

AHL SM4-01

Dark Wings over Downslope

**A D&D LIVING GREYHAWK[®]
Ahlissa (Innsa) Regional Special Mission**

by Rainer Nagel

based on a treatise by Chris Chesher

Though it would be nice to have time to stay in the pleasurable city of Innsa, the Adri Forest is calling you. The peaceful forest village of Downslope needs your help once again. With the terrain you are heading for, perhaps its best to leave the mounts in the stables. And you had better gear up on those healing potions... this might get nasty.

A Special Mission for adventurers of levels 2 to 12 (APL 2 to 12).

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 sidebar 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.
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

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	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

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. 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 two 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 DC 10 Handle Animal or Charisma check. 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 Innspa. Characters native to Innspa pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12 gp per time unit. Rich Upkeep costs 50 gp per time unit. Luxury Upkeep costs 100 gp per time unit.

There is no unique AR for this adventure, so just take a generic Adri Interactive AR.

Adventure Background

For many generations, a particular sect of the Beory religion has been operating a divine test. The first part of this test is to allow initiates (or just those who blunder through) a chance to enter the Brother's Tomb, and retrieve a copy of his special holy symbol. Once the rite has been done, the complex is set back up by the magical servants of Beory, and a new copy of the special holy symbol is left in its place. This special holy symbol bonds itself to a fitting person, much as a cursed item would. This calling has not taken place for many generations, until it was started up again by adventurers recently plundering the tomb, as told in AHL 3-01 *Adri Fiend Follies*.

In the last few months, many adventurers have flocked to the Brother's Tomb, and plundered it, taking the special holy symbol for its gold piece value. Some of these have met terrible fates and

their special holy symbols have transferred themselves to the next fitting creature to touch it.

However, the second stage of Beory's Forever Task never really materialized. This was due to the fact that Immonara, the current Archdruid of the Adri region, felt that the situation was getting out of control, and that with the current situation in the Adri, a quest of the masses for Beory's Forever Task would be too destabilizing. Thus, Immonara set some of her most powerful associates to the task of sealing up the Sister's Womb, the "follow-up" site to the Brother's Tomb explored by so many heroes. And thus, the Forever Task was shut down before it could run its course, and the Brother's Symbols that were so prevalent lost their powers, with nobody being the wiser. Even Tansy Treewee, Immonara's rival for the position of Archdruid, was mostly unaware of Immonara's machinations to this end. However, there is at least one loose end left...

A few days before the present, a wyvern has arrived in the area of the village of Downslope. He flew in from the north, after having lost a territorial battle against a true dragon. This wyvern is a grand specimen of wyverndom. His heart is as evil as he is intelligent. A month before, the wyvern had attacked and eaten a band of brave adventurers. One of those adventurers carried the special holy symbol from the Brother's Tomb. The amulet bonded itself to the wyvern. Its effects have started to affect the wyvern. The beast's weak mind can not figure out what it needs to do, and his rapidly entering the realm of violent dementia. The fact that it can only speak draconic is not helping it interrogate the people of the village. Relations quickly turned violent.

The people of Downslope need the help of brave adventurers to save them. But, since none can be found, they have to settle for the greedy mercenaries of Innspa. Time is running out.

Scenario Summary

Introduction: Inns and Spas: Young Froe of Downslope seeks the PCs out in the city of Innspa. Adventure ensues.

Encounter One: Bait and Switch: Expecting a simple dragon slaying, the PCs instead find themselves chasing after a crazy wyvern – crazy enough to kidnap everyone's favorite cleric of Wenta.

Encounter Two: Lair of the Brown Dragon: With the help of some local guides, the PCs track the wyvern back to its makeshift lair and find out just how looney this bird is. Hopefully, they rescue Mistress Tandlee while they're at it.

Encounter: Three Party at Downslope!: The village is very happy that the PCs have defeated

the Brown Dragon. So happy that they are going to hold a big celebration the next day.

Introduction: Inns and Spas

Between adventures, its nice to have time to sit back and enjoy your hard-earned spoils. The city of Innspa, with its roots in hedonistic pleasure providing, is a better place than most to do it in. With the fair summer weather, outdoor cafes providing beer and roast meat spring up outside the more expensive establishments. You are enjoying such a place when a young man approaches you. He looks vaguely familiar, and his clothes betray his rural nature. The Rune of Pursuit dangles from around his neck.

The adventurers are kicking back and taking it easy as usual in the pleasure town of Innspa, when a familiar face seeks them out. It is one of the young men from the Village of Downslope. Any PC who participated in AHL 3-01 *Adri Fiend Follies* recognizes this lad as one of the village militia.

If there are no PCs who took part in *Adri Fiend Follies*, then any familiarity that young man may have is because all woodland peasants look alike. The young man is named Froe.

It is Froe's first time in such a large settlement, and the look of awe has crept into his expression. The lad does not forget his mission, though. Froe has a note for the adventurers from Yeoman Sties. The lad tells the adventurers that several days ago, a brown dragon came to torment the village and surrounding area.

Keep in mind that, in Greyhawk, dragons are rather rare. Though many folk tales surround them, few people have ever actually seen a dragon. This includes the PCs. To the people of Downslope, a wyvern is a brown dragon. Froe describes it has a beast with legs, wings, a tail, and a vicious bite. That's close enough to a folklore dragon to convince the people of Downslope that it IS a dragon. In Froe's mind, he saw a dragon, and the details of the folklore dragon colours his description. He remembers it having four legs but he's doesn't recall seeing a breath weapon used. Certainly not fire or ice. He is unaware of any poison use (those people that have been affected by poison are killed by the attack damage before anyone gets around to noticing the poison damage).

Once Froe has introduced himself to the PCs, he tells them his story.

"Our situation is dire. Yeoman Sties has entrusted me with this letter to you, or people like you. I can tell you what I have seen first hand. We have a dragon problem. Downslope is in great danger.

The dragon at first just kept yelling at us in its hissing-sounding language, then after a day

or so, it started to eat animals, and acting bizarre and not how the stories say a dragon should. Then the brown dragon killed a few of the men and carried away another man. We suspect the dragon has a lair nearby the village. Scouts are out looking for it. I can lead you back to the village the quick way. Help us, Brave Mercenaries, you are our only hope."

With that, Froe waits for you to gather your possessions and is ready to answer any question you might have.

The note from Yeoman Sties says something similar, but in a somewhat more official manner, offering treasure and good will in exchange for the slaying of the brown dragon. The contents of the note are not different enough from what Froe is saying to be important. If the PCs want the specifics of the note, just paraphrase what Froe has already said. There is no deception in the letter from Yeoman Sties.

Froe leads the adventurers on a trail that leads directly to the village. It is a much quicker route than the one used in *Adri Fiend Follies*, especially if the PCs have horses. Wagons and carts, however, can not traverse this route.

The trip takes approximately two days for a human with a light load walking a normal pace and around one day on horseback. The trail veers north by northwest sharply.

Froe: Male human Com 1; hp 4; same as militia; see *Appendix A*

Development: Though normally a rather dangerous place, on this trip, the Flinty Hills offer no resistance to the intrusion of the adventurers. Unless of course, the adventurers cover themselves in honey and run naked into the woods screaming, "Come get me Giant Bees. I'm ever so clever and oh so sweet!"

All APLs

Giant Bees (20): 20*hp 13, see *Monster Manual* for details

Other than that, the PCs arrive without incident just after the brown dragon (wyvern) has left, carrying off Mistress Tandlee.

Encounter One: Bait and Switch

The sounds of battle and a loud hiss echo down the trail that you are on. Froe becomes frantic, "That's coming from Downslope, we must hurry."

The party is only another five minutes walking distance from the top of a small hill from where they may overlook the village. At this very moment, the wyvern has flown off at top speed, with

Mistress Tandlee in its clutches. All the PCs see of this, however, is a small dark speck in the air, flying off to the northwest, deeper into the Flinty Hills.

Even if a PC were to fly up, the distance is too great to make out the difference between a flying wyvern and a dragon. A DC 20 Spott check, however, does identify the "spot" to be a dragon or dragon-like creature: dark, two wings, flies at great speed. It is possible for a PC to chase after the wyvern in flight and follow it back to its lair. This takes approximately two hours. Should the PC make himself known to the wyvern, it turns to battle once it is a good distance from the village. It does not let go of Mistress Tandlee.

Otherwise, the PC's can speed to the village. Read the following.

With Froe at a hustle trying to lead you the rest of the way through the tangled forest, you arrive in the clearing that is Downslope village. The villagers are in a frantic state. Bodies of militiamen litter the ground. The healthy are carrying away the wounded on blankets and taking them to the nearby temple of Trithereon. Uloivin the Baker sees you and Froe and cries out to him.

"Mistress Tandlee has just been carried away by the brown dragon and Yeoman Sties lies badly wounded in his bed. Thank the Summoner you have returned with the mercenaries."

Arriving at the village, the adventurers are only moments too late no matter how long the trip took. The wyvern just flew away five (or less) minutes before, with Mistress Tandlee in its claws, after killing the militiamen who tried to guard her. Unless the PC's take extraordinary measures (*fly, teleport, etc.*), they do not get to see the wyvern leaving.

There are eight dead villagers and ten badly wounded villagers. They are being taken to the empty temple of Trithereon, the cleric of which has not yet been replaced since being killed by hellhounds in *Adri Fiend Follies*. With Mistress Tandlee off and about, there are no clerics in the village. Ten other villagers lie wounded in the Beer Hall of Wenta from the battle a day before.

Yeomen Sties lies in his bed, stable and conscious, but at -3 hit points. Sties tried to do battle with the beast a day earlier. The battle did not go well. The wyvern left in an insanity-induced frustration. Sties has severe poison damage to his Con score. Mistress Tandlee was only able to restore two points of it with her spells at hand. Sties insisted that she heal his men first, so he was expecting healing spells today. Of course, it never came to pass.

When the PC's begin to ask questions of the villagers, Uloivin the Baker stands forth and directs the PCs to Yeoman Sties at his sickbed. Sties knows the following and shares it with the PCs.

- ◆ Seven days prior, the brown dragon was first noticed in the area. Though stories of such beasts have been passed on from visitors from other distant villages, a dragon (or wyvern) has never been encountered before by the population of Downslope.
- ◆ The beast was first seen flying overhead carrying a brown bear in its claws. It was heading deeper into the hills to the northwest.
- ◆ Six days ago, the brown dragon flew into the village and caused a great stir. It did not attack, but it damaged several buildings as it flailed about, hissing in what Mistress Tandlee said was its native language (Tandlee does not speak Draconic, but recognized it as speech; on later occasions she had a *comprehend language* spell in memory, but never had the occasion to touch the beast to have the spell work). After about an hour of this draconic tantrum, the brown dragon left to fly north-west. During that hour, the villagers attempted to communicate with the beast, even bringing out two recently hunted deer carcasses. The dragon ignored all of this.
- ◆ After this first encounter with the dragon, the fastest among the villagers was chosen to seek out mercenaries from Innspa who might be able to solve their dragon mystery. Froe was selected and it was determined that he could rush the trip and be in Innspa within two days - though it would take three to return with help.
- ◆ Four days ago, the brown dragon was spotted several miles to the north. It was circling in the air for some time, then landed in the forest somewhere. The scouts observed it fly away after five hours, heading west.
- ◆ Three days ago, it was decided by the village that scouts should attempt to find the location of the beast's lair. Using the information gained from the various sightings, the scouts hope to be able to find the general location of the lair, then wait for it to reveal its exact location.
- ◆ One day ago, the brown dragon returned to the village. Mistress Tandlee was ready for it with a *comprehend language* spell and cast it, but as she moved in to touch the brown dragon it went insane with fury and struck her down as she approached. The assembled militia raced to defend her body and Yeoman Sties went toe to toe with the dragon. Archers fired arrows and guard dogs attacked all in support of brave Sties, but it was not enough. The beast attacked the archers, slaying and wounding many. Others broke and ran for cover from the fearsome sight. It was quite understandable.
- ◆ Sties did some damage to the brown dragon, but not enough that would be expected to drive it away. It eventually left on its own, as unpredictable as it had left.
- ◆ When the dragon did leave, it left many dead and wounded on the field. It took several of the potions of healing that Mistress Tandlee keeps for rainy days to bring her back to consciousness. She was able to use her magic to save many of the dying.
- ◆ Mistress Tandlee had used most of her magic when the badly wounded, but walking, Yeoman Sties collapsed. He had been affected by strong poison. She was able to send a runner for a *scroll of lesser restoration*, but she had no healing magic left other than one orison. Stable, Sties was carried to his house and a nurse began looking after him.
- ◆ By order of Sties, Mistress Tandlee had used her magic to heal herself and the most severely wounded soldiers before she may heal him. Tandlee had spells in reserve to do this, but before she could, the beast attacked again.
- ◆ At noon today, the beast attacked and went on a rampage, far more vicious than last time. It seemed to seek out Mistress Tandlee on the battlefield and carried her off once it found her.
- ◆ Once the scouts have returned, Sties wants the mercenaries to track down the beast, find out the fate of Tandlee, then slay the beast. The villagers have collected some precious stones and offer them as payment.
- ◆ Should the PCs ask for them, six doses of antitoxin are freely available (added into the treasure summery).

If the PCs offer to heal Sties, he accepts, though his Con is only at 3 (of 14) at the moment. In addition to the gems to pay the mercenaries, Sties offers the hospitality of the village, though he insists the PCs leave as soon as the scouts return.

Roughly ten minutes after the PCs are done interrogating Sties, the scouts return to much grim fanfare.

The scouts report immediately to Yeoman Sties, who very quickly summons the PCs.

Sitting at the head of a large table, exhaustion caking his face, Yeoman Sties motions for you to sit. The scouts are already seated.

"Mercenaries, our scouts have found the lair of the brown dragon. It is in a cave about a day's worth of hard travel to the north-west. With some hard steps, you can reach the lair before midnight. It lies within the Flinty Cast-Offs. This is very dangerous terrain, for the Hills hold many dangers.

If you make haste, perhaps it is not too late to save Mistress Tandlee from whatever fate the beast has in store for her. You and the scouts leave within the half-hour. It is not a journey for mounts. On behalf of the village, I thank you for what you are doing. Bring back the head of the beast. We shall celebrate your victory grandly. I pray that the Ale Wife

protects her servant and that the Summoner allows you to bring her back to us. Prepare now. May the Summoner bless you."

It takes the PCs several hours of forced march to reach the lair, in addition to the normal 8 hours of travel. At 6 am, on the dot, the wyvern eats Tandlee.

Slowest Party Member

Speed 30: Arrive at 10 pm; +2 hours forced march; Constitution Check per hour (DC 10+1 per hour); Damage 1d6 subdual per failed check.

Speed 20: Arrive at 11 pm; +3 hours forced march; Constitution Check per hour (DC 10+1 per hour); Damage 1d6 subdual per failed check.

Speed 15: Arrive at midnight; +4 hours forced march; Constitution Check per hour (DC 10+1 per hour); Damage 1d6 subdual per failed check.

Yeoman Sties: Male human Ftr 3/Rgr 1, hp -3. Currently at 3 of 14 Con.

Free: Male human Com 1; hp 5; same as Militia; see *Appendix A*

Militia: Male human Com 1; hp 5; see *Appendix A*

Frick and Frack (Scouts): Male human Rgr 1, hp 11, hp 11; see *Appendix A*

Development: If the PC's heal Yeomen Sties, he says that he and his men must stay here to protect the village, but insists that the PCs go rescue Mistress Tandlee. He even pays the PCs in advance if they so demand (but only if they demand it, he won't offer it first).

The bag of gems' (listed in the treasure summery) value depends on APL. The treasure descriptions also includes a vial of anti-toxin for each PC (i.e., the anti-toxin is handed out as agreed upon).

If the PCs ask about what possible goodies Mistress Tandlee or the deceased Warden Brother may have hidden away in their respective temples, the PCs can be granted free access to the 4 *potions of lesser restoration* that are later promised as rewards in *Encounter Three*. There are no other magical resources left. The potions are included in the Treasure Summery for *Encounter Three*.

Treasure:

APL 2: L - 25 gp; C - 75 gp; M - 0 gp

APL 4: L - 25 gp; C - 100 gp; M - 0 gp

APL 6: L - 25 gp; C - 150 gp; M - 0 gp

APL 8: L - 25 gp; C - 250 gp; M - 0 gp

APL 10: L - 25 gp - C: 550 gp; M - 0 gp

APL 12: L - 25 gp; C - 800 gp; M - 0 gp

Encounter Two: Lair of the Brown Dragon

The trek through this difficult terrain is just about over, according to your scout guides. The sun set some time ago and your torches cast ominous shadows on the most innocent of items. Logs, rocks and fluffy bunnies become terrible foes out of the corners of your eyes. Luckily, shadow play and fatigue remain your only advisories on your journey to the brown dragon's lair.

With a few hand gestures, the scouts signal for the torches to be doused. In the moonlight, the outline of a large cave can be made out in the distance. In the dark, it mimics a gaping maw on the peak of the hill you are on, though it would look little better in the day light.

"There it is," whispers one of the scouts, "that's the cave of the brown dragon. We'll back you up with our bows, but the rest of this is your task. I pray we are not too late for Mistress Tandlee. Should things go badly, we will do our best to recover your remains. Now let's have at it!" finishes the scout as he and his compatriot prep their longbows.

The adventurers are about 500 ft. away from the opening to the cave mouth. The opening is at the top of the hill. The slope is a sixty degree incline. There should be no problem making the ascent up to the cave mouth.

The cave mouth itself is 30 ft. wide. The cave floor extends in about 20 ft., then drops down to a forty-five degree angle, exposing a rather large cavern. The cavern is 120 ft. wide, 100 ft. long and 60 ft. high. Several rock formations and boulders break up the emptiness of the cavern.

In the back left corner is a small sub-cave, where the wyvern is holding mistress Tandlee, by placing a large boulder on her legs to keep her in one place.

What the heck is the Wyvern doing?

The wyvern is trying to interrogate his captive. He has ways to make her talk. If the wyvern was still sane, perhaps Mistress Tandlee and the wyvern could have worked out a magical way to talk, but as it is now, she will be draconic snacks before morning.

The wyvern spends his time yapping at Tandlee in Draconic. When his deluded mind thinks she is not cooperating, the wyvern rolls the boulder around a bit. This torture is enough to motivate Tandlee, but she has no way of replying, nor does she have the information that the beast wants.

This has been going on ever since they arrived back at the cave. Tandlee has used some of her spells as healing, but is currently unsure of how to use her remaining power to make her escape. Should she notice a rescue, she does her best to

aid any nearby PC with her spells. If give enough time trying (two minutes) Tandlee could move the boulder enough to free herself, but such attempts have been so far thwarted by the wyvern who has not gone far from her.

Why is the Wyvern Legally Insane?

The wyvern has on his neck the still active *Brother's Holy Symbol*. The cursed item has somewhat embedded itself into the scales at the nape of the wyvern's neck. He accidentally acquired the item from some adventurers it killed. Now the he can't get rid of the item.

The *Brother's Holy Symbol* has been activated by divine will. It is time for the wyvern to fulfill Beory's Forever Task, or go insane. This is akin to a *geas* spell, but with mental suffering instead. When the wyvern dreams, he sees flashes of landmarks and images of tasks he knows he must do. He needs to do these things, but does not know **what** those things are.

All of the dreams and impulses, as well as low intelligence (low compared to a human, but high for a wyvern) has driven the wyvern over the edge. He only speaks and understands Draconic, yet in his irrational state, he cannot fathom that those around him do not understand, they instead must be just choosing to not cooperate. The wyvern is paranoid, delusional, and mad as a hatter. When not trying to kill those he feels is hiding things from him, he sometimes experiences almost lucid states where he questions those around him about his dreams and impulses. When no one is around, he spends his time searching for the landmarks he dreams of.

Entering the Cave

The wyvern is 150 ft. away from the mouth of the cave, although in the darkness of the cave, the PCs are not able to see him. Even with darkvision, PCs have to get much closer. The PCs are able to hear him, though. The wyvern is moving around and constantly speaking in Draconic. The enraged and frustrated retorts of Tandlee can be heard clearly as well. She is beyond fear. She is angry now at what the wyvern is doing to her.

When the PCs get to the cave mouth and look inside, read the following;

The cave entrance is 30 ft. wide and its cave floor forms a lip of about 20 ft., before it starts a steady slow downwards. Though narrow near the opening, the bulk of the cavern is quite large. It seems to take up most of the inside of this hill. Perhaps if it was daylight, you could see the extents of the cave, but in the night, your light sources do not reveal all that the cave has to offer.

Though it is too dark too see, there is no problem hearing. The shrill angry screams of a women fill the echoing cavern. "Why are you doing this? What do you want! I don't understand you, you stupid creature. Let me

go!" her voice crackles with exhaustion. As if in reply, loud hissing noises echo about after her speech. The sound of something large moving about is rather evident.

Note: If any of the PCs speak Draconic, read the following. It is what the wyvern is saying;

"Dreams. You will tell me my dreams. I will not sleep tonight for you shall have my dreams instead. You shall not pretend to not understand anymore. Once you have had my dreams I shall consume your head with the first rays of the morning sun, and know all you know. Your torture of me shall end!"

Look who's coming to dinner

They PCs have a chance to converse with the wyvern before combat starts. The cave is dark, and the ground has many pebbles. Sound echoes easily as well. Any PC entering the cave by walking down the sloped cave floor has a -4 circumstance penalty to their Move silently checks. Once in the cave itself, they are at a -2 circumstance penalty for Move silently checks.

Once the rather alert wyvern has noticed intruders (it has 60 ft. darkvision), he begins to try and communicate with the PCs. Even if he can't see them, he guesses that someone is present.

A loud rhythmic hissing pulses through the cavern. It could easily be the makings of a strange alien tongue.

Note: If the PCs speak Draconic, read the following;

"I know who you are. You are the places in my dreams come to life. You shall give me answers to what I want to know, what I must know. You will make this stop. This penitence you have cursed me with will end. I shall find where it is I need to go, then I will suck the marrow from your long dead bones and leave your amulet in your empty skull."

If the PCs make themselves known by attempting to converse with the wyvern (even from hiding), the beast stops to talk for a short while. However, the conversation must be in Draconic. Attempting to use any other language for more than a few words (directed at the wyvern) sends him into a rage.

What can be learned from speaking with the wyvern?

- ◆ The wyvern thinks that the PCs are the ghosts of the adventurers he killed and accidentally acquired the amulet from. This took place many miles to the north. The wyvern has no fear of these 'ghosts'. When lucid, he is resentful of them and when in his paranoid rage, he hates them with all his mad passion.

- ◆ For the past two weeks, the wyvern has been having strange dreams. He dreams of landmarks, locations and riddles that he has problems remembering clearly after he has woken.
- ◆ When the wyvern killed the adventures two weeks ago, he found that an item that one of them carried had become attached to the wyvern's neck. He cannot get rid of it, though he has even tried scratching out chunks of its own flesh.
- ◆ Driven by the haunting images in his dreams, and the echoes of it during his waking hours, the wyvern has sought out the location he feels the dream is driving it towards. He cannot put into words what it is looking for, other than "landmarks."
- ◆ The wyvern thinks that the village of Downslope is responsible and that if he allows one of them to sleep near himself, he will have the same dream. Then the beast can eat the head of the dreamer, and know all it knows, In this case, this is what the wyvern is attempting to do to Tandlee.

Once the PCs have had a chance to converse the above information out of the wyvern;

OR

Once the PCs do something to panic the beast (moving too close, circling around, drawing weapons, etc spooks the beast) -

Once one or both of the above have happened, the wyvern's attitude changes and he enters one of its paranoid rages. He attempts to kill the PCs. He does not even try to harm Tandlee.

The Wyvern fights to the death, but does not venture far from the cave mouth. He wants to keep his captive almost as much as he wants to kill the PCs.

During all this (conversation and combat), the PCs can attempt to communicate with Tandlee. She is still stuck under her rock. Though somewhat short of breath, she can make an occasional gasp-like shout to the PCs. If the PC try to talk with Tandlee too much, it also sends the wyvern into a rage and forces it to attack.

Creatures:

Frick and Frack (Scouts): Male human Rgr 1, hp 11, hp 11; see *Appendix A*

Mistress Tandlee: Female human Clr 3 of Wenta; hp 16 of 20; see *Appendix A*

APL 2 (EL 6)

Wyvern (HD 7): hp 54 (of 59); see *Appendix B*

APL 4 (EL 8)

Wyvern, Advanced (11 HD): hp 123 (of 137); see *Appendix B*

APL 6 (EL 10)

Wyvern, Advanced (15 HD): hp 168 (of 187); see *Appendix B*

APL 8 (EL 12)

Wyvern, Advanced (19 HD): hp 213 (of 237); see *Appendix B*

APL 10 (EL 14)

Fiendish Wyvern, Advanced (19 HD): hp 213 (of 237); see *Appendix B*

APL 12 (EL 16)

Half-Fiend Wyvern, Advanced (21 HD): hp 255 (of 283); see *Appendix B*

Tactics:

First some opening remarks. From APL 4 onwards (and *especially* at APL 4, with the wyvern growing from Large to Gargantuan), this is a somewhat rough encounter, but it is not an impossible one. The PCs must think and plan, while taking full advantage of the many clues they have been given to the nature of the encounter. If the PCs simply try to hack away toe to toe with the wyvern, those PCs are doomed to die. Those who keep the wyvern on the move and expend the available resources are gifted with a cakewalk.

The cavern contains several rock formations that are 10 ft. high and 5-15 ft. wide. Both the wyvern and the PCs can use these as cover, but other than that, the cavern is open ground. There is enough room for the wyvern to make one-way flyby attacks, but he usually must land at the end of its turn since he lacks the flight maneuverability to hover.

There is not enough room to make 'dive' attacks, but the wyvern can make full use of his flyby attacks. Keep in mind that the wyvern can slash with his talons only when making a flyby attack.

A key factor to constantly keep in mind is that the cave is dark. Keep track of who has a light source. Movement rates outside the range of the light source is halved.

The wyvern also tries to protect his captive from any PC trying to free her. The wyvern stays in the cavern as much as possible. Should he need to exit to get at pesky archers or mages, he does not go more than 50 ft. before returning to the safety of the dark cave.

The two Downslope scouts do not go past the cave mouth, though they do use their longbows if a target presents itself in visibility range. The slanted shaft leading into the cave has moonlight visibility conditions

There is one exception to the limits of the two scouts. Should any PC fall where they can see them, one of the scouts runs down and tries his best to retrieve the body and bring it to the safety of the cave mouth.

Casting *neutralize poison* on to the wyvern negates its poison attack damage for 24 hours, provided the PCs succeed in a touch attack.

Development:

We didn't kill the brown dragon, oops!

Should the PCs leave this encounter without defeating the wyvern, then the beast beats them back to Downslope and raises havoc. He kills half the village population, including Yeoman Sties. If the wyvern has more than half his hit points left, he awaits the PCs' return to the village. If he has less than half, he finds some other place to hole up and lick his wounds. He does not return after this.

We were TPK'ed

Should all the PCs be killed in the cave, the scouts wait around and successfully retrieve the PC's mortal remains from the cave once the wyvern is out location hunting again.

They have to go back to Innspa to get the spells to raise the PCs, but the good news is, this can all be fast forwarded and the PCs can still return to the adventure for there are no time limits at this point.

Mistress Tandlee is in the lair, none the worse for wear (some wounds), and can be taken back to the village. She has no idea what the wyvern was after.

The bodies of animals and other woodland folk can be found here as well. All of them, victims of the wyvern's interrogations.

Bags of gems and coins from forest gnomes are the only monetary rewards the PCs get for brave deeds in the cavern.

Searching the wyvern reveals the copy of the *Brother's Holy Symbol*. PCs who have played AHL 3-01 *Adri Fiend Follies* recognize it on the spot. It is a small statue of a rotund women, except for the back half is flat with odd grooves in it. A DC 10 Knowledge (religion) check identifies it as the symbol of Beory, though the grooves are not usual. The amulet splinters and finally loses all its powers with the death of the wyvern.

Also, if any PC still has the *Brother's Holy Symbol* from AHL 3-01 *Adri Fiend Follies* and cannot get rid of it, the amulet splinters the very moment the wyvern is killed. Scratch the amulet off the respective AR and make a note on the Interactive AR for this adventure.

Mistress Tandlee uses whatever spells she has that the PCs require. There is no cost for these heroes. She has in her possession one *potion of neutralize poison*. She gives this up to whichever PC needs it the most. Otherwise, it is a gift to the party.

It's very possible that several PCs are suffering severe poison damage. Some may have spells such as *endurance* and *slow poison* keeping them alive. Assuming Tandlee does not wait too long to

cast her spells to aid the PCs, she can memorize fresh spells in eight hours when the morning comes. That is assuming magic can keep the desperate PCs alive that long.

If the PCs can make it back to Downslope in time, Tandlee has four *potions of lesser restoration* that she gives out freely. These are listed under the Treasure Summery for *Encounter Three*.

For reference, here is the chart for how long it takes to get back to Downslope:

Slowest Party Member

Speed 30: 10 hours total; +2 hours forced march; Constitution Check per hour (DC 10+1 per hour); Damage 1d6 subdual per failed check.

Speed 20: 11 hours total; +3 hours forced march; Constitution Check per hour (DC 10+1 per hour); Damage 1d6 subdual per failed check.

Speed 15: 12 hours total; +4 hours forced march; Constitution Check per hour (DC 10+1 per hour); Damage 1d6 subdual per failed check.

Treasure:

Spread about the wyvern's lair are the occasional coin and gem from past victims.

APL 2: L - 0 gp; C - 0 gp; M - *potion of neutralize poison* (98 gp per character)

APL 4: L - 0 gp; C - 100 gp; M - *potion of neutralize poison* (98 gp per character)

APL 6: L - 0 gp; C - 150 gp; M - *potion of neutralize poison* (98 gp per character)

APL 8: L - 0 gp; C - 250 gp; M - *potion of neutralize poison* (98 gp per character)

APL 10: L - 0 gp; C - 450 gp; M - *potion of neutralize poison* (98 gp per character)

APL 12: L - 0 gp; C - 700 gp; M - *potion of neutralize poison* (98 gp per character)

Encounter Three: Party at Downslope!

The trek back to the village of Downslope had its ups and downs, but major mishap was avoided. And now, it is time for celebration as the people of Downslope welcome you with open arms as you step out of the forest and into the village.

The PCs might have been rushing to avoid death from the effects of the wyvern's poison, so they probably rush right to the Beer Hall for healing.

It is also very possible that there are dead among the group, be they PCs or Tandlee and the scouts. If this is the case, see the earlier entry dealing with seeking out *raise dead* spells in Innspa.

Otherwise, continue on with this encounter (or intermingle the two depending on the situation). The following assume either no PCs died, or they

aren't too concerned about the deaths, and also that the wyvern was slain and did not fly back to Downslope for revenge.

A healthier looking Yeoman Sties greets you in the center of the village. It appears that everyone associated with the village has come out to show their gratitude towards you. Many children bear wreaths made of wild flowers. There is a great sense of relief in the air. Froe shakes each of your hands vigorously until Yeoman Sties has him settle down, then address you all.

"On behalf of myself, the people of Downslope, the Summoner and the Ale Wife, we wish to appoint each of you Heroes of Downslope. Your presence will always be welcome here and each of you shall be guests of honor at the festival we will hold tomorrow. We have already given you the monetary wealth of the village for the task you have done for us, but now accept our hospitality as well. We have many fruits of our labors that we wish to share with you. Sleep now, and recover your strength, for tomorrow, we feast!" finishes Yeoman Sties as maidens of the village lead you off to comfortable housing and help ease the many pains of battle.

Housing and wound treatment is provided for the PCs. So is food and drink. Mistress Tandlee casts whatever spells she has on the PCs, should they request them. Many of the maidens are rather flirtatious with the heroes of the village and offer to wash the PCs' garments. Female heroes, on the other hand, will find no shortage of handsome admirers from the young males of the village, with similar results.

The PCs should be rather tired from the long journey and sleep comes to them quickly in the comfortable surroundings.

When the PCs wake, it is a day of celebration. A long day...

Now what was this all about?

The PCs will have no knowledge of the background to the entire story, since Immonara has so surreptitiously closed down Beory's Forever Task that next to nobody knows about it. Wortham Kremm and Querca, emissaries from Immonara and Tansy Treewee, respectively, know about it and discussed part of their knowledge recently (AHLI 4-01 *The Weather Witch of the Adri*) when trying to sway the villagers of some Adri villages to one side or the other, but since none of the PCs playing this adventure really listened, the knowledge is still fairly limited.

If you believe that the PCs conducted themselves well in their fight against the wyvern, you may want to have the druid Runs Fast stop by during the festivities and explain the background to the PCs. He can tell them everything that is listed

in *Adventure Background*, including where the wyvern came from.

If Tandlee is dead too

It's possible that Tandlee has suffered death from misadventure. Though the wyvern does not try to harm her, it is possible that some magical effect (such as *random action*) could cause her demise. Or perhaps a careless PC with a *fireball* did her in. Either way, if her body is returned to the village (either by the PCs or by the scouts) then it is sent to Innspa for *resurrection*.

This means there are no clerics left in the village to cast spells on the PCs. Though the attendant of the Beer Hall of Wenta still offers up the four *potions of lesser restoration*, should any of the PCs be in desperate need of such.

Should Tandlee die in any way or for any reason, the PCs are docked xp at all APLs except APL 2.

The Brown Dragon's Revenge!

It is very possible that either the PCs were forced to flee from the powerful wyvern, or that they rescued Tandlee and decided it best to not tempt fate with a fight. In this situation, that is the wrong choice.

One hour after the PCs leave the wyvern, he takes flight and travel (rather quickly) to Downslope and proceed to wipe out most of the village. Then he flies off back to the lair – all in the time it takes the PCs to travel back to the village.

If this is the case, then the welcoming is rather bitter-sweet. Yeoman Sties is dead, along with all but three of the militia. Half the non-combatants of the village (women and children) have either been killed, or fled out right, lost to the dangers of the Flinty Hills, never to return. If the PCs managed to bring back Tandlee alive, then they are still welcome to stay in the village as before, but if Tandlee was never rescued, then the villagers are rather upset with the PCs and have their new spokesmen, Froe, ask the PCs to leave in the morning.

The only way for the PCs to redeem themselves with the village is to go back and slay the brown dragon once and for all.

Treasure:

APL 2: L – 0 gp; C – 0 gp; M – 4 *potions of lesser restoration* (38 gp per character);

APL 4: L – 0 gp; C – 0 gp; M – 4 *potions of lesser restoration* (38 gp per character);

APL 6: L – 0 gp; C – 0 gp; M – 4 *potions of lesser restoration* (38 gp per character);

APL 8: L – 0 gp; C – 0 gp; M – 4 *potions of lesser restoration* (38 gp per character);

APL 10: L – 0 gp; C – 0 gp; M – 4 *potions of lesser restoration* (38 gp per character);

APL 12: L – 0 gp; C – 0 gp; M – 4 *potions of lesser restoration* (38 gp per character);

Experience Point Summary

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

Encounter Two: Lair of the Brown Dragon

Defeating the wyvern:

APL 2 (EL 6)	180 XP
APL 4 (EL 8)	240 XP
APL 6 (EL 10)	300 XP
APL 8 (EL 12)	360 XP
APL 10 (EL 14)	420 XP
APL 12 (EL 16)	480 XP

Encounter Two: Lair of the Brown Dragon

Saving Mistress Tandlee:

APL 2	---
APL 4 (EL 1)	30 XP
APL 6 (EL 2)	60 XP
APL 8 (EL 3)	90 XP
APL 10 (EL 4)	120 XP
APL 12 (EL 5)	150 XP

Discretionary Role-playing Awards:

APL 2	45 XP
APL 4	67 XP
APL 6	90 XP
APL 8	112 XP
APL 10	135 XP
APL 12	157 XP

Total Experience Possible:

APL 2	225 XP
APL 4	337 XP
APL 6	450 XP
APL 8	562 XP
APL 10	675 XP
APL 12	787 XP

Treasure Summary

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

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

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

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

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

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

Encounter One: Bait and Switch

APL 2:	L - 25 gp; C - 75 gp; M - 0 gp
APL 4:	L - 25 gp; C - 100 gp; M - 0 gp
APL 6:	L - 25 gp; C - 150 gp; M - 0 gp
APL 8:	L - 25 gp; C - 250 gp; M - 0 gp
APL 10:	L - 25 gp - C: 550 gp; M - 0 gp
APL 12:	L - 25 gp; C - 800 gp; M - 0 gp

Encounter Two: Lair of the Brown Dragon

APL 2:	L - 0 gp; C - 0 gp; M - <i>potion of neutralize poison</i> (98 gp per character)
APL 4:	L - 0 gp; C - 100 gp; M - <i>potion of neutralize poison</i> (98 gp per character)
APL 6:	L - 0 gp; C - 150 gp; M - <i>potion of neutralize poison</i> (98 gp per character)
APL 8:	L - 0 gp; C - 250 gp; M - <i>potion of neutralize poison</i> (98 gp per character)
APL 10:	L - 0 gp; C - 450 gp; M - <i>potion of neutralize poison</i> (98 gp per character)
APL 12:	L - 0 gp; C - 700 gp; M - <i>potion of neutralize poison</i> (98 gp per character)

Encounter Three: Party at Downslope!

APL 2:	L - 0 gp; C - 0 gp; M - 4 <i>potions of lesser restoration</i> (38 gp per character);
APL 4:	L - 0 gp; C - 0 gp; M - 4 <i>potions of lesser restoration</i> (38 gp per character);
APL 6:	L - 0 gp; C - 0 gp; M - 4 <i>potions of lesser restoration</i> (38 gp per character);
APL 8:	L - 0 gp; C - 0 gp; M - 4 <i>potions of lesser restoration</i> (38 gp per character);

APL 10: L – 0 gp; C - 0 gp; M - 4 *potions of lesser restoration* (38 gp per character);

APL 12: L – 0 gp; C - 0 gp; M - 4 *potions of lesser restoration* (38 gp per character);

Total Possible Treasure

APL 2: Loot: 25 gp; Coin: 75 gp; Magic: 136 gp -
Total: 236 gp [capped at 225 gp]

APL 4: Loot: 25 gp; Coin: 200 gp; Magic: 136 gp -
Total: 361 gp [capped at 325 gp]

APL 6: Loot: 25 gp; Coin: 300 gp; Magic: 136 gp -
Total: 461 gp [capped at 450 gp]

APL 8: Loot: 25 gp; Coin: 500 gp; Magic: 136 gp -
Total: 661 gp [capped at 650 gp]

APL 10: Loot: 25 gp; Coin: 1000 gp; Magic: 136 gp
- Total: 1161 gp [capped at 1150 gp]

APL 12: Loot: 25 gp; Coin: 1500 gp; Magic: 136 gp
- Total: 1661 gp [capped at 1650 gp]

Appendix A: NPCs

Frick and Frack (Scouts): Male human Rgr 1; CR 1; medium humanoid; HD 1d8+1; hp 9 Init +1; Spd 30 ft; AC 14 (touch 11, flat-footed 13) [Dex+1, studded leather+3]; Atk +1 melee (shortsword 1d6+2 crit x3, melee), +1 melee (shortsword 1d6+1 crit x3, melee); or +4 ranged (longbow 1d8 crit x3 Range 100, Piercing; SR 0; AL N; SV Fort +3, Ref +3, Will +1; Str 14, Dex 16, Con 12, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +6, Profession (Guide) +5, Handle Animal +3, Hide +7, Move Silently +7 Survival +5; Favored Enemy: orcs, Point-Blank Shot, Precise Shot, Track, Wild Empathy

Possessions: shortswords (2), studded leather, dagger, longbow, 20 arrows, misc. gear

Yoeman Sties: Male human Ftr 3/Rgr 1; CR 4; Medium Humanoid; HD 3d10+6 + 1d8+2; hp 32; Init +5; Spd 30 ft.; AC 15 (touch 14, flat-footed 11) [Chainshirt +4, Dex+1]; Atk +6 melee (shortsword 1d6+3 crit 19-20, Piercing), Atk +6 melee (shortsword 1d6+2 crit 19-20, Piercing) or +5 ranged (Longbow 1d8 crit x3, Piercing; AL CG; SV Fort +6, Ref +2, Will +2; Str 14, Dex 12, Con 14, Int 10, Wis 12, Cha 14.

Skills and Feats: Animal Empathy +4, Climb+1, Profession (Farming)+3, Diplomacy +4, Handle Animal +7, Ride +6, Swim -6, Wilderness Lore +4; Combat Reflexes, Favoured Enemy: dragons, Improved Initiative, Mounted Combat, Point Blank Shot, Track, Weapon Focus: Shortsword, Wild Empathy

Possessions: chain shirt, +1 shortsword (2), longbow, misc. gear

Militia (20): Male human Com 1; CR 1/2; medium humanoid; HD 1d4+1; hp 5 Init +1; Spd 30 ft; AC 14 (touch 11, flat-footed 13) [Dex+1, studded leather+3]; Atk +3 melee (shortspear 1d8+2 crit x3, melee) or +2 ranged (Longbow 1d8 crit x3 Range 100, Piercing; SR 0; AL N; SV Fort +3, Ref +1, Will +0; Str 14, Dex 12, Con 12, Int 8, Wis 10, Cha 8.

Skills and Feats: Profession (Farming) +3, Handle Animal +3, Swim +6; Martial Weapon: Longbow, Armour Proficiency: Light

Possessions: shortspear, studded leather, dagger, longbow, misc. gear;

Mistress Tandlee: Female human Clr 3 (Wenta); CR 3; medium humanoid; HD 3d8+3; hp 20; Init +2; Spd 30 ft; AC 16 (touch 12, flat-footed 14) [Dex+2, chain shirt+4]; Atk +4 melee (club 1d6 19-20 crit x2, bludgeoning) or +4 ranged (dagger 1d4 19-20 crit x2, slashing); SR 0; AL CG; SV Fort +3, Ref +3, Will +6; Str 10, Dex 14, Con 12, Int 12, Wis 16, Cha 12.

Skills and Feats: Climb +2, Concentration +3, Craft (Brewing) +7, Knowledge (Arcana) +3, Knowledge (Religion) +3, Spellcraft +3; Dodge, Weapon Finesse (Club), Brew Potion

Possessions: club, spell components pouch, MW chainshirt, beer-mug holy symbol

Physical Description: Big-boned Oeridian women always with a mug of beer nearby

Spells Prepared (4/3+1/2+1; base DC = 13 + spell level): 0—~~Detect Magic~~, ~~Light~~(2), ~~Mending~~; 1st—~~Bless~~, ~~Comprehend Languages~~, ~~Protection from Law~~*, ~~Shield of Faith~~; 2nd—~~Barkskin~~*, ~~Bear's Endurance~~, ~~Lesser Restoration~~.

*Domain spell. *Chaos:* Domain (all chaos spells at +1 CL); *Plant:* (turn/rebuke plant creatures as if undead).

Runs Fast: Male human Drd 3 (Beory); CR 3; medium humanoid; HD 3d8; hp 17; Init +2; Spd 20 ft; AC 16* (touch 13, flat-footed 13) [Dex+2, Dodge+1*, hide armour+3]; Atk +5 melee (club 1d6 19-20 crit x2, bludgeoning) or +3 ranged (Sling 1d4 crit x2, bludgeoning); SR 0; AL N; SV Fort +3, Ref +3, Will +6; Str 14, Dex 14, Con 10, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +5, Handle Animal +6, Intuit Direction +8, Knowledge (Nature) +5, Spellcraft +3, Survival +8, Swim +4*; Dodge, Weapon Focus Club, Track.

Possessions: hide armour, wooden club, stone dagger, sling

Spells Prepared (4/3/2; base DC = 13 + spell level): 0—~~Create Water~~, ~~Detect Magic~~, ~~Detect Posion~~, ~~Mending~~; 1st—~~Cure Light Wounds~~, ~~Entangle~~, ~~Summon Nature's Ally I~~; 2nd—~~Barkskin~~, ~~Summon Nature's Ally II~~.

Appendix B: The Wyvern

APL 2

Wyvern: CR 6; Large Dragon; HD 7d12+14; hp 54 (of 59); Init +1; Spd 20 ft., fly 60 ft. (poor); AC 18 (touch 10, flat-footed 17) [-1 size, +1 Dex, +8 natural]; Base Atk +7; Grp +15; Atk +10 melee (1d6+4 plus poison, sting) or +10 melee (2d6+4, talon) or +10 melee (2d8+4, bite); Full Atk +10 melee (1d6+4 plus poison, sting) and +10 melee (2d6+4, talon) and +10 melee (2d8+4, bite); Space/Reach 10 ft./5 ft.; SA Poison, improved grab; SQ Darkvision 60 ft., immunity to *sleep* and paralysis, low-light vision, scent; AL NE; SV Fort +7, Ref +6, Will +6; Str 19, Dex 12, Con 15, Int 8, Wis 12, Cha 9.

Skills and Feats: Hide +7, Listen +13, Move Silently +11, Spot +16; Ability Focus (poison), Alertness, Flyby Attack, Multiattack^B.

Possessions: *Brother's Holy Symbol* (cursed).

Improved grab (Ex): To use this ability, the wyvern must hit with its talons. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and stings.

Poison (Ex): Injury, Fortitude DC 17, initial and secondary damage 2d6 Constitution. The save DC is Constitution-based.

APL 4

Wyvern, Advanced: CR 8; Gargantuan Dragon; HD 11d12+66 hp 123 (of 137); Init +0; Spd 20 ft., fly 60 ft. (poor); AC 21 (touch 10, flat-footed 21) [-4 size, +15 natural]; Base Atk +19; Grp +27; Atk +19 melee (1d10+12 plus poison, sting) or +19 melee (3d8+12, talon) or +19 melee (3d8+12, bite); Full Atk +19 melee (1d10+12 plus poison, sting) and +19 melee (3d8+12, talon) and +19 melee (3d8+12, bite); Space/Reach 10 ft./5 ft.; SA Poison, improved grab; SQ Darkvision 60 ft., immunity to *sleep* and paralysis, low-light vision, scent; AL NE; SV Fort +13, Ref +7, Will +10; Str 35, Dex 11, Con 23, Int 8, Wis 12, Cha 9.

Skills and Feats: Hide +7, Listen +13, Move Silently +11, Spot +16; Ability Focus (poison), Alertness, Flyby Attack, Iron Will, Multiattack^B.

Possessions: *Brother's Holy Symbol* (cursed).

Improved grab (Ex): To use this ability, the wyvern must hit with its talons. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and stings.

Poison (Ex): Injury, Fortitude DC 17, initial and secondary damage 2d6 Constitution. The save DC is Constitution-based.

APL 6

Wyvern, Advanced: CR 10; Gargantuan Dragon; HD 15d12+90; hp 168 (of 187); Init +1; Spd 20 ft.,

fly 60 ft. (poor); AC 22 (touch 10, flat-footed 21) [+1 Dex, -4 size, +15 natural]; Base Atk +23; Grp +31; Atk +23 melee (1d10+12 plus poison, sting) or +23 melee (3d8+12, talon) or +23 melee (3d8+12, bite); Full Atk +23 melee (1d10+12 plus poison, sting) and +23 melee (3d8+12, talon) and +23 melee (3d8+12, bite); Space/Reach 10 ft./5 ft.; SA Poison, improved grab; SQ Darkvision 60 ft., immunity to *sleep* and paralysis, low-light vision, scent; AL NE; SV Fort +15, Ref +11, Will +12; Str 35, Dex 12, Con 23, Int 8, Wis 12, Cha 9.

Skills and Feats: Hide +7, Listen +13, Move Silently +11, Spot +16; Ability Focus (poison), Alertness, Flyby Attack, Iron Will, Lightning Reflexes, Multiattack^B.

Possessions: *Brother's Holy Symbol* (cursed).

Improved grab (Ex): To use this ability, the wyvern must hit with its talons. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and stings.

Poison (Ex): Injury, Fortitude DC 17, initial and secondary damage 2d6 Constitution. The save DC is constitution-based.

APL 8

Wyvern, Advanced: CR 12; Gargantuan Dragon; HD 19d12+114; hp 213 (of 237); Init +5; Spd 20 ft., fly 60 ft. (poor); AC 22 (touch 10, flat-footed 21) [+1 Dex, -4 size, +18 natural]; Base Atk +27; Grp +35; Atk +27 melee (1d10+12 plus poison, sting) or +27 melee (3d8+12, talon) or +27 melee (3d8+12, bite); Full Atk +27 melee (1d10+12 plus poison, sting) and +27 melee (3d8+12, talon) and +27 melee (3d8+12, bite); Space/Reach 10 ft./5 ft.; SA Poison, improved grab; SQ Darkvision 60 ft., immunity to *sleep* and paralysis, low-light vision, scent; AL NE; SV Fort +17, Ref +13, Will +14; Str 35, Dex 13, Con 23, Int 8, Wis 12, Cha 9.

Skills and Feats: Hide +7, Listen +13, Move Silently +11, Spot +16; Ability Focus (poison), Alertness, Flyby Attack, Improved Initiative, Iron Will, Lightning Reflexes, Multiattack^B.

Possessions: *Brother's Holy Symbol* (cursed).

Improved grab (Ex): To use this ability, the wyvern must hit with its talons. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and stings.

Poison (Ex): Injury, Fortitude DC 17, initial and secondary damage 2d6 Constitution. The save DC is Constitution-based.

APL 10

Fiendish Wyvern, Advanced (Extraplanar): CR 14; Gargantuan Dragon; HD 19d12+114; hp 213 (of 237); Init +5; Spd 20 ft., fly 60 ft. (poor); AC 22 (touch 10, flat-footed 21) [+1 Dex, -4 size, +18

natural]; Base Atk +27; Grp +35; Atk +27 melee (1d10+12 plus poison, sting) or +27 melee (3d8+12, talon) or +27 melee (3d8+12, bite); Full Atk +27 melee (1d10+12 plus poison, sting) and +27 melee (3d8+12, talon) and +27 melee (3d8+12, bite); Space/Reach 10 ft./5 ft.; SA Poison, improved grab, smite good; SQ Darkvision 60 ft., damage reduction +10/magic, immunity to *sleep* and paralysis, low-light vision, resistance to cold 10 and fire 10, scent spell resistance 24; AL NE; SV Fort +17, Ref +13, Will +14; Str 35, Dex 13, Con 23, Int 8, Wis 12, Cha 9.

Skills and Feats: Hide +7, Listen +13, Move Silently +11, Spot +16; Ability Focus (poison), Alertness, Flyby Attack, Improved Initiative, Iron Will, Lightning Reflexes, Multiattack^B.

Possessions: *Brother's Holy Symbol* (cursed).

Improved grab (Ex): To use this ability, the wyvern must hit with its talons. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and stings.

Poison (Ex): Injury, Fortitude DC 17, initial and secondary damage 2d6 Constitution. The save DC is Constitution-based.

Smite good (Su): Once per day the wyvern can make a normal melee attack to deal extra damage equal to its HD total against a good foe.

APL 12

Half-Fiend Wyvern, Advanced: CR 16; Gargantuan Outsider; HD 21d12+147; hp 255 (of 283); Init +5; Spd 20 ft., fly 60 ft. (average); AC 25 (touch 10, flat-footed 22) [+3 Dex, -4 size, +19 natural]; Base Atk +31; Grp +39; Atk +31 melee (1d10+14 plus poison, sting) or +31 melee (3d8+14, talon) or +31 melee (3d8+14, bite); Full Atk +31 melee (1d10+14 plus poison, sting) and +31 melee (3d8+14, talon) and +31 melee (3d8+14, bite); Space/Reach 10 ft./5 ft.; SA Poison, improved grab, smite good, spell-like abilities; SQ Darkvision 60 ft., damage reduction 10/magic, immunity to *sleep* and paralysis, immunity to poison, low-light vision, resistance to acid 10, cold 10, electricity 10, and fire 10, scent, spell-like abilities, spell resistance 31; AL NE; SV Fort +19, Ref +16, Will +15; Str 39, Dex 17, Con 25, Int 12, Wis 12, Cha 11.

Skills and Feats: Hide +7, Listen +13, Move Silently +11, Spot +16; Ability Focus (poison), Alertness, Flyby Attack, Improved Initiative, Iron Will, Lightning Reflexes, Multiattack^B.

Possessions: *Brother's Holy Symbol* (cursed).

Improved grab (Ex): To use this ability, the wyvern must hit with its talons. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and stings.

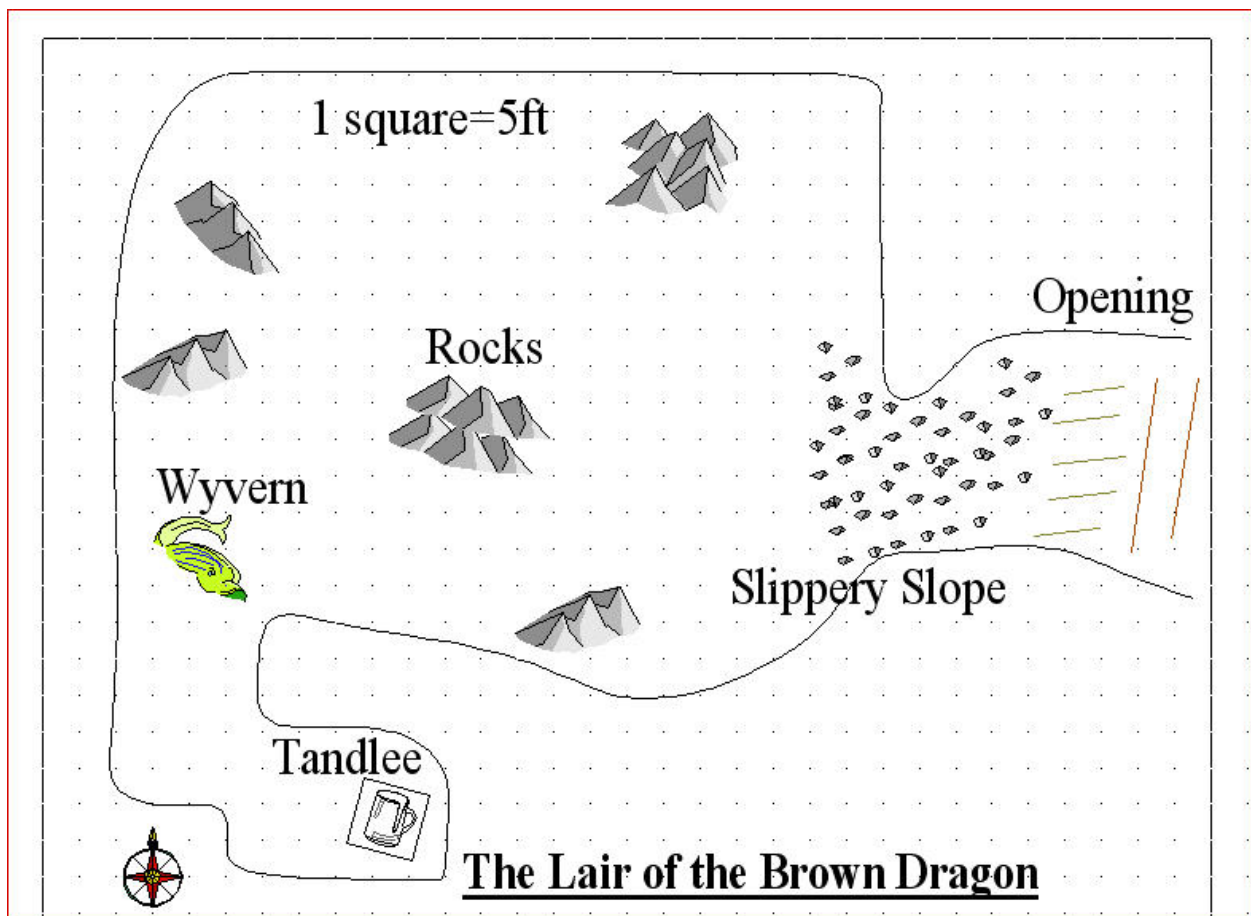
Poison (Ex): Injury, Fortitude DC 17, initial and secondary damage 2d6 Constitution. The save DC is Constitution-based.

Smite good (Su): Once per day the wyvern can make a normal melee attack to deal extra damage equal to its HD total against a good foe.

Spell-like abilities: A half-fiend has spell-like abilities depending on its Hit Dice. Unless otherwise noted, an ability is usable once per day. Caster level equals the creature's HD, and the save is Charisma-based.

The wyvern may use the following spell-like abilities: *blasphemy*, *contagion*, *darkness* 3/day, *desecrate*, *destruction*, *horrid wilting*, *poison* 3/day, *summon monster IX* (fiends only), *unhallow*, *unholy aura* 2/day, *unholy blight*

Appendix C: Wyvern's Lair



Appendix D: Adri/Innspa Regional Map

