into the Gnarley Forest.
- Avoiding the crowd by leaving and entering later by more unseen methods, bypasses the hostility of the crowd. The crowd has time to calm down to unfriendly as the characters make their way into town unseen. Once in the town, the characters are unable to find Lars. If Father Ritus is questioned, he reveals that hostile townsfolk ran the logging boss out of town nearly an hour before the characters originally approached the town. Lars was last seen heading south towards the Gnarley Forest.

Lars is currently waiting for the characters on the southern edge of town, unable to sway the

Lars is currently waiting for the PCs on the southern edge of town, unable to explain his case to the unforgiving mob at the front gate, but unwilling to abandon a summons from the Master Galans. As the characters approach Lars' location, read or paraphrase the following text:

As you make your way around to the southern edge of town, a tall man with a red beard comes into view, leaning on a large axe. He smiles as he sees your group approach, and prepares to greet you.

At that moment, the forest to the south erupts into a flurry of activity as an unusually large and hairy animal springs in frenzy from the undergrowth to savage the surprised logger. He raises his axe to defend himself against this sudden and brutal assault, but immediately the wooden handle twists and shrinks in his grasp, and the axe head falls to the ground, useless.

APL4 (EL4)

☛ **Dire Wolverine**: large-sized animal; hp 42; see Monster Manual

APL6 (EL6)

☛ **Dire Wolverine (2)**: large-sized animal; hp 42; see Monster Manual

APL8 (EL8)

☛ **Advanced (9 HD), Dire Wolverine (3)**: large-sized animal; hp 78; see Appendix I.

APL10 (EL10)

☛ **Advanced (11 HD) Dire Wolverine (4)**: large-sized animal; hp 96; see Appendix I.

Tactics: Darren's only action is casting *warp wood* on the handle of Lars' axe and a few preparatory spells on the wolverines at higher APLs. Darren, in his current avian form – an eagle, retreats into the forest. Darren has also commanded many of his animal friends into the area to create confusion. He quickly flies to a place where the characters are unable follow. Should a character notice and have the means to follow, Darren flies high and away from the other characters. Once high enough to cause serious trouble, Darren casts *dispel magic* on any pursuers, seeking to dispel their means of flight. The raging wolverines fight to the death, ignoring Lars once attacked by the characters.

Development: Surviving the attack, Lars tells the party of the lumberjacks' troubles and leads them to the Hardwood Logging Camp. Otherwise, the characters make their way to the Hardwood Logging Camp with the aid of a survey map found in Lars' possessions. Also, among his possessions is a journal, which details recent events. With all the unusual animal activity in the area, nature attuned characters may attempt to talk with plants or animals. The plants and animals are uncooperative, commenting on the weather and desires to find good food, bask in the sunshine, the season changing and not worrying about being slain for no real purpose.

Encounter 5 The Little Wooden Camp

The reason for the Ipp wood shortage is a labor problem. Strange accidents began about two weeks ago with tools suddenly breaking or rusting. Even stranger

things began to happen as loggers were injured suddenly in the woods with no explanation. A cabin collapsed injuring many while they slept. These incidents gave rise to rumors of a curse or ghost. As lumberjacks began disappearing, the remaining loggers fled one by one. Lars is no expert on investigations and has been unable to figure out any connection between those injured or missing.

The ten-hour trek to the logging camp is uneventful. Reaching the camp, the characters walk into the silent-now overgrown camp.

The logging camp is off a small, barely marked section of the trail, and it stands silently before you. The abandoned structures show the signs of recent neglect. The area is beginning to become choked with overgrowth from the untamed wild around it, nature moving unusually swiftly to remove all traces of civilization from this place. You can see that two of the wooden buildings are little more than piles of warped and rotting lumber.

There are no signs that the camp was attacked by anything wielding claw or weapon, as the damage to the structures around you seems mostly to be that of moss and rot. The buildings still intact appear weakened and slumped, barely supporting their own weight.

If Lars is with the characters, he expresses surprise at the state of the camp, as it was not nearly in this condition when he received the summons to meet them in Pine Grove. The buildings here are stable enough to enter or explore, but the roofs are crumbling and rotting, and will not support weight. Descriptions of the ceiling buckling and pieces crashing down, or even of walls shifting suddenly as these buildings are explored should cause a little bit of tension. Depending on the APL, Darren has arrived here ahead of the party and left a few surprises for them. Scattered about the camp are pit traps with wooden spikes at the bottom, covered by weakened boards and/or a crust of dead plant life. These traps are tiered as follows:

APL 4

No traps, except the one Alain the ranger has been caught in. (See Below)

APL6 (EL2)

Spiked Pit Trap: (20 ft deep); no attack roll necessary (2d6), +10 melee (1d4 spikes for 1d4+2 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

APL8 & 10 (EL4)

Spiked Pit Trap: (40 ft deep); no attack roll necessary (3d6), +10 melee (1d4 spikes for 1d4+4 points of damage per successful hit plus poison); Poison: Large Scorpion Venom: Injury (DC 18); 1d6 Str/1d6 Str; Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

If the party decides to search the camp, a Search Check (DC: 13) reveals the prone form of a woodsman at the bottom of a crudely dug pit trap (20' deep). He is unconscious (0 hp), but stable with a spike clearly sticking through his left thigh, left arm and his side. His right arm is bent at a bad angle, clearly broken.

The unconscious form is that of Alain, a Junior Gnarley Ranger. Once rescued and revived, Alain can relate his escape from the Missing Grove.

If no general search of the camp is made, Lars will give them a brief, but cautious tour of the remains of the camp, and is willing to take them on a tour of Ipp groves.

If the characters find Alain and hear his story, read or paraphrase the following text.

Thorns, brambles and all manners of plants have torn the weatherworn form of the young man as well as his brown and green garments. He sits up with some difficulty, and the hint of a worn smile crosses his face.

"Thanks for pulling me out of that pit... If I were being more careful, I'd have seen it and never have gotten myself into this mess. I was in a hurry when I first got here.

Two days ago, I was on my usual patrol when I found myself in a clearing that I would have sworn was full of Ipp trees only the day before. I started to investigate, when a boar stepped into the clearing. Suddenly the grass grabbed my legs, and began to slowly pull me into the ground. I broke free, and ran for my life. I ran here, this being the nearest settlement, with woodland creatures and the plants themselves harrying my every step."

Alain provides directions to the location of the grove on the survey map enabling the characters to visit the Missing Grove in the course of their investigation. Alain won't accompany the heroes to the grove, as he must rest before traveling to the nearest Gnarley Ranger Outpost to report.

When they set out to the grove, proceed to Encounter Six.

Lars takes the characters on a brief tour of the remains of the camp then heads to the Ipp groves as the investigation continues.

Encounter 6

The Woods Are Alive

Following the path through the Gnarley, the forest itself seems set against you, even for those among you who have spent significant time amongst these trees. Something seems wrong with the ground, the rocks and trees around you. Branches seem to extend across the path to block your passage, twisted roots of ancient trees curl up to catch your feet, and animals you see line up to stare at you blankly.

There are no signs of the usual dangers of the Gnarley, neither are there any signs of its protectors as you make your journey. There is an eerie stillness in the air here, as if the air and the rocks and the trees were holding their breath, waiting for something.

The characters have a disturbing one-day trip deep into the Gnarley ahead of them. Unless *animal friendship* is first cast, characters attempting to *speak with animals* will find the local creatures uncommunicative. Druids or rangers may attempt a Handle Animal [DC 25] check to get an animal to talk without magical compulsion. Animals so compelled to speak will warn their friends to leave this section of the Gnarley, because its protector knows whom they are, and does not want them here. The animals will under no circumstances give the party Darren's name or probable location, they are merely concerned about friends of nature being harmed.

With nightfall, the party still has a couple of hours to reach their designation. The forest at night is even more unfriendly than during the day. Setting camp, the characters witness little activity in the forest. During the early hours of the evening, before they camp turns in for the night, monsters attack! Darren observes the party to evaluate the competence.

APL4 (EL3)

🔥**Earth Elemental:** Medium Elemental (Earth): hp 30; see Monster Manual

APL6 (EL5)

🔥**Earth Elemental:** Large Elemental (Earth): hp 68; see Monster Manual

APL8 (EL7)

🔥**Earth Elemental:** Huge Elemental (Earth): hp 68; see Monster Manual

APL10 (EL9)

🔥**Gray Render:** Large Beast; hp 125; see Monster Manual

🔥**Shambling Mound:** Large-sized Plant: hp 60; see Monster Manual

Tactics: The creatures wade in to the center of the camp attacking the closest character(s). There is no use for strategy or tactics by these creatures.

Development: Darren uses the combat to study the adventurers' ability to work together and observes their tactics. Once they seem have defeated the distraction, Darren leaves the area in his avian form – an eagle. Observant characters that notice him on a Spot [DC 30] check and attempt to pursue him are lead to Encounter 7 without their companions. Capturing or killing Darren removes him from Encounter 7. Adjust accordingly.

The party has a full night's rest following the attack, and is able to memorize or pray for spells in the morning. The characters must know by this time that they are dealing with a druid and should prepare accordingly.

Encounter 7

Beware of Falling Wood

The remaining travel to the Missing Grove is uneventful, other than a light rain shower. It seems for a while as though the oppressive mood in the forest is lightening a bit, as Darren intentionally draws them in to make sure that if they insist on proceeding forward that they will never make it out of the Gnarley alive. He does not understand that others from the outside world will likely come even if the characters are defeated, and he believes that with the death of the characters, the threat of the loggers will be gone forever.

When the characters reach the Missing Grove, read or paraphrase the following text.

Your unusual trip through the hostile woods has brought you finally to the place where you expect to find a large valuable grove of Ipp trees. As far as you can see, though, this appears to be a rather empty looking clearing in the middle of otherwise

thick forest. The only sign of the trees that are supposed to be here is a small ring of perhaps a half-dozen Ipp trees in the center of the clearing.

The sense that you are being watched that has haunted you through the Gnarley to this point is not present here, and the sky even seems a bit brighter, despite the rain shower that has followed you for the last few hours. Hopefully, something in this place will explain what exactly is going on.

This area is clearly marked as a large stand of Ipp trees on the survey map. If Lars is with the characters, he confirms that a major source of the precious wood was in this grove no less than a week ago.

When at least half the characters have come within 10 ft. of the ring of trees in the center of the clearing, Darren springs his trap gaining surprise. Should the party detect the ambush through magic, Darren attacks without surprise.

The trees pose a threat that must be dealt with even if Darren is defeated; as they are either *awakened* animated guardians or Ipp Treants created using a local variant of the Liveoak spell. The trees will shout at the characters in Common, calling them “murderers” and “logger-friends”, as they attack.

APL4 (EL7)

♣**Darren Thistlebrow**: halfling male Drd6: hp 48; see Appendix I.

♣**Buckeye**: large animal (black bear); hp 19; see Monster Manual

♣**Ice**: dire animal (weasel); hp 22; see Monster Manual

♣**Ben**: dire animal (weasel); hp 22; see Monster Manual

♣**Jerry**: dire animal (weasel); hp 22; see Monster Manual

♣**Awakened Ipp Tree** (2): large construct; hp 22, 22, see Appendix I.

Darren has precast the following spells on his animal companions.

Buckeye: *Greater Magic Fang* (+2 Enchantment bonus to Claw attacks)

Ice, Ben, and Jerry: Persistence of Waves (+4 Enhancement to Con and -2 Str)

APL6 (EL9)

♣**Darren Thistlebrow**: halfling male Drd8: hp 57; see Appendix I

♣**Buckeye**: advanced black bear; hp 31. See Appendix I

♣**Flame**: dire animal (wolverine); hp 52; see Monster Manual

♣**Ben**: dire animal (weasel); hp 22; see Monster Manual

♣**Awakened Ipp Tree** (2): huge construct; hp 44, 44. See Appendix I

Darren has precast the following spells on his animal companions.

Buckeye: *Greater Magic Fang* (+2 Enchantment bonus to Claw attacks)

Flame, Ice, and Ben: Persistence of Waves (+4 Enhancement to Con and -2 Str)

APL8 (EL11)

♣**Darren Thistlebrow**: halfling male Drd10: hp 66; see Appendix I.

♣**Buckeye**: large animal (black bear); hp 31. See Appendix I.

♣**Flame**: dire animal (wolverine); hp 52; see Monster Manual

♣**Wind**: dire animal (wolverine); hp 52; see Monster Manual

♣**Ice**: dire animal (weasel); hp 22; see Monster Manual

♣**Ben**: dire animal (weasel); hp 22; see Monster Manual

♣**Awakened Ipp Tree** (2): gargantuan construct; hp 88, 88. See Appendix I.

Darren has precast the following spells on his animal companions.

Buckeye: *Greater Magic Fang* (+3 Enchantment bonus to Claw attacks)

Flame, Ice, and Ben: Persistence of Waves (+4 Enhancement to Con and -2 Str)

APL10 (EL13)

♣**Darren Thistlebrow**: halfling male Drd12: hp 80; see Appendix I.

♣**Buckeye**: large animal (black bear); hp 31. See Appendix I.

♣**Flame**: dire animal (wolverine); hp 52; see Monster Manual

♣**Wind**: dire animal (wolverine); hp 52; see Monster Manual

♣**Ice**: dire animal (weasel); hp 22; see Monster Manual

♣**Ben**: dire animal (weasel); hp 22; see Monster Manual

♣**Jerry**: dire animal (weasel); hp 22; see Monster Manual

♣**Awakened Ipp Tree** (2): colossal construct; hp 176, 176. See Appendix I.

Darren has precast the following spells on his animal companions.

Buckeye: *Greater Magic Fang* (+3 Enchantment bonus to Claw attacks)

Flame, Ice, Ben, and Jerry: *Persistence of Waves* (+4 Enhancement to Con and -2 Str)

Tactics: Darren will send his animal companion(s) in to attack, casting *animal growth* on it (them) if possible. Depending on the APL, Darren will animate the ring of trees in the center of the clearing to add additional opponents to the fight. Darren is a careful and crafty opponent, and will use spells such as *entangle* to keep the characters off-balance before resorting to melee combat himself. At APLs 6 and higher, Darren has pre-cast *call lightning*, and will send down one bolt at an unfortunate party member.

Darren has awakened 2 or 3 of the Ipp trees this morning and told them that the lumberjacks were coming to cut them down for their wood.

Treasure:

APL 4: L: 4 gp; C: 40 gp; M: *Infusion: cure light wounds* [3] (4 gp each per character/per infusion), *Infusion: hold animal* (50 gp per character/per infusion), *Infusion: warp wood* (50 gp each per character), +1 *Hide Armor* (value 92 gp per character).

APL 6: L: 2 gp; C: 40 gp; M: +1 *scimitar* (193 gp per character), +1 *Hide Armor* (92 gp per character), *cloak of resistance* +1 (83 gp per character), *Infusion: dispel magic* (87 gp per character), *Infusion: cure light wounds* [3] (4 gp each per character/per infusion), *Infusion: hold animal* (50 gp per character/per infusion), *Infusion: warp wood* (50 gp each per character)

APL 8: L: 2 gp; C: 40 gp; M: +1 *scimitar* (193 gp per character), +1 *Hide Armor* (92 gp per character), *cloak of resistance* +2 (333 gp per character), *Infusion: dispel magic* (87 gp per character), *Infusion: cure light wounds* [3] (4 gp each per character/per infusion), *Infusion: hold animal* (50 gp per character/per infusion), *Infusion: warp wood* (50 gp each per character)

APL 10: L: 2 gp; C: 40 gp; M: +1 *scimitar* (193 gp per character), +1 *Hide Armor* (92 gp per character), *cloak of resistance* +2 (333 gp per character), *Infusion: dispel magic* (87 gp per character), *Infusion: cure light wounds* [3] (4 gp each per character/per infusion), *Infusion: hold animal* (50 gp per character/per infusion), *Infusion: warp wood* (50 gp each per character), *Infusion: ice storm* (187 gp per character),

druid's vestments (483 gp per character), *pearl of power* [2nd] (value 333 gp per character)].

Conclusion

If the characters defeat Darren, they can find that the trees of the Missing Grove have been moved to what used to be a clearing a half-day's walk away. The new grove of Ipp trees is sheltered by the terrain around it, making it difficult to approach unless one takes a more or less direct path from the Missing Grove, and would even more difficult to see without knowing it is there.

The other Druids of the Gnarley, though they disagree with the violent and anti-social methods that Darren was using to make his point, understand his cause and establish a Druidic Circle within the Missing Grove. They pledge to negotiate with the Hardwood Logging Company and others, to ensure that the harvested trees are not being taken at a rate that is damaging to the area.

The fate of the Hardwood Logging Company is dependent on whether or not Lars Gunnarson survives this adventure. In any case, they will need to rebuild, and this will take some time and a lot of work. Even if the Hardwood Company dissolves, there will be others who seek the riches of the forest. Whether or not the lesson of balancing man's greed with the limited resources of the forest has truly been learned remains to be seen.

The End

Experience Summary

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

Encounter 1 – Missing Wood

Maintain confidentiality of the missing casket: Story

Reward – (EL 2 - all APLs)

All APLs 30 XP

Encounter 2 – Lifting Wood

Recover the stolen goods (EL 4 – all APLs)

All APLs 120 XP

Encounter 4 – Into the Woods

Find a peaceful resolution with the townspeople in finding Lars:

(Story EL 2/3/4/5)

APL 4	30 XP
APL 6	45 XP
APL 8	60 XP
APL 10	75 XP

Defeating the wolverines (EL 4/6/8/10)

APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP

Encounter 6: The Woods are Alive

Defeating the camp raiders (EL 3/5/7/9)

APL 4	90 XP
APL 6	150 XP
APL 8	210 XP
APL 10	270 XP

Encounter 7: Beware of Falling Wood

Defeating the Darren and his animal companions (EL 7/9/11/13):

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

Bonus Combat Heroic Experience

The following should be given singularly to characters that perform daring combat heroics or those spellcasters who go to extraordinarily measures to ensure the party has spell support. Examples range from the fighter that charges to the strongest foe that over matches his skill; the cleric that moves to heal a companion giving the opponent attack opportunities while saving the life or keeping the fighter alive; or the arcane caster that buffs the party then flies cover support with spells at the ready.

Those that should not get this reward range from the character that engages an opponent that mounts not serious threat to them or the character that hangs in the background buffing themselves with spells at the cost of their companions being exposed to combat without that character's support. An example of this is the cleric of Heironeous that casts buff spells on himself while the dwarven fighter immediately engages a foe possessing greater skills of combat or the loud mouthed character that doesn't engage until he has a flanking position and it is safer for him to enter the melee.

APL 4	30 XP
APL 6	45 XP
APL 8	60 XP
APL 10	75 XP

Bonus Role-Playing Experience

The following should be given singularly to PCs that portray their character in a meaningful and heroic manner. This is a game of heroic deeds and those that are heroic vanquish evil and protect the weak and innocent. Those that are not heroic, stand in the background, and heckle their companions for being champions of good should not receive this reward. Characters that portray their character with a shady or greed stricken personality are not heroic but may by your judgment role-play that persona well.

APL 4	45 XP
APL 6	60 XP
APL 8	75 XP
APL 10	90 XP

Total Possible Experience

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

Treasure Summary

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

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

The coin total is the number of gold pieces each character gains if they take the coin available. A normal

adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

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

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

L = Looted gear from enemy (calculated at 50% of book price); C = Coin, Gems, Jewelry, and other valuables (calculated at 100% of value); M = Magic Items (calculated at 50% of book price). Divide the calculated percentage by 5 to determine the reward per PC.

Encounter 2: Lifting Wood

Defeat the wood thieves and take their gear.

All APLs: L: 110 gp; C: 0 gp; M: *potion of cure light wounds* [6] (4 gp each per character/per potion), *potion of hiding* [3] (12 gp per character/per potion), *potion of sneaking* [3] (12 gp per character/per character)

Encounter 3: Woodn't you like to?

Accept payment from Father Rolcas.

All APLs: L: 0 gp; C: 10 gp; M: 0 gp.

Encounter 7: Beware of Falling Wood

Defeat Darren and take his gear.

APL 4: L: 4 gp; C: 40 gp; M: *Infusion: cure light wounds* [3] (4 gp each per character/per infusion), *Infusion: hold animal* (50 gp per character), *Infusion: warp wood* (50 gp each per character), *+1 Hide Armor* (value 92 gp per character).

APL 6: L: 2 gp; C: 40 gp; M: *+1 scimitar* (193 gp per character), *+1 Hide Armor* (92 gp per character),

cloak of resistance +1 (83 gp per character), *Infusion: dispel magic* (87 gp per character), *Infusion: cure light wounds* [3] (4 gp each per character), *Infusion: hold animal* (50 gp per character/per infusion), *Infusion: warp wood* (50 gp each per character)

APL 8: L: 2 gp; C: 40 gp; M: *+1 scimitar* (193 gp per character), *+1 Hide Armor* (92 gp per character), *cloak of resistance +2* (333 gp per character), *Infusion: dispel magic* (87 gp per character), *Infusion: cure light wounds* [3] (4 gp each per character/per infusion), *Infusion: hold animal* (50 gp per character), *Infusion: warp wood* (50 gp each per character)

APL 10: L: 2 gp; C: 40 gp; M: *+1 scimitar* (193 gp per character), *+1 Hide Armor* (92 gp per character), *cloak of resistance +2* (333 gp per character), *Infusion: dispel magic* (87 gp per character), *Infusion: cure light wounds* [3] (4 gp each per character/per infusion), *Infusion: hold animal* (50 gp per character), *Infusion: warp wood* (50 gp each per character), *Infusion: ice storm* (187 gp per character), *druid's vestments* (483 gp per character), *pearl of power* [2nd] (value 333 gp per character)].

Total possible treasure

APL4- 464 gp

APL6- 800 gp

APL8- 1,075 gp

APL10- 2,078 gp

Appendix I - NPCs

Encounter 2: Lifting Wood

All APL's (EL 4)

◆ **Bandit:** male human, Rog1; CR1; medium humanoid (human); HD 1d6+2 (Rogue); hp 8; Init +2; Spd 30; AC 15 (touch 12, flatfooted 13); Atk +1 melee (1d6+1 [18-20/x2], rapier); -2 (1d8 [19-20/x2], crossbow, repeating); AL NE; SV Fort +2, Ref +4, Will +0; Str 12, Dex 15, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Gather Information +2, Hide +5, Listen +4, Move Silently +5, Open Lock +4, Perform +2, Pick Pocket +5, Search +6, Speak Language (common, elven), Spot +4, Tumble +5, Use Magic Device +4, Use Rope +4; Expertise, Improved Trip.

Possessions: rapier, crossbow, repeating; dagger; dagger; thunderstone; studded leather; trapmaker's tools; rope, silk (50 ft.); thieves' tools, masterwork; 10 repeating bolts; potions: *hiding, sneaking, cure light wounds, cure light wounds.*

Encounter 4: Into the Woods

APL 8 (EL 8)

◆ **Advanced, Dire Wolverine:** CR5; large animal; HD 9d8+36; hp 78; Init +3; Spd 30 ft., climb 10 ft.; AC 16 (touch 12, flat-footed 13); Atk +11/+11 melee (1d6+6 claws) and +6 melee (1d8+3 bite); SA rage; SQ scent; AL N; SV Fort +10, Ref +9, Will +7; Str 22, Dex 17, Con 19, Int 2, Wis 12, Cha 10.

Skills: Climb +18, Listen +13, Spot +12.

Scent: The creature can detect opponents within 30 feet by sense of smell. The creature may pinpoint an opponent's exact location within 5 feet by sense of smell.

Possessions: None.

APL 10 (EL 10)

◆ **Advanced, Dire Wolverine:** CR7; large animal; HD 11d8+44; hp 96; Init +3; Spd 30 ft., climb 10 ft.; AC 16 (touch 12, flat-footed 13); Atk +13/+13 melee (1d6+6 claws) and +8 melee (1d8+3 bite); SA rage; SQ scent; AL N; SV Fort +10, Ref +9, Will +8; Str 22, Dex 17, Con 19, Int 2, Wis 12, Cha 10.

Skills: Climb +20, Listen +15, Spot +14.

Scent: The creature can detect opponents within 30 feet by sense of smell. The creature may pinpoint an opponent's exact location within 5 feet by sense of smell.

Possessions: None.

Encounter 7: Beware of falling Wood

APL 4 (EL 7)

◆ **Darren Thistlebrow:** male halfling, Drd6; CR6; small humanoid (lightfoot halfling); HD 6d8+12 (Druid); hp 48; Init +3; Spd 15; AC 22 (touch 13, flatfooted 19); Atk +4 melee (1d6-1 [18-20/x2] +1 scimitar); +8 ranged (1d4-1, sling); SQ: Halfling traits (Ex) [+2 Bonus on Saves verses Fear], Animal Companion (maximum 12 HD of animals), nature sense, resist nature's lure, trackless step, wild shape (x2/day), woodland stride; AL NE; SV Fort +8, Ref +6, Will +9; Str 8, Dex 16, Con 14, Int 12, Wis 16, Cha 10.

Skills and Feats: Animal Empathy +6, Climb -2, Concentration +10, Handle Animal +6, Heal +5, Hide +4, Intuit Direction +5, Jump -2, Listen +6, Move Silently +2, Scry +5, Speak Language (Common, Druidic, Elven, Halfling, Sylvan, Treant), Spellcraft +3, Wilderness Lore +12; Create Infusion*, Natural Spell*, Spell Focus (enchantment)

Spells Prepared (5/4/4/3; base DC = 13 + spell level; +2 for enchantment): 0—*detect magic, detect poison, flare, know direction, resistance, 1st—animal friendship, calm animals, entangle, magic fang, 2nd—briar web*, charm person or animal, decomposition*, warp wood, 3rd—dominate animal, nature's favor*, regenerate ring*.*

*New rule, see Appendix III

Possessions: sling; bullet, silvered (x5); scimitar; +1 Hide Armor; pouch with gems (Bloodstone; Jasper, Star rose quartz, Rose – value 240 gp.); small mirror with the sigil of bravery painted upon it (value 25 gp); Infusions*: ~~*barkskin (6th)*~~, ~~*call lightning (5th)*~~, *cure light wounds (1st)*, *cure light wounds (1st)*, *cure light wounds (1st)*, ~~*greater magic fang (6th)*~~, *hold animal (6th)*, ~~*persistence of the waves* (6th)*~~, ~~*persistence of the waves* (6th)*~~, ~~*persistence of the waves* (6th)*~~, ~~*protection from elements, fire (5th)*~~, ~~*protection from elements, acid (6th)*~~, *regenerate moderate wounds* (6th)*, *warp wood (6th)*, *warp wood (6th)*.

Darren is protected from the elements fire (72 pts) and acid (72 pts) for this combat. Darren has *barkskin* (included above) cast for the combat. Twenty minutes prior to the heroes' arrival, Darren cast *call lightning* allowing him to call for a lightning strike (6d10 pts electrical damage a target and all others within a 10 ft radius, Reflex save for half).

◆ **Awakened Ipp Tree:** CR3; large construct; HD 4d10; hp 22; Init +0; Spd 20; AC 14; Atk +5 (1d8+4, slam); AL N; SV Fort +1, Ref +1, Will +1; Str 16, Dex 10, Con -, Int 14, Wis 13, Cha 16

APL 6 (EL 9)

☛ **Darren Thistlebrow:** male halfling, Drd8; CR8; small humanoid (lightfoot halfling); HD 8d8+16; hp 57; Init +3; Spd 15; AC 22 (touch 13, flatfooted 19); Atk +7 melee (1d6 [18-20/x2] +1 scimitar); +10 ranged (1d4-1, sling); SQ: Halfling traits (Ex) [+2 Bonus on Saves verses Fear], Animal Companion (maximum 16 HD of animals), nature sense, resist nature's lure, trackless step, wild shape (x3/day), wild shape (large), woodland stride; AL NE; SV Fort +10, Ref +7, Will +12; Str 8, Dex 16, Con 14, Int 12, Wis 19, Cha 10.

Skills and Feats: Animal Empathy +8, Climb -2, Concentration +13, Handle Animal +8, Heal +6, Hide +4, Intuit Direction +6, Jump -2, Knowledge (nature) +4, Listen +7, Move Silently +2, Scry +5, Speak Language (Common, Druidic, Elven, Halfling, Sylvan, Treant), Spellcraft +3, Wilderness Lore +13; Create Infusion*, Natural Spell*, Spell Focus (enchantment)

Possessions: sling; bullet, silvered (x5); +1 scimitar; +1 hide armor; pouch with gems (Bloodstone; Jasper, Star rose quartz, Rose – value 240 gp.); small mirror with the sigil of bravery painted upon it; ~~potion of wisdom~~ (included above); *cloak of resistance* (+1); Infusions*: ~~barkskin (6th); call lightning (5th); cure light wounds (1st), cure light wounds (1st), cure light wounds (1st), dispel magic (7th), dispel magic (7th), greater magic fang (6th), hold animal (6th), liveoak (9th); persistence of the waves* (6th); persistence of the waves* (6th); persistence of the waves* (6th); protection from elements, fire (9th); protection from elements, acid (9th), regenerate serious wounds* (9th), warp wood (6th), warp wood (6th).~~

Spells Prepared (6/5/4/4/3; base DC = 14 + spell level; +2 for enchantment): 0–*detect magic, detect magic, detect poison, flare, know direction, resistance*; 1st–*animal friendship, calm animals, calm animals, entangle, magic fang*; 2nd–*briar web**; *charm person or animal, decomposition**; *warp wood*; 3rd–*dominate animal, false bravado**; *nature's favor**; *regenerate ring**; 4th–*flame strike, freedom of movement, sleet storm.*

*New rule, see Appendix III

Darren is protected from the elements fire (108 pts); acid (108 pts) for this combat and has *barkskin* (included above) cast for the combat. Twenty minutes prior to the heroes' arrival, Darren cast *call lightning* allowing him to call for a lightning strike (8d10 pts electrical damage a target and all others within a 10 ft radius, Reflex save for half).

☛ **Buckeye:** animal; CR2; medium animal (black bear); HD 5d8+10; hp 31; Init +1; Spd 15, 40; AC 11; +10/+5 melee (1d4+7, 2 Claws; 1d6+5, Bite); SQ: Scent (Ex); AL N; SV Fort +5, Ref +5, Will +3; Str 19, Dex 13, Con 15, Int 1, Wis 12, Cha 6.

Skills: Climb +6, Listen +5, Spot +8, Swim +8.

Scent (Ex): This ability allows the creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

Buckeye has *greater magic fang* (included above) cast upon him from Darren.

☛ **Awakened Ipp Tree:** CR5; huge construct; HD 8d10; hp 44; Init -1; Spd 20; AC 13; Atk +9 melee (2d6+7, slam); AL N; SV Fort +2, Ref +1, Will +2; Str 20, Dex 8, Con -, Int 14, Wis 13, Cha 16.

APL 8 (EL 11)

☛ **Darren Thistlebrow:** male halfling, Drd10; CR10; small humanoid (lightfoot halfling); HD 10d8+20; hp 66; Init +3; Spd 15; AC 22 (touch 13, flatfooted 19); Atk +8 melee (1d6 [18-20/x2] +1 scimitar); +11 ranged (1d4-1, sling); SQ: Halfling traits (Ex) [+2 Bonus on Saves verses Fear], Animal Companion (maximum 20 HD of animals), nature sense, resist nature's lure, trackless step, wild shape (x3/day), wild shape (large), woodland stride; AL NE; SV Fort +12, Ref +9, Will +14; Str 8, Dex 16, Con 14, Int 12, Wis 19, Cha 10.

Skills and Feats: Animal Empathy +8, Climb -2, Concentration +13, Handle Animal +8, Heal +6, Hide +4, Intuit Direction +6, Jump -2, Knowledge (nature) +12, Listen +7, Move Silently +2, Scry +5, Speak Language (Common, Druidic, Elven, Halfling, Sylvan, Treant), Spellcraft +3, Wilderness Lore +15; Create Infusion*, Heighten Spell, Natural Spell*, Spell Focus (enchantment)

Possessions: sling; bullet, silvered (x5); +1 scimitar; +1 hide armor; pouch with gems (Bloodstone; Jasper, Star rose quartz, Rose – value 240 gp.); small mirror with the sigil of bravery painted upon it; ~~potion of wisdom~~ (included above); *cloak of resistance* +2; Infusions*: ~~barkskin (6th); call lightning (5th); cure light wounds (1st), cure light wounds (1st), cure light wounds (1st), dispel magic (7th), greater magic fang (6th), hold animal (6th), ice storm (9th); persistence of the waves* (6th); persistence of the waves* (6th); persistence of the waves* (6th); protection from elements, fire (9th); protection from elements, electricity; protection from elements, acid (9th); regenerate critical wounds* (9th), warp wood (6th), warp wood (6th).~~

Spells Prepared (6/5/5/4/4/2; base DC = 14 + spell level; +2 for enchantment): 0–*detect magic, detect magic, detect poison, flare, know direction, resistance*; 1st–*calm animals, calm animals, entangle, entangle, magic fang*; 2nd–*briar web**; *briar web**; *charm person or animal, decomposition**; *warp wood*; 3rd–*dominate animal, dominate animal, nature's favor**; *regenerate ring**; 4th–

dispel magic, flame strike, freedom of movement, sleet storm; 5th – *charm person or animal, wall of thorns*.

Darren is protected from the elements fire (108 pts); acid (108 pts) and electricity (108 pts) for this combat and has *barkskin* (included above) cast for the combat. Darren has cast unhallowed on the grove with *dispel magic* (10th level) on enemies is fixed to the unhallowed. Darren cast *Druid Grove** on the Ipp trees storing *briar web* in one tree and *entangle* in a second. To activate these spells, Darren must touch the tree as a standard action. Twenty minutes prior to the heroes' arrival, Darren cast call lightning allowing him to call for a lightning strike (10d10 pts electrical damage a target and all others within a 10 ft radius, Reflex save for half).

*New rule, see Appendix III

🐾 **Buckeye:** animal; CR2; medium animal (black bear); HD 5d8+10; hp 31; Init +1; Spd 15, 40; AC 11; +11/+6 melee (1d4+8, 2 Claws; 1d6+6, Bite); SQ: Scent (Ex); AL N; SV Fort +5, Ref +5, Will +3; Str 19, Dex 13, Con 15, Int 1, Wis 12, Cha 6.

Skills: Climb +6, Listen +5, Spot +8, Swim +8.

Scent (Ex): This ability allows the creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

Buckeye has *greater magic fang* (included above) cast upon him from Darren.

🌲 **Awakened Ipp Tree:** CR7; gargantuan construct; HD 16d10; hp 88; Init -2; Spd 10; AC 12; Atk +15 base melee (2d8+10, slam); AL N; SV Fort +5, Ref +3, Will +5; Str 24, Dex 6, Con -, Int 14, Wis 13, Cha 16.

APL 10 (EL 13)

🌲 **Darren Thistlebrow:** male halfling, Drd12; CR12; small humanoid (lightfoot halfling); HD 12d8+24; hp 80; Init +3; Spd 15; AC 24 (touch 13, flatfooted 21); Atk +10 melee (1d6 [18-20/x2] +1 *scimitar*); +13 ranged (1d4-1, sling); SQ: Halfling traits (Ex) [+2 Bonus on Saves verses Fear], Animal Companion (maximum 24 HD of animals), nature sense, resist nature's lure, trackless step, venom immunity, wild shape (x4/day), wild shape (tiny, large, huge), woodland stride; AL NE; SV Fort +13, Ref +10, Will +17; Str 8, Dex 16, Con 14, Int 12, Wis 22, Cha 10.

Skills and Feats: Animal Empathy +11, Climb -2, Concentration +16, Handle Animal +11, Heal +9, Hide +5, Intuit Direction +9, Jump -2, Knowledge (nature) +15, Listen +7, Move Silently +3, Scry +6, Speak Language (Common, Druidic, Elven, Halfling, Sylvan, Treant), Spellcraft +6, Spot +7, Wilderness Lore +18; Create Infusion*, Heighten Spell, Natural Spell*, Spell Focus (enchantment, evocation)

Possessions: sling; bullet, silvered (x5); +1 *scimitar*; +1 *hide armor*; pouch with gems (Bloodstone; Jasper, Star rose quartz, Rose – value 240 gp.); small mirror with the sigil of bravery painted upon it; ~~*potion of wisdom*~~ (included above); *cloak of resistance* (+2), *druid's vestments*, *pearl of power* (2nd), Infusions*: ~~*barkskin*~~ (6th), ~~*call lightning*~~ (5th), *cure light wounds* (1st), *cure light wounds* (1st), *cure light wounds* (1st), *dispel magic* (7th), ~~*greater magic fang*~~ (6th), *hold animal* (6th), *ice storm* (9th); ~~*persistence of the waves*~~ (6th), ~~*persistence of the waves*~~ (6th), ~~*persistence of the waves*~~ (6th), ~~*protection from all elements*~~ (12th), ~~*regenerate critical wounds*~~ (9th), *warp wood* (6th), *warp wood* (6th); *quarterstaff – with protection from all elements** stored within.

Spells Prepared (6/7/6/5/4/4/3; base DC = 17 + spell level; +2 for evocation or enchantment): 0 – *detect magic, detect magic, detect poison, flare, know direction, resistance*, 1st – *animal friendship, calm animals, calm animals, entangle, entangle, magic fang, sandblast**; 2nd – *briar web**, *briar web**, *charm person or animal, decomposition**, *summon swarm, warp wood*; 3rd – *dominate animal, false bravado*, nature's favor*, regenerate ring*, summon nature's ally III*; 4th – *dispel magic, flame strike, freedom of movement, sleet storm*; 5th – *animal growth, charm person or animal, ice storm, wall of thorns*; 6th – ~~*antilife shell*~~, *fire seeds, summon nature's ally VI*.

Darren is protected from all elements (144 pts); *barkskin* (included above) and *antilife shell* all cast for this combat. Darren has cast unhallowed on the grove with *dispel magic* (12th level) on enemies is fixed to the unhallowed. Darren cast *Druid Grove** on the Ipp trees storing *briar web* in one tree, obscuring mist in a second and *entangle* in a third. To activate these spells, Darren must touch the tree as a standard action. Twenty minutes prior to the heroes' arrival, Darren cast call lightning allowing him to call for a lightning strike (10d10 pts electrical damage a target and all others within a 10 ft radius, Reflex save for half).

*New rule, see Appendix III

🐾 **Buckeye:** animal; CR2; medium animal (black bear); HD 5d8+10; hp 31; Init +1; Spd 15, 40; AC 11; +11/+6 melee (1d4+8, 2 Claws; 1d6+6, Bite); SQ: Scent (Ex); AL N; SV Fort +5, Ref +5, Will +3; Str 19, Dex 13, Con 15, Int 1, Wis 12, Cha 6.

Skills: Climb +6, Listen +5, Spot +8, Swim +8.

Scent (Ex): This ability allows the creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

Buckeye has *greater magic fang* (included above) cast upon him from Darren.

✦ **Awakened Ipp Tree (APL10 version):** CR10; colossal construct; HD 32d10; hp 176; Init -3; Spd 10; AC 11; Atk +25 melee (4d6+13, slam); AL N; SV Fort +10, Ref +7, Will +10, Str 28, Dex 4, Con -, Int 14, Wis 13, Cha 16.

Appendix II – New Rules

NATURAL SPELL [WILD] AS PRESENTED IN MASTERS OF THE WILD

You cast spells while in a *wild shape*.

Prerequisite: Ability to use *wild shape*, Wis 13.

Benefit: You complete the verbal and somatic components of spells while in a *wild shape*. For example, while in the form of a hawk, you could substitute screeches and gestures with your talons for the normal verbal and somatic components of a spell. You can use any material components or focuses that you can hold with an appendage of your current form, but you cannot make use of any such items that are melded within that form. This feat does not permit the use of magic items while in a form that could not ordinarily use them, and you do not gain the ability to speak while in a *wild shape*.

CREATE INFUSION [ITEM CREATION] AS PRESENTED IN THE MASTERS OF THE WILD

You store a divine spell within a specially prepared herb.

Prerequisites: Wilderness Lore 4 ranks, spell caster level 3rd.

Benefit: You create an infusion of any divine spell available to you. Infusing an herb with a spell takes one day. When you create an infusion, you set the caster level, which must be sufficient to cast the spell in question but not higher than your own level. The base price of an infusion is its spell level times caster level times 50 gp. To create an infusion, you must spend 1/25 of its base price in XP and use up raw materials costing one-half this base price.

Any infusing that stores a spell with a costly material component or xp cost also carries commensurate cost. In addition to the cost derived from the base price, you must also expend the material component or pay the XP when creating the infusion.

BRIAR WEB AS PRESENTED IN MASTERS OF THE WILD

Transmutation

Level: Drd 2, Rgr 2

Components: V, S, DF

Casting Time: 1 action

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

Area: Plants in a 40-ft. radius spread

Duration: 1 minute/level

Saving Throw: See text

Spell Resistance: No

This spell causes grasses, weeds, bushes, and even trees to grow thorns and then wrap, twist, and entwine

about creatures in the area, holding them fast. Creatures that stand still are entangled but experience no other effects and take no damage. A creature attempting an action (attack, cast a spell with somatic components, move, or the like) takes thorn damage of 1d4 points +1 additional point per caster level and must make a successful Reflex save or be entangled (-2 penalty on attack rolls, -4 penalty to effective Dexterity, and unable to move). Anyone trying to cast a spell within the area must also make a Concentration Check (DC 15 + spell level + damage taken) or lose the spell.

An entangled creature can try to break free and move at half normal speed by using a full-round action to make a Strength check or Escape Artist check (DC 20). A non-entangled creature can move through the area at half speed, taking damage as described above. Each round non-entangled creatures remain in the area, the plants attempt to entangle them.

The plants provide one-quarter cover for every 5 feet of substance between a creature in the area and an opponent – one-half for 10 feet of *briar web*, three-quarters for 15 feet, and total cover for 20 feet or more.

The DM may alter the effects of the spell somewhat, based on the nature of the available plants.

DECOMPOSITION AS PRESENTED IN MASTERS OF THE WILD

Necromancy

Level: Drd 2

Components: V, S, DF

Casting Time: 1 action

Range: 50 ft.

Area: All enemies within a 50-ft. radius emanation center on you.

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

Whenever an enemy within the area suffers normal (not subdual) damage, that wound festers for an additional 1 point of damage per round thereafter for the duration of the spell. A successful Heal check (DC 15) or the application of any cure spell or other healing magic (heal, healing circle and so on) stops the festering. Only one wound festers at a time; additional wounds suffered while the first is still festering are not subject to this effect. Once festering has been stopped, however, any new wound suffered while the subject is within the area (before the spell expires) begins to process anew.

For example, a subject who takes 6 points of damage from an attack while within the area of decomposition spell suffers 1 point of damage from festering the next round, and another 1 point on the round after that. On the following round, that subject receives 4 points of healing from a cure light wounds spell, so the festering stops and the subject takes no festering damage that round. The next round the subject remains within the emanation and takes another 3 points of damage in battle. The festering begins again, inflicting 1 point of festering damage on the next round.

DRUID GROVE AS PRESENTED IN MASTERS OF THE WILD

Enchantment (Compulsion) [Mind-Affecting]

Level: Drd 3

Components: V, S, F

Casting Time: 1 action

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

Target: One Humanoid

Duration: 3 rounds + the subject's Constitution modifier

Saving Throw: Will negates

Spell Resistance: Yes

By casting *druid grove*, you reshape a living tree so that it can contain a spell. Thereafter, you can access this stored spell at any time, as if the tree were a very large, immobile scroll.

In conjunction with *druid grove*, you can cast druid spells totaling no more than one-third of your caster level (rounded down, maximum 6th). Instead of taking effect, these companion spells are stored in tress within the area. Each tree can hold only one spell. *Druid grove* and the companion spells must all be cast during the same uninterrupted ritual. The 10-minute casting time noted above is the minimum for the entire ritual; if any of the companion spells takes longer than 10 minutes to cast, use the actual total casting time instead.

By touching the tree that contains a companion spell (a standard action), you can activate that spell instantaneously. You must make any decisions about its effect (such as targeting and direction) upon touching the tree.

You may only have one *druid grove* in effect at a time. If you cast a second *druid grove* before the first expires or is fully discharged, the first is dispelled.

A tree affected by *druid grove* detects as magical, but the detection process does not harm the tree in any way.

FALSE BRAVADO AS PRESENTED IN MASTERS OF THE WILD

Enchantment (Compulsion) [Mind-Affecting]

Level: Drd 3

Components: V, S, F

Casting Time: 1 action

Range: Close 25 ft + 5 ft/2 levels

Target: One Humanoid

Duration: 3 rounds + the subject's Constitution modifier

Saving Throw: Will negates

Spell Resistance: Yes

False bravado causes the subject to grow overconfident, believing that he or she has gained the full effects of a barbarian's rage (Constitution and Strength bonuses as well as improved Will saves). In fact, however, the affected creature incurs all the penalties of the barbarian's rage but gains none of its advantages. The subject suffers a -2 penalty to AC and cannot use skills or abilities that require patience and concentration, such as moving silently or casting spells. At the end of the spells duration, the creature is fatigued (-2 to Strength and Dexterity, unable to charge or run) for the rest of that encounter.

Focus: A small mirror with the sigil of bravery painted upon it, worth at least 25 gp.

NATURE'S FAVOR AS PRESENTED IN MASTERS OF THE WILD

Evocation

Level: Drd 3, Rgr 2

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Animal touched

Duration: 5 rounds/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

By calling on the power of nature, you grant the target animal a +1 luck bonus on attack and damage rolls for every two caster levels you possess.

PERSISTENCE OF THE WAVES AS PRESENTED IN MASTERS OF THE WILD

Transmutation

Level: Drd 2

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Living creatures touched

Duration: 10 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell bestows the smooth indomitability of the waves crashing on the shore. The subject gains a +4 enhancement bonus to Constitution and suffers a -2 penalty to Strength.

PROTECTION FROM ALL ELEMENTS AS PRESENTED IN *MASTERS OF THE WILD*

Abjuration

Level: Drd 6

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creatures touched

Duration: 10 minutes/level or until discharged

Saving Throw: None

Spell Resistance: Yes

The subject becomes invulnerable to acid, cold, electricity, fire, and sonic damage. The spell absorbs damage the subject would otherwise take from all the above energy types, regardless of whether the source of damage is natural or magical. This protection also extends to the subject's equipment. When the spell has absorbed a total of 12 points of damage per caster level dealt by any combination of the able energy types, it is discharged.

Protection from all elements absorbs only damage. The subject could still suffer unfortunate side effects, such as drowning in acid (since drowning damage comes from lack of oxygen) or becoming incased in ice.

The effects of this spell do not stack with those of protection from elements, endure elements, or resist elements. If a creature is warded by protection from all elements and any of these other spells, protection from all elements absorbs damage until it is discharged.

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

Conjuration (Healing)

Level: Clr 6, Drd 5

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Living creatures touched

Duration: 10 rounds + 1 round/two levels

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 sustained during the spell's duration, not to that from previous injuries. The subject heals 4 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 critical 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; on the highest-level effects 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 creatures touched

Duration: 10 rounds + 1 round/two levels

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 sustained during the spell's duration, not to that from previous injuries. The subject heals 2 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 moderate wounds* does not restore hit point 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; on the highest-level effects applies. Applying a second regenerate spell of equal level extends the first spell's duration by the full duration of the second spell.

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.

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

Conjuration (Healing)

Level: Clr 5, Drd 4

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Living creatures touched

Duration: 10 rounds + 1 round/two levels

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 3 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 moderate serious* does not restore hit point lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attached lost body parts.

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

SANDBLAST AS PRESENTED IN *MASTERS OF THE WILD*

Evocation

Level: Drd 1

Components: V, S, DF

Casting Time: 1 action

Range: 10 ft.

Area: Semicircle burst of sand 10 ft. long, centered on your hands

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You fire a hail of hot sand from your fingers, dealing 1d6 points of subdual damage to creatures in the arc. (See the illustration in the *burning hands* spell description in the *Player's Handbook* for details of the arc.) Any creature that fails its Reflex save is also stunned for 1 round.

How Much Wood Would...? Critical Events Summary

Did the ADVENTURERS recover the coffin of Simon Velysin?	Yes	No
Did the ADVENTURERS take the reward of coin from Father Rolcas?	Yes	No
Did Lars Gunnarson survive the adventure?	Yes	No
Was Alain the Junior Ranger found?	Yes	No
Did Darren Thistlebrow escape the ADVENTURERS?	Yes	No

Please list any ADVENTURERS who earned infamy with the Church of St. Cuthbert below.

Character Name:_____ Player Name:_____ RPGA#_____

Character Name:_____ Player Name:_____ RPGA#_____

Character Name:_____ Player Name:_____ RPGA#_____

Character Name:_____ Player Name:_____ RPGA#_____

Character Name:_____ Player Name:_____ RPGA#_____

Character Name:_____ Player Name:_____ RPGA#_____