

BIS7-02

Caravan

A One-Round D&D[®] LIVING GREYHAWK[™]

Bissel Regional Adventure

Version 0.5.0

by Matthew Maranda

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Guarding a caravan of military supplies traveling through Bissel should be a “Milk Run”. But in these dark days a Caravan must travel through the Forest of Nightwatch, and then pass the Bramblewood Gap. Both are wild areas infrequently patrolled and prone to having accidents. Can you prevent this from happening and allow these desperately needed supplies to reach the front line troops? A Bissel regional adventure for APLs 2-12.

Resources: *Bastion of Faith* [Bruce R. Cordell], *Complete Adventurer* [Jesse Decker], *Complete Divine* [David Noonan], *Dungeonscape* [Jason Bulmahn and Rich Burlew], *Monster Manual IV* [Gwendolyn F. M. Kestrel], *Spell Compendium* [Matthew Sernett, Jeff Grubb, and Mike McArtor].

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

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

RPGA SANCTIONED PLAY

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

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

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

This adventure retires from RPGA-sanctioned play on December 31, 2008.

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

PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of 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.

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player

character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

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

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in Bissel. Characters native to Bissel 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. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

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

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

ADVENTURE BACKGROUND

Recently Ket invaded Thornward Province. The siege of Thornward began moments after Archpriest Malto Adeur was crowned Margrave of Bissel. The battlements withheld the initial assault, and the heroes and garrisons in Thornward were able to push them back through the Bramblewood Gap.

Unfortunately, these forces are rapidly running out of supplies and must be reprovisioned before soldiers suffer from starvation, poorly treated wounds, and deteriorating equipment.

So enter the PCs... capable heroes ready to help Bissel's soldiers...

ADVENTURE SUMMARY

The PCs are given orders to guard a caravan. This caravan duty begins at New Clunther on the northern edge of Lake Hasra. Due to a need for expediency, the caravan will not be traveling around the Barony of Nightwatch, instead making its way through the ominous forests within.

During this time the PCs must be on watch - wild animals have been known to attack the area.

Midway through the forest, a clearing is spotted with an odd structure inside. The clearing seems harmless - until several plants and fungi begin to attack the intruders.

The caravan proceeds forward. As they get into the Thornward area, they can rest.

The following day, the caravan leaves and approaches the Bramblewood Gap. After another day, an ambush set by a Kettite druid is sprung, with a goal of ruining supply lines.

Should the PCs keep the carts safe and intact they will have done their duty.

Introduction: Tales for a New Day

Estimated Time: 10 minutes

Passage providing background information for the PCs of what has happened in Bissel recently and where they might be going.

Encounter 1: New Recruits

Estimated Time: 10 minutes

The PCs have been given orders to guard a caravan pulling into New Clunther. Shortly after their arrival, the barges pull in with typical Bissel military precision. New recruits offload the supplies and the PCs must sign the transfer papers before it is complete.

Encounter 2: Meet the Gang

Estimated Time: 20 minutes

Traveling across the face of Bissel is dangerous. The PCs have the added disadvantage of traveling with a slow moving caravan and they might want to get to know the people they are traveling with.

Encounter 3: What in the World?

Estimated Time: 40 minutes

Skirting around the forests of Nightwatch, the teamsters notice a clearing not too far into the forest. On the opposite end of the forest something metal can just barely be seen.

Encounter 4: Where'd Everybody Go?

Estimated Time: 20 minutes

Passing through the clearing the PCs reach a camp. Inside the camp is a box. The box can be opened but unless the trap is disarmed the contents of the box will be damaged.

Encounter 5: We Said it was Dangerous

Estimated Time: 45 minutes

As the PCs leave the clearing with the box or trigger the trap, even more unnaturally natural creatures attack them.

Encounter 6: Next Stop, Northern Front

Estimated Time: 10 minutes

The PCs stop at a make-shift defensive staging ground outside of Thornward. Here they have a chance to rest, heal, and get intelligence on the future combat.

Encounter 7: Speaking to the Light

Estimated Time: 5 minutes

The PCs have the opportunity to meet with a cleric who can cast several healing spells that would be advantageous, such as *raise dead*.

Encounter 8: Almost Home

Estimated Time: 45 minutes

Days after the incident in the forest the PCs are almost at the Northern Camp, when disaster strikes. A Ket ambush is sprung and the PCs and teamsters must fight for their survival.

Conclusion A: Successful Return

Estimated Time: 5 minutes

The PCs are able to bring the caravan (or most of it) into camp. Now they get the fun job of working patrols on the northern reach.

Conclusion B: No Soup for You, or Anyone Else...

Estimated Time: 5 minutes

Failing to bring up supplies from the south is going to hurt this force. But at least they can tell their commanding officer about the tactics used by the Kettie forces.

PREPARATION FOR PLAY

The expected running time of this adventure is 3 hours, 30 minutes. If this is running during a standard 4-hour convention slot, this allows 25 minutes for marshalling, and 5 minutes for paperwork distribution.

INTRODUCTION: TALES FOR A NEW DAY

Estimated Time: 10 minutes

The year is CY 597, and Bissel is again at war. This time not with a dread necromancer, or ravening packs of demons. Today the enemy is an ancient foe of the March – our fellow man.

Late in Sunsebb of CY 596, a new Margrave was chosen - Archpriest Malto Aneur. The aging pontiff accepted this new responsibility, and stepped down from his role as religious leader of the Church of Heironeous.

However, the selection of the new Margrave divided the Baron's Council. With rumors of treachery and deceit already beginning, it seemed the new Margrave would have to act quickly to

maintain his reign, and perform as a functionary capable of bettering the nation and the people.

But, as luck would have it Malto's coronation speech would not be tested - for a far more unifying outside force was about to act on the March.

The city alarms sounded. Those on the balconies saw a force of Kettite soldiers preparing to launch an attack on the city. Fortunately, several battalions of the Great Army were stationed nearby, and the attackers were quickly routed.

Now, the gears of a nation all too used to war spin into action. The military begins to lay supply lines, and the abilities of every soldier are being tested and utilized.

ENCOUNTER 1: NEW RECRUITS

Estimated Time: 10 minutes

At this point determine which PCs is the highest-ranking member of the Great Army of Bissel. If two or more PCs are of equal highest rank then choose the character with the highest level, or most ranks in Profession [soldier] or Diplomacy. Give that player *Players Handout #1 – Soldier's Orders*.

If there are no members of the Great Army of Bissel, then follow the other methods described above in determining who gets *Players Handout #2 – Mercenary's Orders*.

Once this has been determined read the following:

It is an expectedly cold Fireseek dawn and already the ports of New Clunther are active. The waters of Lake Hasra churn sluggishly as a barge, the Gray Gander, pulls into a berth and dockhands begin boarding to unload it. In the distance you can see another barge that should be arriving shortly, flying the colors of Bissel.

Waiting and shivering with the chill you reread the orders given to you; and look around at the others doing the same.

The PCs now have an opportunity to briefly introduce themselves to each other.

The PCs may wish to gather some information and rumors before beginning the adventure. The following are rumors they can pick up with a Gather Information check that beats the DC listed. The truth or falsehood of each rumor will be revealed with the passage of time.

DC 15

- A large number of citizens in Bissel have contracted a plague, known as the Black Hand. It is most often characterized by black, claw-shaped marks and a putrid odor. Some Barons have quarantined entire villages in an effort to stop its spread.
- During the coronation of the new Margrave, Ket forces emerged from the Bramblewood Gap and attacked the city. Unfortunately for them, several Great Army battalions were nearby, and they were soon routed.
- Field Marshall Valiserat, in a bold move, has taken Army forces into Ket. He will not rest until the threat of those treacherous neighbors is neutralized.
- Brar the Crusader, a rising star in the Saraden combat arenas, has set his sights on a new competition record. From what we've seen in his latest bouts, we could be witnessing history in the making.

DC 20

- Only Gran March and Veluna have offered assistance in the Bissel-Ket conflict, thus far. It is possible that the Kettites have made secret alliances with the rest of Bissel's allies.
- Field Marshall Valiserat has made his way north along the Bramblewood with two Great Army battles. Within days, Avernand fortress will fall, and Bissel will begin conquering the Irafa Road.

DC 25

- Villages in Bandalar have been torched as part of a quarantine effort against the Black Hand. Rumor has it that some citizens have been killed in the process, and that not all of them have been infected.
- The new Margrave Malto Adeur is elderly and heirless. Some see his election as stopgap measure for nobles who seek to be his replacement in a few years.

DC 30

- Great Army detachments have been making forays into the Barrier Peaks near Ebbernant, for some unknown purpose. They would not do so, in the middle of a Bissel winter, unless ordered to.
- A daring raid was committed against the Mist Chameleon headquarters in Mistyvale. It is unclear what – if anything – was stolen. It is rumored that

the actual perpetrators had their memories erased, and don't even remember committing the deed.

The barge, flying Bissel's flag, arrives at last. Although it looks to be captained and crewed by the Shaela River Trading Company, it is guarded by a fresh batch of recruits. All of them are young, but there is a sense of pride and lack of fear when compared to those from the days of Evard. Perhaps it is the knowledge that the foe fought today won't raise them from the dead to be part of a necrotic army.

As this thought passes through your mind, you are called back to the present as the commanding officer aboard the barge starts barking orders to the recruits.

"Get a move on ya lazy bums... The wagons'll wait all day for you, but the men on the front can't."

The sergeant continues to bark orders. The recruits pile off the barge and start hauling supplies onto several wagons. This goes on for some time. Eventually you realize that the Sergeant has stopped giving orders and the men on the wagons are arranging the crates and telling officers how to better pack things, should they need to do it again.

The sergeant seems to take notice of you. He detaches himself from the labor and marches to your location. Saluting you with all formality, he begins.

"I take it that you are the guards for this caravan as they head north?"

If the PCs do not acknowledge that as the reason for their presence, continue with the following.

Sergeant Sturl looks you up and down. His eyes harden and he begins bellowing.

"Well, you certainly do fit the reputation I'd heard for such brain-damaged maggots. I don't know why anyone'd trust this cargo to you. But somebody did now are you apes going to accept your orders and continue on? 'Cause if you aren't up to the task I'll just tell the brass you're too yellow to do the work. I'm sure they can find smarter, better, and faster."

He glares at you, awaiting your response.

Sergeant Sturl will not take a joke, nor is he willing to deal with such types again. Other more stable guards will be found.

If the PCs answer him, continue with the following:

Immediately upon claiming responsibility the sergeant nods, and continues.

"Name, rank, and orders please."

If the PCs proffer their documentation (contained within the Player's Handouts) and are able to provide their names and military rank or status as a mercenary he will continue. Otherwise he distrusts the PCs and believes them to be Kettite spies. He will deal with the caravan and the adventure is over for the argumentative or silly group.

Having looked over your orders and comparing them to his own, he speaks – this time with some camaraderie in his voice.

"Things seem to be in order. If you'll counter sign these forms of successful shipment transfer, I'll be off."

Smart PCs will request to review the cargo manifests and check the wagons to make sure they are secure and appropriately fitted. If so, read the following:

"Ah... A cautious group, everything should be in order."

After an hour of checking and rechecking the wagons and crates seems to show everything is in order. Most of the cargo is foodstuffs, clothing, survival gear, medicinal herbs, bandages and other supplies needed to keep an army on its feet and active.

The PCs earn some experience for thinking to review the cargo.

Once the PCs are satisfied (or if they do not check), continue on with this:

You quickly sign off on the paperwork, and hand the appropriate forms over to the Sergeant.

"Ah... Excellent I'll be off with the recruits. Good luck and safe return."

With that the teamsters begin getting their mounts moving. It is slow starting but the wagons do begin traveling at a reasonable pace.

Once the PCs are ready to proceed, continue with Encounter 2.

All APLs

♣ **Sergeant Sturl:** Male Human (Ob) War5 (Bluff +3, Intimidate +9, Sense Motive +3); AL LN; hp 38.

ENCOUNTER 2: MEET THE GANG

Estimated Time: 20 minutes

This is a role-playing encounter primarily designed to allow the PCs the opportunity to discuss tactics so that they can understand how these teamsters will defend their cargo/carts. If they do not take this time or the time after Encounter 4 to determine tactics and understand the team there will be dire consequences during Encounter 5.

The Archpaladin's Heralds travel as swiftly as they can across the land. The band seems rather jovial - they sing and banter during the early parts of the journey. During this time you have gotten to know a number of the group.

Sergeant Tibalt is a brawny Oeridian man that leads these teamsters. You're not sure if it's the lengthy scar on his face, or the burden of responsibility - but something seems to weigh down his features into a perpetual look of concern. He is helpful to anyone on the way and is fond of reciting passages of "The Book of Penitence". Sergeant Tibalt's wagon takes point while on the road.

Corporal Kimmel, a Baklunish soldier, is the second in command. He seems fair and is a favorite around the campfires for the spirits he shares liberally. You sense frustration in him, at the renewed comments made towards his lineage. Corporal Kimmel keeps his wagon and horses in the rear.

Jorvus and Siln are mixed blood cousins from Dountham. They are often together bantering and laughing. This noise often leads them to be the victims of Tibalt's ire when he wants quiet on the roads. These two ride their wagons in positions two and three, respectively

Glinny is a young half-elf. He seems a nice enough soul, cooks a good stew, and sings as well as most of those entering training in Calpius' Craft. As the least experienced teamster he drives slower and is usually fourth in line with Corporal Kimmel keeping him from falling too far back.

As the party travels they may have time to discuss several things with Archpaladin's Heralds. A list of likely questions and answers are provided for each member of the party. As well, if they wish to discuss tactics, a separate section is given for that. Once all this has been exhausted proceed to Encounter 3.

Sergeant Tibalt

Why the name Archpaladin's Heralds? *"Well, it seemed appropriate; we travel as fast as possible, bringing good, and goods, wherever we go. As we are taught by the Book of Penitence, our actions are the best examples and actions of faith."*

What's the deal with being a Teamster? *"We fill an important roll in the Great Army. As teamsters, we are in charge of the flow of goods, supplies, and at times even soldiers across the length and breadth of Bissel. Without us the army would be unable to sustain any campaign, or even a sudden strike."*

If you worship Heironeous doesn't it seem wrong to be a teamster? *"As a follower of Heironeous, I do my best to serve honorably. Teamsters do suffer from raids and other attacks as such we must know how to defend ourselves and fight efficiently as the teachings can be read in The Book of Penitence."*

If you are so good at being a teamster why serve the army? *"The worshipping of the Archpaladin is done in many ways; part of that is to defend my country in how I am best suited. As such, I do my part with the speedy and occasionally perilous job of teamster."*

How long have you been with the Heralds? *"I've been with the Archpaladin's Heralds since they were created during the last days of the war against the Necromancer. As have all the members, except Glinny... he is being trained by us."*

Heard any rumors or facts about the war? *"Not, much. Seems to be a bit of a stalemate. We beat them off pretty quickly, they practically ran before our troops met them in battle. But now it seems to be hit and run contacts. No real fighting but a lot of suffering."*

What is the 'Book of Penitence'? *"It is one of the holy books used to tell the tale of Archpaladin. It tells of the trials and tribulations of Ferrante and how he quested through the lands to defeat evil eventually battling Kahabros and weakening the Tyrant of Battle's hold in old Aerdy. It was a favorite of those who introduced me the faith."*

Somebody (Jorvus or Glinny) said you were important: what do you know about that? *"My men like me, and don't want to see any harm come to me. Any other yarns they might have pulled are just there for their own entertainment."*

Sergeant Tibalt will evade and deny all accusations made about him. He will not submit to a zone of truth and if he knows one is being cast will answer as evasively as

possible. He will also note that it is very rude to cast spells on individuals not expecting it.

Corporal Kimmal

How do you feel about the attacks? *"I feel that it is just to drive invaders off of our land. Keeping people safe and secure is for the best."*

But aren't you upset they are killing Baklunes? *"They may be Baklunish peoples but that doesn't make them me. If they were killing Bisselites or passing laws against Bisselite Baklunes life might be different, but not this way."*

What'cha drinking? *"For this trip I've got Barrier Brew. The path held in these liquids is enlightening to some, but others find it's effect addicting and distracting."*

So you aren't affected by alcohol? *I never said that. It is just that I'm learning to find a higher consciousness while under its affects. A way of acting purely on instinct, a method of gaining unknown from myself by loosing some of my self-control.*

What will you do after the war? *"I may follow some further martial training and seek acceptance in the Order of the Path of Honor."*

Heard any rumors or facts about the war? *"Nothing beyond what I'm told. I'm told these supplies are needed and I don't think us talking about it helps anyone."*

What do you know about Sergeant Tibalt? *"He's a good leader, not a man prone towards rash decisions. I've enjoyed my time in his company."*

Jorvus

Why did you join this group? *"Good pay and reasonable benefits.... Honestly these are good people, a pleasure to work with and somebody has to take care a Siln."*

You in any of those Dountham organizations? *"That's a bit intrusive isn't it? And I do dare say a tad stereotypical. I've done some daring things but as a "true" follower of the Archpaladin, I wouldn't take that not due to me."*

So war is good for you? *"No, war is bad... People get killed in war I could be killed. Nothing is ever good about that."*

Heard any rumors or facts about the war? *"Not much about the war. Things aren't being told or maybe they are. You hear something good? I'll trade you a bit of information for some..."*

Now that we spilled what do you know? *"Well I now know what you know. Plus I heard our dear Sergeant was studying to be a priest before the war broke out. Seems the Archpriest held him in some regard, if you know what I mean."*

Jorvus won't elaborate more than that. He evades revealing what he means, in part because he doesn't know much about the truth he is hinting at.

Siln

Why did you join this group? *"It is seemed right, like I was needed hear."*

Jorvus says he's here to protect you. Any comments? *"Jorvus wouldn't know what to do without me..."*

Heard any rumors or facts about the war? *"Yes... I heard it isn't going well for Ket. They are retreating from every engagement and suffering casualties that Bissel would find unacceptable. Yet they keep fighting. They are kind of like our last foe; they never knew when they were dead either."*

What do you know about Sergeant Tibalt? *"He's harsh but fair. I've followed worse and there are probably better. But I'm here doing good things and I can see he is trying the same."*

Glinny

Why did you join this group? *"Before this latest leg in Bissel battles I was studying bardic ballads, in beatific Calpius' Craft. And where better to find a bounty of tales to breath life into ballads and battles than with a bevy of bounty bailers."*

Why all the 'B' words? *"I'm practicing alliteration. Picking the perfect prepared prose with the same proper peppering of pa.p...p... sounds... I could try rhyming couplets but that often ends in doublets. Although slightly easier it often makes others queasier."*

What do you know of the war? *"Battles are being brought to a brutal and bloody blockade...No not blockade... Either way things aren't going great for us. We need more supplies on the front, this has hurt moral. Additionally all the battles have been traded hit and run blows. This is not good for us. We are used to a force we know and can fight; a force that stands on the field of battle and faces us like men rather than vermin."*

What do you know of Sergeant Tibalt? *"That is a matter upon which I should think/he is a man, who has a rather remarkable link/to some one or something in power beyond the church/something unrelated to*

carts that lumber and lurch/I can tell you little more other than keep him safe/acknowledging his connection causes him to chafe.

Tactics

What do you normally do during a battle? *“For the most part we try to bring the wagons into a tight grouping. It affords us and the horses some protection.”*

So you put yourselves in fireball formation? *“Well... Yes, we do. Most of the time we deal with brigands or lightweight raiding parties. These forces don't usually have that kind of magical power.”*

What if you are ambushed by a spell caster? *“Hmmm. I don't know, I suppose we would try to scatter the forward carts pushing ahead while the rear carts turn back, or we would try to seek cover from some other structure. Do you have any better suggestions?”*

Does anyone scout ahead? *“We know the path fairly well, so there is no need for trailblazing. But if one of you wants to be an outrider and go on ahead that seems reasonable, just so long as you are too far away from us that if an ambush were sprung near the back of the caravan you could get there quickly.”*

What do we do if you fall in battle? *“If I fall continue with the mission the same thing is true of all of us. Each man knows the truth of what must be done. If all of us are killed you still need to get these supplies forward. In such a case use your discretion on how best to do it.”*

The rest of this can be discussed based on the players' thoughts. Tibalt is more than willing to accept and follow the direction of the PCs. If they have something innovative or unique he will try to accomplish it, so long as none of them seem to put his men at significant risk or are obviously suicidal. He will also be willing to change spells if there is a cleric in the party who can give him better advice.

The strategies and tactics discussed here will affect the combat in Encounter 5. Any new tactics determined here will supersede the tactics written in that encounter.

Two draft horses pull each cart. They are “lightly” loaded.

All APLs

♣ **Sergeant Tibalt:** Male Human (Os) War1/Clr1; AL LG; see Appendix 7.

♣ **Corporal Kimmel:** Male Human (B) War1/Mnk1; AL LG; see Appendix 7.

♣ **Jorvus:** Male Human (bos) War1/Rng1; AL NG; see Appendix 7.

♣ **Siln:** Male Human (bos) War1/Rng1; AL LG; see Appendix 7.

♣ **Glinny:** Male half-elf War1; AL NG; see Appendix 7.

ENCOUNTER 3: WHAT IN THE WORLD?

Estimated Time: 40 minutes

After safe passage for three days, the caravan begins skirting the edge of the Nightwatch forests. Although the winter has been cold and snow has collected on the ground this forest still shows green.

Midway through the fifth day, the caravan grinds to a halt... there is a clearing visible through this dense forest. As the caravan begins to drive past Jorvus lets out a yell:

“Whoa... Look at that: there in the clearing. What is it?” He points across the clearing.

If the PCs succeed at a Spot check (DC 20), read them the following:

Although the clearing isn't very far into the forest, it is difficult to make out the details. You can, however, distinctly see something glinting in the light.

Continue with the following:

The caravan grinds to a halt. Tibalt hops off of his wagon and walks to Jorvus. He scowls menacingly at the younger man.

“What do you see that's worth all this noise? You know the reputation of these woods. The quicker we pass by them the happier I'll be. I don't relish the thought of being mauled by wolves the size of horses. Now what is it?”

“I don't know... looks like a chest. It's pretty overgrown... but something's out there.”

Sergeant Tibalt looks concerned. He mulls the idea and then looks to you.

“Jorvus believes there is a chest on the other side of the clearing. His eyes are keen and I trust that assessment. Although I'm reticent to send anyone in there... it could be related to the oddity that is this forest. Are you interested in going in there and checking it out?”

Tibalt will not force the PCs into the clearing or after the box. He will look around and ask Jorvus and Siln if they

believe the “road” to be relatively clear. Both will agree and Tibalt will admit to taking full responsibility if anything should happen to the cargo or teamsters while the rest of the group is in the woods.

If the PCs balk at checking it out, Tibalt will accept their caution. The caravan will continue on. In this case, proceed forward to Encounter 5.

The trees in this area are very dense and the ground is covered with a tangle of plants, roots and other difficult terrain. The clearing itself has tall grass providing cover for tiny creatures. The forest’s canopy is also thick, preventing line of sight and movement.

Once the PCs enter the clearing read the following:

Approaching the clearing it seems little different from any others. Trees and scrub line the clearing, and the grass grows tall and green.

As you take your first few steps into the clearing the underbrush begins to rustle. The next thing you realize, beasts begin moving in for the attack.

Please refer to DM Aid: Map #1 – Ambush in the Woods.

APL 2 (EL 4)

☛ Wizeden Elder: hp 30; see Appendix 1.

APL 4 (EL 6)

☛ Briarvex: hp 68; see Appendix 2.

APL 6 (EL 8)

☛ Briarvex: hp 68; see Appendix 3.

☛ Tendriculos: hp 94; see Monster Manual, page 241.

APL 8 (EL 10)

☛ Treants (2): hp 66 each; see Monster Manual, page 244.

APL 10 (EL 12)

☛ Oakan Defender: hp 207; see Appendix 5

APL 12 (EL 14)

☛ Oakan Defenders (2): hp 207 each; see Appendix 6

Preparation: The monsters are ambush hunters in this clearing. They will be hiding in the environment waiting for a tasty morsel to come through.

Tactics: APL 2-4: The monster will not use the *entangle* ability unless the party attempts to surround it and it feels that it is the only way to hamper mobility and prevent such an attack from happening.

APL 6: The monsters will use *entangle* to separate the PCs and reduce mobility. Then the wizeden elder or briarvex will move through the area to attack a soft PC. Such action may be enough to force the intruders into retreat, in such a case the briarvex will give chase.

APL 8: The treant will attempt to distract and block the PCs with trees, and then will move into the fray itself, attacking PCs with axes or fire over any others.

APL 10-12: The oaken defenders will take advantage of surprise and attempt to power attack into single targets. If surrounded, they will use whirlwind attack in conjunction with power attack.

Developments: Once the PCs have defeated the creatures of the wood they may go on and investigate the camp in Encounter 3.

ENCOUNTER 4: WHERE'D EVERYBODY GO?

Estimated Time: 10 minutes

This part of the clearing seems to be man made, the remains of a camp. The center holds a ring of stones - within plants are thriving on the ash of many long-burned logs. Along the back edge stand several pikes; once a barrier against the outside, they now stand as little more than supports for flora climbing up towards the light. Finally, and most notably, there is a filth-covered chest. It is constructed of dark wood, gilded with gold filigree and covered with intricately-carved designs. Still apparently locked, it is half-buried in the ground, and vines have begun creeping over it.

Fleeing clerics of Pelor used this campsite. They remained to begin researching the cause of this disaster.

The chest has the following attributes:

☛ **Chest:** 2 in. thick; hardness 8; AC 5; hp 30; Open Lock DC 20, Break DC 30.

However, the chest is trapped. Any disturbance of the chest will activate it. If the trap is set off, read the following:

You hear a click a whir. A spray of acid shoots from the chest.

APL 2 (EL 1)

☛ **Acid Spray Trap:** CR 1; mechanical; touch(touching the box); manual reset; Spray of acid 1d4 acid 15ft. cone DC 16 Reflex half; Search DC 22; Disable Device DC 15;

APL 4 (EL 2)

☞ **Acid Spray Trap:** CR 2; mechanical; touch(touching the box); manual reset; Spray of acid 2d4 acid 15ft. cone DC 17 Reflex half; Search DC 22; Disable Device DC 22;

APL 6 (EL 3)

☞ **Acid Spray Trap:** CR 3; mechanical; touch(touching the box); manual reset; Spray of acid 3d4 acid 15ft. cone DC 18 Reflex half; Search DC 26; Disable Device DC 24;

APL 8 (EL 4)

☞ **Acid Spray Trap:** CR 4; mechanical; touch(touching the box); manual reset; Spray of acid 4d4 acid 15ft. cone DC 18 Reflex half; Search DC 27; Disable Device DC 24;

APL 10 (EL 5)

☞ **Acid Spray Trap:** CR 5; mechanical; touch(touching the box); manual reset; Spray of acid 5d4 acid 15ft. cone DC 19 Reflex half; Search DC 28; Disable Device DC 24;

APL 12 (EL 6)

☞ **Acid Spray Trap:** CR 6; mechanical; touch(touching the box); manual reset; Spray of acid 6d4 acid 15ft. cone DC 20 Reflex half; Search DC 29; Disable Device DC 24;

Once the chest is opened, the PCs may inspect the contents. Read the following if they did not set off the trap:

Opening the chest, you find a top, velvet-lined shelf containing several pages of writing. Below that some shimmering gold artifacts can be seen. The notes are written in a strange language. The artifacts are various ornate and ceremonial items many of them are golden disks with a sunburst pattern radiating out from a man's face.

The language the note is written in is a rare archaic dialect of Flan, and written in a rather messy script. Give the PCs Player Handout #3 – Journal of Priest Bouregard Valent Most Pius III.

If the trap is activated before the chest is opened, read the following instead:

Opening the chest you find several golden artifacts. They are in a jumble and are coated with the same thick, viscous slime that sprayed out at you. But one item that can be seen clearly is a golden disk with a

sunburst patter radiating out from a man's face in the center.

Treasure: The following items can be found within the chest:

APL 2: L: 180 gp, C: 20 gp, M: masterwork holy water sprinkler(61 gp), quickflame alchemical capsule(5 gp), weapon capsule retainer(17 gp)

APL 4: L: 300 gp, C: 34 gp, M: masterwork holy water sprinkler (61 gp), *panic button: retreating* (125 gp), quickflame alchemical capsule (5 gp), weapon capsule retainer (17 gp).

APL 6: 300 gp, C: 34 gp, M: +1 *flaming battleaxe* (1385 gp), acid neutralizer (9 gp), masterwork holy water sprinkler (61 gp), *panic button: retreating* (125 gp), quickflame alchemical capsule (5 gp), weapon capsule retainer (17 gp).

APL 8: 300 gp, C: 34 gp, M: +1 *flaming battleaxe* (1385 gp), acid neutralizer (9 gp), +1 *holy water sprinkler* (394 gp), *panic button: retreating* (125 gp), quickflame alchemical capsule (5 gp), *divine scroll of raise dead* (1,021 gp), weapon capsule retainer (17 gp).

APL 10: 300 gp, C: 34 gp, M: +1 *flaming burst battleaxe* (6125 gp), acid neutralizer (9 gp), alchemical tooth (50 gp), +1 *holy water sprinkler* (394 gp), *panic button: retreating* (125 gp), quickflame alchemical capsule (5 gp), *divine scroll of raise dead* (1,021 gp), weapon capsule retainer (17 gp).

APL 10: 300 gp, C: 34 gp, M: +1 *flaming burst battleaxe* (6125 gp), acid neutralizer (9 gp), alchemical tooth (50 gp), +1 *disrupting holy water sprinkler* (3061 gp), *panic button: retreating* (125 gp), quickflame alchemical capsule (5 gp), *divine scroll of raise dead* (1,021 gp), weapon capsule retainer (17 gp).

Three rounds after the chest is opened, proceed with Encounter 5.

ENCOUNTER 5: WE SAID IT WAS DANGEROUS

Estimated Time: 45 minutes

Suddenly, there is a cacophony of sound. It seems your presence has angered something. That or the natural fauna has grown hungry...

APL 2 (EL 3)

- ☛ **Dire Badger:** hp 28; see *Monster Manual*, page 62.
- ☛ **Dire Rat:** hp 5; see *Monster Manual*, page 64.

APL 4 (EL 4)

- ☛ **Dire Boar:** hp 52; *Monster Manual*, page 63.

APL 6 (EL 5)

- ☛ Dire Wolverine: hp 45; see Monster Manual, page 66.
- ☛ Dire Badger: hp 28; see Monster Manual, page 62.

APL 8 (EL 6)

- ☛ Dire Wolverine: hp 45; see Monster Manual, page 66.
- ☛ Dire Boar: hp 52; Monster Manual, page 63.

APL 10 (EL 7)

- ☛ Dire Bear: hp 105; Monster Manual, page 63.

APL 12 (EL 8)

- ☛ Dire Bears (2): hp 105 each; Monster Manual, page 63.

Tactics: The animals will try to kill one or two weak PCs, then retreat into the forest with their prize.

Developments: If the PCs did not discuss tactics with the Teamsters before this encounter, then they react poorly to the savage onslaught of the dire animals; During the course of the battle, the half-elf Glinny is slain by a stray dire rat.

Once the PCs have finished with the combat and are able to leave the grove continue with Encounter 6.

ENCOUNTER 6: NEXT STOP NORTHERN FRONT

Estimated Time: 10 minutes

Leaving the great forests of Nightwatch, the caravan stays on the northward path. Fresh snow falls, obscuring the trail. Fortunately, it seems the Heralds know the way.

A day later, when the snow stops, the sky remains leaden with ominous clouds. The snow brought a chill wind with it, and you continue to trudge through the foul weather.

As noon approaches you arrive at the final staging area before continuing on into the Bramblewood Gap.

This area is a small makeshift fort, within sight of Thornward. Somebody in the area has dubbed this "Fort Fight-n-Flight". As you approach the wooden palisade guards at the gate watch you.

"Stop. State your name and business here," barks the guard as you approach.

Sergeant Tibalt dismounts from his wagon and approaches.

"We are the Archpaladin's Heralds, and these are our guards. All papers are in order and present."

Sergeant Tibalt hands him the forms. The guard shuffles through them, returns them, waving you on.

The caravan begins rolling through the gates. Almost as an afterthought the guards holler forth to Tibalt.

"Oh erm... By the way, Sir, you are supposed to check in with Lieutenant Stilk. And if any of you are in need of healing, go see the priestess. She gives a good sermon about the light of the Sky Father."

As the guard finishes his parting comment the caravan passes fully through the palisade, revealing a small compound. There are no more than 5 buildings within. The soldiers within bustle about. One man begins leading and assisting the wagons to the sparse stables.

Sergeant Tibalt gives his reigns to a soldier and calls over his shoulder. "Corporal Kimmel you are in charge while I check in."

He looks to you. "It seems we are needed at command quarters. It should be little more than a formality... but if they have recent reports on any further incursions from Ket, I think it best that you be present to hear them. That way you will have all the information you think pertinent to enable a strong defense of the caravan as we progress onto our last leg of the journey."

The trip across the compound is short. Aside from command quarters, two barracks, a forge, and the stables there is nothing else to defend here. Although these buildings are clearly hastily constructed they seem sturdy if not particularly large.

As you enter the command building, the scope of just how small this building is finally hits you. The building is little more than a 10 ft. by 10 ft. room. Most of it is taken up by a table in the center, bearing a map and various papers. On the other end of the table sits a halfling. She looks up at you and snarls.

"Haven't you heard of knocking, I swear if... Oh, who are you?"

The lieutenant flashes you a look of surprise. "I'm Sergeant Tibalt commander of the Archpaladin's Heralds, and these are our guards. The soldier out front said I should speak to Lieutenant Stilk."

"Yes that would be me. We were expecting you... but it seems you travel faster than we guessed. Do you have anything to report?"

Sergeant Tibalt shakes his head, but then pauses and looks at you.

"Yes actually, there was a disturbance in Nightwatch. I believe however, that those who went through it would be the best to report it"

The Halfling looks at you, picks up a pen and looks ready to write down what is said.

"Then consider this your debriefing, and please tell me what happened."

At this time allow the PCs to tell their tale of the attack.

If they mention the journal from the chest in the clearing, read the following:

"Tialla is a cleric of Pelor... she acts as one of our main runners between here and Thornward. If she isn't drilling with the other soldiers she will be performing service in the Barracks. Those notes could contain important information on what is going on with the forest in Nightwatch. Please show them to her."

Continue with the following:

"Thank you for that intelligence. We are in a less than enviable position, with unknown potentials to consider. I'll be sure this report makes it in to Thornward tonight.

However, I have some information for you as well. Recent reports from the front indicate that there has been no new activity in the area from Ket. That means that no significant military presence should oppose you. But, I feel that you should also know that we cannot tell if any small strategic forces have gotten through. That is part of the reason the Herald's have you." The Halfling gestures in your direction. "A large group would attract a great deal of attention, but a few adventurers wouldn't.

Anyways... don't be caught off guard. Any questions?"

Lieutenant Stilk can answer questions about the rest of the adventure. The following are likely questions and answers:

Do you have any evidence of an elite attack force? *"There isn't anything definite. But something passed across my desk... it seems some of the higher-ups suspect such a maneuver."*

Do you know what the force might be? *"No... could be anything."*

You mentioned a cleric of Pelor, where could we find her? *"She would be either training with the other soldiers or performing ceremony in the barracks."*

Once the PCs are done proceed with the following:

"Well thank you again for checking in. You can stay in the barracks or with the carts. We presently have space to accommodate you... without a mess hall here, dinner happens in the center of camp around fires."

All APLs

☛ Lieutenant Stilk: Female Halfling Pal6; AL LG.

If they decide to speak to the Cleric move on to Encounter 7. Otherwise see Encounter 8.

ENCOUNTER 7: SPEAKING TO THE LIGHT

Estimated Time: 5 minutes

This is an optional encounter. But it will allow the PCs to heal up, raise any dead party members and sell off the chest of Pelorite items, without the fear of guilt.

You find Tialla in the center of the camp; once you begin looking for her she is easy enough to spot. A tall woman of mixed heritage, her skin is the olive common to those of Oeridian ancestry and her hair is a coppery-brown hue. Approaching her, she looks you over.

"I've overheard that you're looking for some assistance, possibly divine in nature. And it seems I'm the most likely candidate to be able to help you. So why don't you tell me, what do you want?"

Allow the PCs to tell her why they are looking for her. Below are some talking points that may be the reasons they are searching for her.

We found a chest full of these artifacts. "I see. Well, it seems like you have earned the items... Although, many of them are mundane... their time in the forest could have imprinted something on them. The church would be more than willing to compensate you for the return of such items."

If the PCs are willing to give the mundane items to Tialla, they receive the Favor of the Church of Pelor on the Adventure Record.

There were also some notes written by one of the priests. *"Notes... are they written about the forest? If so,*

they could hold some insight on what is going on there."

If the PCs turn the notes over, they earn the Favor of Baron Helinaut on the Adventure Record.

We lost a fellow member can you help? *"Yes actually, I could raise one person. It seemed prudent to do as much, however such taxing magic will require that it be paid for."*

We were hoping for a service. *"I perform a service to greet the Sun Father, each morning."*

When the PCs are done dealing with Tialla, she will thank for their efforts, and allow them be on their way.

🐾 **Tialla:** Female Human (OS) Clr9 (Healing +10, Knowledge: Religion +7); AL LG.

ENCOUNTER 8: ALMOST HOME

Estimated Time: 45 minutes

The following morning, the Heralds wake early, hoping to push ahead. The sky is still heavy with clouds, foretelling more snow.

As you strike off on the final leg of the journey the Heralds are quieter than before. The proximity to battle has sobered them, leaving a somber mood. Although the speed is not reckless, they are definitely trying to move faster than before. However, the snow is hampering travel. Wagon wheels get trapped in frozen ruts and snowdrifts slow movement.

The spirit and joviality of the Heralds has worn thin as they strain their carts and the tired animals.

The beginnings of the Bramblewood encroach on all sides, as you move into the gap. The ground is rockier and the land has picked up the definite slope of hills. Large boulders mark the change from the plains into foothills of the Yatil Mountains. The wind sweeps through here collecting the snow into large and deep drifts.

It is here that the PCs are subject to a Ketite ambush.

APL 2 (EL 4)

🐾 **Kabir'la Asadd, Male Human (B) Drd4:** hp 30; see Appendix 1.
🐾 **Lhur, Ape:** hp 47; see Appendix 1.

APL 4 (EL 6)

🐾 **Kabir'la Asadd, Male Human (B) Drd6:** hp 45; see Appendix 2.

🐾 **Lhur, Ape:** hp 62; see Appendix 2.

APL 6 (EL 8)

🐾 **Kabir'la Asadd, Male Human (B) Drd8:** hp 60; see Appendix 3.
🐾 **Lhur, Ape:** hp 62; see Appendix 3.

APL 8 (EL 10)

🐾 **Kabir'la Asadd, Male Human (B) Drd10:** hp 75; see Appendix 4.
🐾 **Lhur, Dire Ape:** hp 55; see Appendix 4.

APL 10 (EL 12)

🐾 **Kabir'la Asadd, Male Human (B) Drd12:** hp 90; see Appendix 5.
🐾 **Lhur, Dire Ape:** hp 70; see Appendix 5.

APL 12 (EL 14)

🐾 **Kabir'la Asadd, Male Human (B) Drd14:** hp 105; see Appendix 6.
🐾 **Lhur, Dire Ape:** hp 70; see Appendix 6.

Preparation: Kabir'la Asadd is hiding in a snowdrift as marked on DMs Aid - Map #2: Snow Bound. This location provides him total concealment until he moves out of his hiding location.

He is capable of hearing the carts, as they make a fair amount of noise, and can tell when they have passed by. Once this happens, he will move out and begin his attack.

Tactics: The teamsters will either follow combat tactics as determined in Encounter 2, or they will group close together. In game terms that means the lead wagon will stop, wagon 2 will drive up ahead of the lead and stop perpendicular to wagon 1 while wagons 3 and 4 stop next to and parallel to wagon 1. Finally, wagon 5 will drive perpendicular to the group to line up with wagon 2. This should create a square pattern around the lead wagon.

This tactic changes slightly if a wagon is attacked, the damaged wagon takes the roll of lead and all the others attempt to surround it.

Asadd intends to destroy any and all efforts of Bissel settling into the Bramblewood. To this end, he will try to destroy wagons, carts and other "trappings of civilization". If he can succeed at his task he will flee from the guards. Should the wagons escape, he will take out his frustrations on the remaining targets.

Asadd will attempt to slow down and block the PCs with summoned beasts. Using that and the difficult terrain caused by the snow Asadd should be able to limit PC mobility.

APL 2-6: Asadd uses his animal companion to attack the mounts, along with summoned animals that are not needed to attack the PCs.

APL 8-12: Asadd uses his companion and summoned animals to block the PCs while he uses area of affect spells on the caravan. At these APLs, Asadd makes liberal use of his *metamagic rod*.

Treasure: The following equipment can be found on Asadd's person:

APL 2: L: 100 gp, C: 16 gp, M: 0 gp.

APL 4: L: 100 gp, C: 40 gp, M: catstink (9 gp), light darkwood shield (34 gp).

APL 6: L: 100 gp, C: 40 gp, M: catstink (9 gp), +1 light darkwood shield (201 gp).

APL 8: L: 100 gp, C: 40 gp, M: catstink (9 gp), +1 light darkwood shield (201 gp), lesser *metamagic rod of quicken* (583 gp).

APL 10: L: 100 gp, C: 40 gp, M: catstink (9 gp), +2 light darkwood shield (534 gp), lesser *metamagic rod of quicken* (583 gp).

APL 12: L: 100 gp, C: 40 gp, M: catstink (9 gp), +2 light darkwood shield (534 gp), *metamagic rod of quicken*, (583 gp), *divine scroll of animate snow* (140 gp).

Developments: If the PCs succeed at defeating Asadd they can search the area. With a Search check (DC 26) the PCs are able to find a tabard of the Kettite military. If they find the Kettite garb, the PCs are awarded the Favor of Baron Valiserat on the Adventure Record.

Once the party decides to move on, continue with Conclusion 1 if they defeated Asadd and three of the 4 wagons survived intact. Otherwise, continue with Conclusion 2.

CONCLUSION 1: SUCCESSFUL RETURN

Estimated Time: 5 minutes

Several more hours of cautious travel have passed. It has begun to snow again, and the cold wind whips each puff of breath away from your face.

As you continue through the Bramblewood Gap the trees here are gnarled and wicked looking. Time slips past you as you trudge forward. The crunch of snow underfoot is an almost reassuring sign you are making progress. Then, something shifts out of the corner of your eye. A soldier wearing the colors of Bissel walks towards you. He is smiling and looking at the carts.

Sergeant Tibalt greets the man. He hands him the papers and then you are brought into the camp.

This forward defense position has a number of wounded soldiers, and many look dreadfully thin. But spirits brighten as they see the carts.

You, along with Sergeant Tibalt, are escorted to the commanding officer. Debriefed and cleared of the cargo, you are to spend the night and then return to Thornward.

As the day comes to a close the soldiers begin to tell tales of the battles they have fought. Spirits are brighter and a sense of confidence permeates the camp. Hope has been reborn in these men, and through their eyes the future for Bissel is bright indeed.

The adventure is now over. The PCs are awarded the Bissel Military Commendation favor on the Adventure Record.

CONCLUSION 2: NO SOUP FOR YOU, OR ANYONE ELSE

Estimated Time: 5 minutes

Several more hours of cautious travel have passed. It has begun to snow, again, and the cold wind whips each puff of breath away from your face.

As you continue through the Bramblewood Gap the trees here are gnarled and wicked looking. Time slips past you as you trudge forward. The crunch of snow underfoot is an almost reassuring sign you are making progress.

Then, something shifts out of the corner of your eye. A soldier wearing the colors of Bissel walks towards you. After identifying yourselves, he grunts and leads you into the camp.

This forward defense position has a number of wounded soldiers, and many look dreadfully thin. Many of the wounded soldiers stare at you from hollow sunken eyes.

You are escorted to the commanding officer, debriefed of the activities, and then told to return to Thornward on the morrow.

As the day comes to a close the soldiers tell tales of the battles they have fought. Spirits are low as they recount the injuries and wounds suffered. Morale shows strain and the evening mess is a thin gruel. As you look around the camp, the future of a free Bissel seems tenuous at best.

The adventure is now over. The PCs receive the Military Inquest disfavor on the Adventure Record.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 3: What in the World?

Defeat the attacking plants.

APL 2: 120 xp.
APL 4: 180 xp.
APL 6: 240 xp.
APL 8: 300 xp.
APL 10: 360 xp.
APL 12: 420 xp.

Encounter 4: Where'd Everybody Go?

Survive the trap.

APL 2: 30 xp.
APL 4: 60 xp.
APL 6: 90 xp.
APL 8: 120 xp.
APL 10: 150 xp.
APL 12: 180 xp.

Encounter 5: We Said it was Dangerous

Defeat the marauding animals

APL 2: 90 xp.
APL 4: 120 xp.
APL 6: 150 xp.
APL 8: 180 xp.
APL 10: 210 xp.
APL 12: 240 xp.

Encounter 8: Almost Home

Defeat Kabir'la Asadd and his animal companion.

APL 2: 120 xp.
APL 4: 180 xp.
APL 6: 240 xp.
APL 8: 300 xp.
APL 10: 360 xp.
APL 12: 420 xp.

Story Awards

Checking over the Cargo in Encounter 1.

All APLs: 30 xp.

At least 3 of the four wagons survive.

All APLs: 40 xp.

Discretionary Roleplaying Award

APL 2: 20 xp.
APL 4: 65 xp.
APL 6: 110 xp.
APL 8: 155 xp.
APL 10: 200 xp.
APL 12: 245 xp.

Total possible experience

APL 2: 450 xp.
APL 4: 675 xp.
APL 6: 900 xp.
APL 8: 1,125 xp.
APL 10: 1,350 xp.
APL 12: 1,575 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 adventure, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter 4: Where'd Everybody Go?

APL 2: L: 180 gp, C: 30 gp, M: masterwork holy water sprinkler (61 gp), quickflame alchemical capsule(5 gp), weapon capsule retainer(17 gp)

APL 4: L: 300 gp, C: 34 gp, M: masterwork holy water sprinkler (61 gp), *panic button: retreating* (125 gp), quickflame alchemical capsule (5 gp), weapon capsule retainer (17 gp).

APL 6: 300 gp, C: 34 gp, M: +1 *flaming battleaxe* (1385 gp), acid neutralizer (9 gp), masterwork holy water sprinkler (61 gp), *panic button: retreating* (125 gp), quickflame alchemical capsule (5 gp), weapon capsule retainer (17 gp).

APL 8: 300 gp, C: 34 gp, M: +1 *flaming battleaxe* (1385 gp), acid neutralizer (9 gp), +1 *holy water sprinkler* (394 gp), *panic button: retreating* (125 gp), quickflame alchemical capsule (5 gp), *divine scroll of raise dead* (1,021 gp), weapon capsule retainer (17 gp).

APL 10: 300 gp, C: 34 gp, M: +1 *flaming burst battleaxe* (6,125 gp), acid neutralizer (9 gp), alchemical tooth (50 gp), +1 *holy water sprinkler* (394 gp), *panic button: retreating* (125 gp), quickflame alchemical capsule (5 gp), *divine scroll of raise dead* (1,021 gp), weapon capsule retainer (17 gp).

APL 12: 300 gp, C: 34 gp, M: +1 *flaming burst battleaxe* (6,125 gp), acid neutralizer (9 gp), alchemical tooth (50 gp), +1 *disrupting holy water sprinkler* (3,061 gp), *panic button: retreating* (125 gp), quickflame alchemical capsule (5 gp), *divine scroll of raise dead* (1,021 gp), weapon capsule retainer (17 gp).

Encounter 8: Almost Home

APL 2: L: 100 gp, C: 16 gp.

APL 4: L: 100 gp, C: 40 gp, M: catstink (9 gp), *light darkwood shield* (34 gp).

APL 6: L: 100 gp, C: 40 gp, M: catstink (9 gp), +1 *light darkwood shield* (201 gp).

APL 8: L: 100 gp, C: 40 gp, M: catstink (9 gp), +1 *light darkwood shield* (201 gp), *lesser metamagic rod of quicken* (583 gp).

APL 10: L: 100 gp, C: 40 gp, M: catstink (9 gp), +2 *light darkwood shield* (534 gp), *lesser metamagic rod of quicken* (583 gp).

APL 12: L: 100 gp, C: 40 gp, M: catstink (9 gp), +2 *light darkwood shield* (534 gp), *metamagic rod of quicken*, (583 gp), *divine scroll of animate snow* (140 gp).

Encounter 4: Where'd Everybody Go?

All APLs: L: 0 gp, C: 45 gp, M: 0 gp.

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 280 gp, C: 91 gp, M: 80 gp – Total: 451 gp (450 gp).

APL 4: L: 400 gp, C: 119 gp, M: 159 gp – Total: 678 gp (650 gp).

APL 6: L: 400 gp, C: 119 gp, M: 1,710 gp – Total: 2,184 gp (900 gp).

APL 8: L: 400 gp, C: 119 gp, M: 3,660 gp – Total: 4,179 gp (1,300 gp).

APL 10: L: 400 gp, C: 119 gp, M: 5,661 gp – Total: 6,135 gp (2,300 gp).

APL 12: L: 400 gp, C: 119 gp, M: 11,679 gp – Total: 12,198 gp (3,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

☛ **Bissel Military Commendation:** The Great Army of Bissel hereby grants you a military commendation, as per the Bissel Meta-Activites Handbook.

☛ **Favor of the Church of Pelor:** You have completed a task of note within the church. Your contacts there will be very interested in keeping you working for them for as long as possible: Spend this favor to receive a *raise dead* or *resurrection* spell for only the cost of the material component.

☛ **Favor of Baron Valiserat:** For defeating an enemy operative within Bissel and returning proof of his ties to Ket, you have earned a special reputation for daring and thoroughness. Baron Valiserat will not forget this.

☛ **Favor of Baron Helinaut:** Baron Helinaut is elated with the recent notes returned and the details they could

shed on the Nightwatch forests. Spend this favor to receive access (Frequency: adventure) to one of the following weapon upgrades: *bane* [plant], *shocking*, or *shocking burst*.

✚ **Military Inquest:** After your failure in this mission, the Bissel Military is performing an official inquest on your current ability to discharge duties assigned to you. During this time lifestyle costs in Bissel are doubled. If you do not normally pay lifestyle cost because of a Bissel meta-org, the benefit from that org is temporarily rescinded and normal upkeep must be paid. The inquest will take 26 TUs to be completed.

- ❖ +1 *Disrupting Holy Water Sprinkler* (Adventure; *Libris Mortis*)
- ❖ *Divine scroll of Animate Snow* (Adventure; *Spell Compendium*)

Item Access

APL 2:

- ❖ *Masterwork Holy Water Sprinkler* (Adventure; *Libris Mortis*)
- ❖ *Quickflame* (Adventure; *Complete Adventurer*)
- ❖ *Weapon capsule retainer* (Adventure; *Complete Adventurer*)

APL 4 (all of APL 2 plus the following):

- ❖ *Catstink* (Adventure; *Complete Adventurer*)
- ❖ *Darkwood Small Shield* (Adventure; *Dungeonscape*)
- ❖ *Panic Button: Retreating* (Adventure; *Complete Scoundrel*)

APL 6 (all of APLs 2, 4 plus the following):

- ❖ +1 *Flaming Battle Axe* (Adventure; DMG)
- ❖ *Acid Neutralizer* (Adventure; *Dungeonscape*)
- ❖ +1 *Darkwood Small Shield* (Adventure; DMG)

APL 8 (all of APLs 2, 4, 6 plus the following):

- ❖ *Lesser metamagic rod of quicken* (Adventure; DMG)
- ❖ +1 *Holy Water Sprinkler* (Adventure; *Libris Mortis*)
- ❖ *Divine scroll of Raise Dead* (Adventure; DMG)

APL 10 (all of APLs 2, 4, 6, 8 plus the following):

- ❖ +1 *Flaming Burst Battle Axe* (Adventure; DMG)
- ❖ *Alchemical Tooth* (Adventure; *Complete Scoundrel*)
- ❖ +2 *Darkwood Small Shield* (Adventure; DMG)

APL 12 (all of APLs 2, 4, 6, 8, 10 plus the following):

- ❖ *Metamagic Rod of Quicken* (Adventure; DMG)

APPENDIX 1 – APL 2

ENCOUNTER 3: WHAT IN THE WORLD?

WIZENED ELDER CR 4
Usually CN Medium Plant
Init +0; **Senses** Low-Light Vision, Listen +3, Spot +3
Languages Speak with plants, Sylvan

AC 14, touch 10, flat-footed 14 (+4 natural)
hp 30(4 HD); **DR** 5/slashing
Immune plant immunities
Resist cold 5
Fort +7, **Ref** +1 **Will** +2
Weakness vulnerability to fire

Speed 20 ft. (4 squares); improved woodland stride
Melee 2 slams +5 each (1d8+1)
Space 5 ft.; **Reach** X5ft.
Base Atk +3; **Grp** +4
Special Actions entangle

Abilities Str 13, Dex 10, Con 17, Int 8, Wis 12, Cha 13
SQ plant traits
Feats Alertness, Weapon Focus (slam) **Skills** Hide +0, Knowledge (nature) +4, Listen +3, Spot +3, Survival +3 (+5 in aboveground natural environments)
*Wizened elders gain a +8 racial bonus on Hide checks in forested areas.
Advancement By character class; **Favored Class:** druid; see text

Speak with Plants (Su) As the *Speak with Plants* spell; at will; caster level 4th.
Improved Woodland Stride (Ex) A wizened elder can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at its normal speed and without taking damage or suffering an other impairment. In addition, thorns, briars, and overgrown areas that have been magically manipulated do not impede its motion or otherwise affect it.
Entangle (Su) As the *entangle* spell; at will; DC 15; caster level 4th. This ability affects a 60-foot-radius area around the elder and lasts for 1 full minute. The save DC is Constitution-based.

Description What at first you took for a twisted shrub unfurls to become an ancient looking creature the size of a dwarf. Lichen-covered bark hangs from its limbs. Suspicious eyes glare at you from deep crevices.
Sources *Monster Manual IV* (Page 180)

ENCOUNTER 8: ALMOST HOME

KABIR'LA ASADD CR 4
Male Human(B) Druid 4
NE Medium Humanoid
Init +5; **Senses** Listen +10, Spot +3
Languages Common

AC 15, touch 11, flat-footed 14
(+0 size, +1 Dex, +3 armor, +1 shield)
hp 30 (4 HD);
Fort +6, **Ref** +2, **Will** +7 (+11 against Fey)

Speed 20 ft. in medium armor (4 squares), base movement 30 ft.
Melee Scimitar +5 (1d6+2 S 18-20/x2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +4
Combat Gear Scimitar +1, Hide Armor, Light Shield Wooden
Class Spells Prepared (CL 4th):
2nd—*Flame Blade*, *Heat Metal*, *Bark Skin*
1st—*Cure Light Wounds*, *Entangle*, *Obscuring Mist*, *Produce Flame*
0—*Create Water* (2), *Know Direction*, *Resistance* (2)

Abilities Str 12, Dex 12, Con 14, Int 10, Wis 17, Cha 10
SQ animal companion, nature sense, trackless step wild empathy, woodland stride
Feats Combat Casting, Improved Initiative, Spell Focus Conjunction
Skills Concentration +9, Handle Animal +7, Knowledge (nature) +9, Listen +10, Survival +12
Possessions combat gear plus robes, spell component pouch
Skills +4 circumstance Bonus to Handle Animal Companion
Description a violent fanatic Asadd seeks to disrupt any Bisselite incursion into the Bramblewood.

Power-Up Suite:
AC 17, touch 11, flat-footed 16
(+0 size, +1 Dex, +3 armor, +1 shield, +2 natural(barkskin))
Melee *Flame Blade* +3* (1d8+2 fire/20/x2)
*This attack treated as a melee touch attack

LHUR (PET)
Male Ape
N Large Animal
Init +2; **Senses** Listen +6, Spot +8
Languages –

AC 17, touch 12, flat-footed 14
(-1 size, +3 Dex, +5 natural)
hp 47 (6 HD);
Resist evasion
Fort +7, **Ref** +3, **Will** +3

Speed 30 ft. in (6 squares), climb 30 ft.;
Melee 2 slams +9 (1d6+6 P/S 20/x2) and bite +5 (1d6+3 P/S/B 20/x2)
Space 10 ft.; **Reach** 10 ft.

Base Atk +4; **Grp** +14**Atk Options** Power Attack

Abilities Str 22, Dex 16, Con 14, Int 2, Wis 12, Cha 7

SQ link, share spells

Feats Alertness, Toughness, Power Attack

Skills Climb +15, Listen +6, Spot +8

Skills Apes have a +8 bonus on climb checks and can always choose to take 10 on climb checks, even if rushed or threatened.

Tricks Come, Defend, Down, Fetch, Guard, Heel, Seek, Stay

Description This raging ape follows Asadd loyally.

APPENDIX 2 – APL 4

ENCOUNTER 3: WHAT IN THE WORLD?

BRIARVEX	CR 6
Usually NE Large Plant	
Init +0; Senses Low-Light Vision, Listen +7, Spot +7	
Languages Common, Sylvan	
AC 19, touch 9, flat-footed 19 (-1 size, +10 natural)	
hp 68(8 HD); DR 5/slashing	
Immune plant immunities	
Resist cold 5	
Fort +10, Ref +2 Will +5	
Weakness vulnerability to fire	
Speed 30 ft. (6 squares); improved woodland stride	
Melee 2 spiked fists +12 each (1d6+7 plus thorn burrow)	
Space 10 ft.; Reach 10 ft.	
Base Atk +6; Grp +17	
Atk Options Power Attack, thorn burrow	
Special Actions entangle	
Abilities Str 25, Dex 10, Con 19, Int 11, Wis 12, Cha 11	
SQ plant traits	
Feats Improved natural attack (spiked fist), Iron Will, Power Attack	
Skills Hide +1*, Listen +7, Spot +7, Survival +6	
*Briarvex elders gain a +16 racial bonus on Hide checks in forested areas.	
Advancement 9-12 HD (Large); 13-15 HD (Huge) or by character class; Favored Class: druid; see text	
Improved Woodland Stride (Ex) A briarvex can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at its normal speed and without taking damage or suffering an other impairment. In addition, thorns, briars, and overgrown areas that have been magically manipulated do not impede its motion or otherwise affect it.	
Thorn Burrow (Su) A briarvex's spiked fist attack deals piercing damage as well as bludgeoning damage.	
Each time a briarvex hits with its spiked fist, thorns break off and bore into the struck opponent. As a swift action, the briarvex can cause embedded thorns to twist and burrow into a single living creature's flesh, dealing 3d6 points of piercing damage; damage reduction applies. The target of this ability must be within 100 feet of the briarvex. The briarvex must also have line of effect to the target. A creature can remove the thorns with a standard action	
Entangle (Su) As the <i>entangle</i> spell; at will; DC 18; caster level 8th.	
This ability affects a 60-foot-radius area around the elder and lasts for 1 full minute. The save DC is Constitution-based.	
Description This creature appears to be a large humanoid-shaped plant roughly the size of an ogre. Glistening with sticky amber sap, wicked spikes protrude from its body, and a pair of writhing, tentacular vines extend from its hips.	
Sources <i>Monster Manual IV</i> (Page 26)	

ENCOUNTER 8: ALMOST HOME

KABIR'LA ASADD	CR 6
Male Human(B) Druid 6	
NE Medium Humanoid	
Init +5; Senses Listen +12, Spot +3	
Languages Common	
AC 16, touch 11, flat-footed 15	
(+0 size, +1 Dex, +4 armor, +2 shield)	
hp 45 (6 HD);	
Fort +8, Ref +4, Will +9 (+13 against Fey)	
Speed 20 ft. in medium armor (4 squares), base movement 30 ft.	
Melee Scimitar +6 (1d6+2 S 18-20/x2)	
Space 5 ft.; Reach 5 ft.	
Base Atk +4; Grp +5	
Special Actions Wild Shape 2/day	
Combat Gear Scimitar +1, Cloak of Resistance +1, Hide Armor +1, Light Darkwood Shield	
Class Spells Prepared (CL 6th):	
3rd— <i>Call Lightning</i> , <i>Protection from Energy</i> , <i>Summon Nature's Ally III</i> (2)	
2nd— <i>Flame Blade</i> , <i>Heat Metal</i> , <i>Barkskin</i>	
1st— <i>Cure Light Wounds</i> , <i>Entangle</i> , <i>Obscuring Mist</i> , <i>Produce Flame</i>	
0— <i>Create Water</i> (2), <i>Know Direction</i> , <i>Resistance</i> (2)	
Abilities Str 12, Dex 12, Con 14, Int 10, Wis 17, Cha 10	
SQ animal companion, nature sense, trackless step wild empathy, wild shape(2/day), woodland stride	
Feats Augmented Summoning, Combat Casting, Improved Initiative, Spell Focus Conjuraton	
Skills Concentration +11, Handle Animal +9, Knowledge (nature) +11, Listen +12, Survival +14	
Possessions combat gear plus robes, spell component pouch	
Skills +4 circumstance Bonus to Handle Animal Companion	
Description A violent fanatic Asadd seeks to disrupt any Bisselite incursion into the Bramblewood.	
Power-Up Suite:	
AC 19, touch 11, flat-footed 18	
(+0 size, +1 Dex, +3 armor, +1 shield, +3 natural (Barkskin))	
Melee Flame Blade +4* (1d8+3 fire/20/x2)	
*This attack treated as a melee touch attack	
LHUR (PET)	
Male Ape	
N Large Animal	
Init +2; Senses Listen +6, Spot +10	
Languages –	
AC 18, touch 11, flat-footed 16	
(-1 size, +2 Dex, +7 natural)	
hp 62 (8 HD);	
Resist evasion	

Fort +8, **Ref** +8, **Will** +3 (+7 against enchantment spells and effects)

Speed 30 ft. in (6 squares), climb 30 ft.;

Melee 2 slams +12 (1d6+7 P/S 20/x2) and bite +7 (1d6+3 P/S/B 20/x2)

Space 10 ft.; **Reach** 10 ft.

Base Atk +6; **Grp** +17 **Atk Options** Power Attack

Abilities Str 24, Dex 17, Con 14, Int 2, Wis 12, Cha 7

SQ devotion, link, share spells

Feats Alertness, Toughness, Power Attack

Skills Climb +16, Listen +6, Spot +10

Skills Apes have a +8 bonus on climb checks and can always choose to take 10 on climb checks, even if rushed or threatened.

Tricks Come, Defend, Down, Fetch, Guard, Heel, Seek, Stay

Description This raging ape follows Asadd loyally.

APPENDIX 3 – APL 6

ENCOUNTER 3: WHAT IN THE WORLD?

BRIARVEX	CR 6
Usually NE Large Plant	
Init +0; Senses Low-Light Vision, Listen +7, Spot +7	
Languages Common, Sylvan	
AC 19, touch 9, flat-footed 19 (-1 size, +10 natural)	
hp 68(8 HD); DR 5/slashing	
Immune plant immunities	
Resist cold 5	
Fort +10, Ref +2 Will +5	
Weakness vulnerability to fire	
Speed 30 ft. (6 squares); improved woodland stride	
Melee 2 spiked fists +12 each (1d6+7 plus thorn burrow)	
Space 10 ft.; Reach 10 ft.	
Base Atk +6; Grp +17	
Atk Options Power Attack, thorn burrow	
Special Actions entangle	
Abilities Str 25, Dex 10, Con 19, Int 11, Wis 12, Cha 11	
SQ plant traits	
Feats Improved natural attack (spiked fist), Iron Will, Power Attack	
Skills Hide +1*, Listen +7, Spot +7, Survival +6	
*Briarvex elders gain a +16 racial bonus on Hide checks in forested areas.	
Advancement 9-12 HD (Large); 13-15 HD (Huge) or by character class; Favored Class : druid; see text	
Improved Woodland Stride (Ex) A briarvex can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at its normal speed and without taking damage or suffering an other impairment. In addition, thorns, briars, and overgrown areas that have been magically manipulated do not impede its motion or otherwise affect it.	
Thorn Burrow (Su) A briarvex's spiked fist attack deals piercing damage as well as bludgeoning damage.	
Each time a briarvex hits with its spiked fist, thorns break off and bore into the struck opponent. As a swift action, the briarvex can cause embedded thorns to twist and burrow into a single living creature's flesh, dealing 3d6 points of piercing damage; damage reduction applies. The target of this ability must be within 100 feet of the briarvex. The briarvex must also have line of effect to the target. A creature can remove the thorns with a standard action	
Entangle (Su) As the <i>entangle</i> spell; at will; DC 18; caster level 8th.	
This ability affects a 60-foot-radius area around the elder and lasts for 1 full minute. The save DC is Constitution-based.	
Description This creature appears to be a large humanoid-shaped plant roughly the size of an ogre. Glistening with sticky amber sap, wicked spikes protrude from its body, and a pair of writhing, tentacular vines extend from its hips.	
Sources <i>Monster Manual IV</i> (Page 26)	

ENCOUNTER 8: ALMOST HOME

KABIR'LA ASADD	CR 8
Male Human(B) Druid 8	
NE Medium Humanoid	
Init +5; Senses Listen +15, Spot +4	
Languages Common	
AC 18, touch 11, flat-footed 17	
(+0 size, +1 Dex, +5 armor, +2 shield)	
hp 60 (8 HD);	
Fort +10, Ref +5, Will +12 (+16 against Fey)	
Speed 20 ft. in medium armor (4 squares), base movement 30 ft.	
Melee Scimitar +8 (1d6+2 S 18-20/x2) and Scimitar +3 (1d6+2 S 18-20/x2)	
Space 5 ft.; Reach 5 ft.	
Base Atk +6/1; Grp +7	
Special Actions Wild Shape 3/day, Wild Shape (Large)	
Combat Gear Scimitar +1, Cloak of Resistance +2, Hide Armor +2, Light Darkwood Shield +1	
Class Spells Prepared (CL 8th):	
4th— <i>Flame Strike</i> (2), <i>Summon Nature's Ally IV</i>	
3rd— <i>Call Lightning</i> , <i>Protection from Energy</i> , <i>Summon Nature's Ally III</i> (2)	
2nd— <i>Flame Blade</i> , <i>Heat Metal</i> , <i>Barkskin</i> (2)	
1st— <i>Cure Light Wounds</i> , <i>Magic Fang</i> , <i>Obscuring Mist</i> , <i>Produce Flame</i> (2)	
0— <i>Create Water</i> (2), <i>Know Direction</i> , <i>Resistance</i> (3)	
Abilities Str 12, Dex 12, Con 14, Int 10, Wis 18, Cha 10	
SQ animal companion, nature sense, trackless step wild empathy, wild shape(3/day), woodland stride	
Feats Augmented Summoning, Combat Casting, Improved Initiative, Spell Focus Conjunction	
Skills Concentration +13, Handle Animal +11, Knowledge (nature) +13, Listen +15, Survival +17	
Possessions combat gear plus robes, spell component pouch	
Skills +4 circumstance Bonus to Handle Animal Companion	
Description A violent fanatic Asadd seeks to disrupt any Bisselite incursion into the Bramblewood.	
Power-Up Suite:	
AC 20, touch 11, flat-footed 19	
(+0 size, +1 Dex, +3 armor, +2 shield, +3 natural (Barkskin))	
Melee Flame Blade +6/1* (1d8+4 fire/20/x2)	
*This attack treated as a melee touch attack	
LHUR (PET)	
Male Ape	
N Large Animal	
Init +2; Senses Listen +6, Spot +10	
Languages --	
AC 18, touch 11, flat-footed 16	
(-1 size, +2 Dex, +7 natural)	

hp 62 (8 HD);
Resist evasion
Fort +8, **Ref** +8, **Will** +3 (+7 against enchantment spells and effects)

Speed 30 ft. in (6 squares), climb 30 ft.;
Melee 2 slams +12 (1d6+7 P/S 20/x2) and bite +7 (1d6+3 P/S/B 20/x2)
Space 10 ft.; **Reach** 10 ft.
Base Atk +6; **Grp** +17**Atk Options** Power Attack

Abilities Str 24, Dex 17, Con 14, Int 2, Wis 12, Cha 7
SQ devotion, link, share spells
Feats Alertness, Toughness, Power Attack
Skills Climb +16, Listen +6, Spot +10

Skills Apes have a +8 bonus on climb checks and can always choose to take 10 on climb checks, even if rushed or threatened.
Tricks Come, Defend, Down, Fetch, Guard, Heel, Seek, Stay

Description This raging ape follows Asadd loyally.

APPENDIX 4 – APL 8

ENCOUNTER 8: ALMOST HOME

KABIR'LA ASADD

CR 10

Male Human(B) Druid 10

NE Medium Humanoid

Init +5; **Senses** Listen +17, Spot +4

Languages Common

AC 19, touch 11, flat-footed 18

(+0 size, +1 Dex, +5 armor, +3 shield)

hp 75 (10 HD);

Immune venom

Fort +11, **Ref** +8, **Will** +13 (+17 against Fey)

Speed 20 ft. in medium armor (4 squares), base movement 30 ft.

Melee Scimitar +9 (1d6+2 S 18-20/x2) and Scimitar +4 (1d6+2 S 18-20/x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +7/2; **Grp** +8

Special Actions Wild Shape 4/day, Wild Shape (Large)

Combat Gear Scimitar +1, Cloak of Resistance +2, Hide Armor +2, Light Darkwood Shield +2, Lesser metamagic rod of quicken

Class Spells Prepared (CL 10th):

5th—Call Lightning Storm, Summon Nature's Ally V

4th—Flame Strike (2), Summon Nature's Ally IV

3rd—Protection from Energy, Summon Nature's Ally III (3)

2nd—Flame Blade, Heat Metal, Barkskin (2)

1st—Cure Light Wounds, Magic Fang, Obscuring Mist, Produce Flame (2)

0—Create Water(2), Know Direction, Resistance (3)

Abilities Str 12, Dex 12, Con 14, Int 10, Wis 18, Cha 10

SQ animal companion, nature sense, trackless step wild empathy, wild shape(4/day), woodland stride

Feats Augmented Summoning, Combat Casting, Improved Initiative, Lightning Reflexes, Spell Focus Conjunction

Skills Concentration +15, Handle Animal +13, Knowledge (nature) +15, Listen +17, Survival +19

Possessions combat gear plus robes, spell component pouch

Skills +4 circumstance Bonus to Handle Animal Companion

Description A violent fanatic Asadd seeks to disrupt any Bisselite incursion into the Bramblewood.

Power-Up Suite:

AC 22, touch 11, flat-footed 21

(+0 size, +1 Dex, +3 armor, +2 shield, +4 natural (Barkskin))

Melee Flame Blade +7/2* (1d8+5 fire/20/x2)

*This attack treated as a melee touch attack

LHUR (PET)

Male Dire Ape

N Large Animal

Init +2; **Senses** Listen +5, Spot +7

Languages --

AC 17, touch 11, flat-footed 15

(-1 size, +2 Dex, +6 natural)

hp 55 (7 HD);

Resist evasion

Fort +7, **Ref** +7, **Will** +3 (+X against type)

Speed 30 ft. in (6 squares), climb 15 ft.;

Melee 2 slams +10 (1d6+6 P/S 20/x2) and bite +5 (1d6+3 P/S/B 20/x2)

Space 10 ft.; **Reach** 10 ft.

Base Atk +5; **Grp** +15 **Atk Options** Power Attack, Rend

Abilities Str 23, Dex 16, Con 14, Int 2, Wis 12, Cha 7

SQ link, share spells

Feats Alertness, Toughness, Power Attack

Skills Climb +14, Listen +7, Move Silently +4, Spot +6

Skills Dire apes have a +8 bonus on climb checks and can always choose to take 10 on climb checks, even if rushed or threatened.

Tricks Come, Defend, Down, Fetch, Guard, Heel, Seek, Stay

Description This raging ape follows Asadd loyally.

APPENDIX 5 – APL 10

ENCOUNTER 3: WHAT IN THE WORLD?

OAKEN DEFENDER

CR 12

Usually NG Huge Plant

Init +0; **Senses** Darkvision 60 ft., Low-Light Vision, Tremorsense 60 ft., Listen +1, Spot +1

Languages understands Sylvan, empathic link 900ft.

AC 23, touch 8, flat-footed 23 (-2 size, +15 natural)

hp 207(18 HD); **DR** 10/magic

Immune plant immunities

SR 24

Fort +18, **Ref** +6, **Will** +7

Speed 20 ft. (4 squares), burrow 10 ft. (loose soil);

Melee gore +23 (2d6+12) and 2 slams +21 each (1d8+6)

Space 15 ft.; **Reach** 10ft.

Base Atk +13; **Grp** +33

Atk Options Cleave, Great Cleave, Power Attack, Whirlwind Attack, magic strike

Abilities Str 35, Dex 10, Con 24, Int 8, Wis 13, Cha 13

SQ find oaken defender, plant traits

Feats Cleave, Diehard, Endurance, Great Cleave, Multiattack, Power Attack, Whirlwind Attack

Skills Hide -8¹, Listen +1, Intimidate +22, Spot +1

¹An oaken defender gains a +15 bonus on Hide checks when settled in its grove.

Advancement 9-13 HD (Huge); 14-54 HD (Gargantuan)

Empathic Link (Su) An oaken defender has an empathic link with the dryads of its grove, through which it can sense their needs and feelings. This link extends up to 900 feet

Find Oaken Defender (Su) As the *discern location* spell; always active; caster level 18th. An oaken defender can use this ability only to find another oaken defender on the same plane as itself. All oaken defenders are considered to have seen one another for the purpose of this ability

Description The thicket seems to come alive around you as a massive form bursts from the earth. It is covered with cruel spikes, and many branchlike tentacle flail about it.

Sources *Monster Manual* IV (Page 106)

ENCOUNTER 8: ALMOST HOME

KABIR'LA ASADD

CR 12

Male Human(B) Druid 12

NE Medium Humanoid

Init +5; **Senses** Listen +19, Spot +4

Languages Common

AC 21, touch 13, flat-footed 20

(+0 size, +1 Dex, +5 armor, +3 shield, +2 deflection)

hp 90 (12 HD);

Immune venom

Fort +12, **Ref** +9, **Will** +14 (+18 against Fey)

Speed 20 ft. in medium armor (4 squares), base movement 30 ft.

Melee Scimitar +11 (1d6+2 S 18-20/x2) and Scimitar +6 (1d6+2 S 18-20/x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +9/4; **Grp** +10

Special Actions Wild Shape 4/day, Wild Shape (Large), Wild Shape (Tiny), Wild Shape (Plant)

Combat Gear Scimitar +1, Cloak of Resistance +2, Hide Armor +2, Light Darkwood Shield +2, Lesser metamagic rod of quicken

Class Spells Prepared (CL 10th): 6th—Animate Snow¹, Summon Nature's Ally VI

5th—Call Lightning Storm, Summon Nature's Ally V(2)

4th—Flame Strike (2), Summon Nature's Ally IV(2)

3rd—Protection from Energy(2), Summon Nature's Ally III (3)

2nd—Flame Blade(2), Heat Metal, Barkskin (2)

1st—Cure Light Wounds(2), Magic Fang, Obscuring Mist, Produce Flame (2)

0—Create Water(2), Know Direction, Resistance (3)

Abilities Str 12, Dex 12, Con 14, Int 10, Wis 19, Cha 10

SQ animal companion, nature sense, trackless step wild empathy, wild shape(4/day), woodland stride

Feats Augmented Summoning, Combat Casting, Elephant's Hide², Improved Initiative, Lightning Reflexes, Spell Focus Conjunction

Skills Concentration +17, Handle Animal +15, Knowledge (nature) +15, Listen +19, Survival +21

Possessions combat gear plus robes, spell component pouch

Skills +4 circumstance Bonus to Handle Animal Companion

Description A violent fanatic Asadd seeks to disrupt any Bisselite incursion into the Bramblewood.

Sources ¹Spell Compendium (Page 12) ²Complete Divine (Page 81)

Power-Up Suite:

AC 22, touch 11, flat-footed 20

(+0 size, +1 Dex, +3 armor, +2 shield, +5 natural (Barkskin))

Melee Flame Blade +9/4* (1d8+5 fire/20/x2)

*This attack treated as a melee touch attack

LHUR (PET)

Male Dire Ape

N Large Animal

Init +3; **Senses** Listen +9, Spot +6

Languages –

AC 20, touch 12, flat-footed 17

(–1 size, +3 Dex, +8 natural)

hp 70 (9 HD);

Resist evasion

Fort +7, **Ref** +9, **Will** +4 (+8 against enchantment spells and effects)

Speed 30 ft. in (6 squares), climb 15 ft.;

Melee 2 slams +12 (1d6+7 P/S 20/x2) and bite +7 (1d6+3 P/S/B 20/x2)

Space 10 ft.; **Reach** 10 ft.

Base Atk +6; **Grp** +17 **Atk Options** Blind Fight, Power Attack, Rend

Abilities Str 24, Dex 18, Con 14, Int 2, Wis 12, Cha 7

SQ devotion, evasion, link, share spells

Feats Alertness, Toughness, Power Attack

Skills Climb +15, Listen +7, Move Silently +4, Spot +6

Skills Dire apes have a +8 bonus on climb checks and can always choose to take 10 on climb checks, even if rushed or threatened.

Tricks Come, Defend, Down, Fetch, Guard, Heel, Seek, Stay

Description This raging ape follows Asadd loyally.

APPENDIX 6 – APL 12

ENCOUNTER 3: WHAT IN THE WORLD?

OAKEN DEFENDER CR 12
Usually NG Huge Plant
Init +0; **Senses** Darkvision 60 ft., Low-Light Vision, Tremorsense 60 ft., Listen +1, Spot +1
Languages understands Sylvan, empathic link 900ft.
AC 23, touch 8, flat-footed 23 (-2 size, +15 natural)
hp 207(18 HD); DR 10/magic
Immune plant immunities
SR 24
Fort +18, **Ref** +6, **Will** +7
Speed 20 ft. (4 squares), burrow 10 ft. (loose soil);
Melee gore +23 (2d6 +12) and 2 slams +21 each (1d8+6)
Space 15 ft.; **Reach** 10ft.
Base Atk +13; **Grp** +33
Atk Options Cleave, Great Cleave, Power Attack, Whirlwind Attack, magic strike
Abilities Str 35, Dex 10, Con 24, Int 8, Wis 13, Cha 13
SQ find oaken defender, plant traits
Feats Cleave, Diehard, Endurance, Great Cleave, Multiattack, Power Attack, Whirlwind Attack
Skills Hide -8, Listen +1, Intimidate +22, Spot +1
*An oaken defender gains a +15 bonus on Hide checks when settled in its grove.
Advancement 9-13 HD (Huge); 14-54 HD (Gargantuan)
Empathic Link (Su) An oaken defender has an empathic link with the dryads of its grove, through which it can sense their needs and feelings. This link extends up to 900 feet
Find Oaken Defender (Su) As the *discern location* spell, always active; caster level 18th. An oaken defender can use this ability only to find another oaken defender on the same plane as itself. All oaken defenders are considered to have seen one another for the purpose of this ability
Description The thicket seems to come alive around you as a massive form bursts from the earth. It is covered with cruel spikes, and many branchlike tentacle flail about it.
Sources *Monster Manual* IV (Page 106)

ENCOUNTER 8: ALMOST HOME

KABIR'LA ASADD CR 14
M Human(B) Druid 14
NE M Humanoid
Init +5; **Senses** Listen +21, Spot +4
Languages Common
AC 21, touch 13, flat-footed 20
(+0 size, +1 Dex, +5 armor, +3 shield, +2 deflection)
hp 105 (14 HD);
Immune venom
Fort +13, **Ref** +9, **Will** +15 (+19 against Fey)
Speed 20 ft. in medium armor (4 squares), base movement 30 ft.
Melee Scimitar +12 (1d6+2 S 18-20/x2) and Scimitar +7 (1d6+2 S 18-20/x2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +10/5; **Grp** +11
Special Actions A Thousand Faces, Wild Shape 5/day, Wild Shape (Large), Wild Shape (Tiny), Wild Shape (Plant)
Combat Gear Scimitar +1, Cloak of Resistance +2, Hide Armor +2, Light Darkwood Shield +2, Metamagic Rod (Quicken)
Class Spells Prepared (CL 14th): 7th—Firestorm, Summon Nature's Ally VII
6th—Animate Snow¹, Summon Nature's Ally VI (2)
5th—Call Lightning Storm, Summon Nature's Ally V (2)
4th—Flame Strike (2), Summon Nature's Ally IV (2)
3rd—Protection from Energy², Summon Nature's Ally III (3)
2nd—Flame Blade (2), Heat Metal, Barkskin (2)
1st—Cure Light Wounds (2), Magic Fang, Obscuring Mist, Produce Flame (2)
0—Create Water², Know Direction, Resistance (3)
Abilities Str 12, Dex 12, Con 14, Int 10, Wis 19, Cha 10
SQ animal companion, nature sense, trackless step wild empathy, wild shape(2/day), woodland stride
Feats Augmented Summoning, Combat Casting, Elephant's Hide³, Improved Initiative, Lightning Reflexes, Spell Focus Conjuraton
Skills Concentration +19, Handle Animal +17, Knowledge (nature) +19, Listen +21, Survival +23
Possessions combat gear plus robes, spell component pouch
Skills Concentration +19 (+4 bonus to concentration when casting defensively),
Handle Animal +21 (+4 circumstance bonus to Handle Animal Companion)
+4 circumstance Bonus to Handle Animal Companion
Description A violent fanatic Asadd seeks to disrupt any Bisselite incursion into the Bramblewood.
Sources ¹Spell Compendium (Page 12) ²Complete Divine (Page 81)
Power-Up Suite:
AC 25, touch 13, flat-footed 24
(+0 size, +1 Dex, +5 armor, +3 shield, +2 deflection, +4 natural(Barkskin))

Melee Flame Blade +10/5* (1d8+5 fire/20/x2)

*This attack treated as a melee touch attack

LHUR (PET)

Male Dire Ape

N Large Animal

Init +3; **Senses** Listen +9, Spot +6

Languages –

AC 20, touch 12, flat-footed 17

(-1 size, +3 Dex, +8 natural)

hp 70 (9 HD);

Resist evasion

Fort +7, **Ref** +9, **Will** +4 (+8 against enchantment spells and effects)

Speed 30 ft. in (6 squares), climb 15 ft.;

Melee 2 slams +12 (1d6+7 P/S 20/x2) and bite +7 (1d6+3 P/S/B 20/x2)

Space 10 ft.; **Reach** 10 ft.

Base Atk +6; **Grp** +17 **Atk Options** Blind Fight, Power Attack, Rend

Abilities Str 24, Dex 18, Con 14, Int 2, Wis 12, Cha 7

SQ devotion, evasion, link, share spells

Feats Alertness, Toughness, Power Attack

Skills Climb +15, Listen +7, Move Silently +4, Spot +6

Skills Dire apes have a +8 bonus on climb checks and can always choose to take 10 on climb checks, even if rushed or threatened.

Tricks Come, Defend, Down, Fetch, Guard, Heel, Seek, Stay

Description This raging ape follows Asadd loyally.

APPENDIX 7 – ALL APLS

SERGEANT TIBAL

CR 1¹/₂

M Human(O) Warrior/Cleric 1/1
LG M Humanoid

Init +2; **Senses** Listen +3, Spot +3

Aura Fear Aura 120 ft. (Will DC X)

Languages Common

AC 14, touch 10, flat-footed 14
(+2 Dex, +4 armor)

hp 14 (2 HD);

Fort +4, **Ref** +2, **Will** +5

Speed 30 ft. in Light Armor (6 squares), base movement 30 ft.

Melee Longsword +2 (1d8+1 S 19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +2

Atk Options Blind Fight, Weapon Focus

Special Actions Turn Undead 6/day

Combat Gear chain shirt, longsword

Cleric Spells Prepared (CL 1st):

1st—Bless Water, Divine Favor, Protection From Evil D

0—Create Water, Detect Magic, Light

D: Domain spell. Deity: XX. Domains: Good, Law

Abilities Str 12, Dex 10, Con 12, Int 10, Wis 16, Cha 14

Feats Blind Fight, Weapon Focus (longsword)

Skills Handle Animal +6, Ride +6, Knowledge: Religion +5

Possessions combat gear plus, rations, bedroll, tack, 50' rope, Holy Symbol of Heironeous

Description An average looking Oeridian man, with dark hair and a pronounced scar traveling down his left cheek. He wears his dark black hair short, and his piercing eyes are those of a man confident in his abilities.

CORPORAL KIMMAL

CR 1¹/₂

M Human(B) Warrior/Monk 1/1
LG M Humanoid

Init +7; **Senses** Listen +3, Spot +3

Languages Common

AC 15, touch 15, flat-footed 10, Dodge
(+3 Dex, +2 Wis)

hp 15 (2 HD);

Fort +6, **Ref** +5, **Will** +4

Speed 30 ft. (5 squares), base movement 30 ft.

Melee Fist +3 (1d6+2 B 20) or Fist +1 (1d6+2 B 20) and Fist +1 (1d6+2 B 20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +3

Atk Options Flurry of Blows, Unarmed Strike

Special Actions Flurry of Blows

Abilities Str 14, Dex 16, Con 14, Int 8, Wis 14, Cha 8

Feats Dodge, Improved Initiative

Skills Intimidate +3, Hide +5, Move Silently +5, Tumble +5

Possessions rations

Description A lanky Baklunish man stands separate from the others. His shaved head glistens in the sun, and his hand rests on a tankard at his belt.

JORVUS

CR 1¹/₂

M Human(bos) Warrior/Rogue 1/1
NG M Humanoid

Init +7; **Senses** Listen -1, Spot +3

Languages Common, Old Oeridian

AC 16, touch 13, flat-footed 13, Dodge,
(+0 size, +3 Dex, +3 armor, +0 shield, +0 deflection, +0 insight, +0 natural)

hp 12 (2 HD);

Fort +3, **Ref** +5, **Will** -1

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee longsword +1 (1d8 S/19-20)

Ranged longbow +4 (1d8 P/x3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +1

Atk Options Sneak Attack 1d6

Special Actions Sneak Attack 1d6

Combat Gear longsword, longbow, studded leather armor, x20 arrows

Abilities Str 10, Dex 16, Con 12, Int 12, Wis 8, Cha 14

Feats Dodge, Improved Initiative

Skills Bluff +4, Climb+4, Intimidate+7, Handle Animal+6, Hide+4, Move Silently +4Slight of Hand+4 Spot+3

Possessions combat gear plus deck of cards

Description A jovial man with dark hair and pale skin make a striking visage. The epitome of the extrovert Jorvus will talk your ear off about anything going and then work on the next.

SILN

CR 1¹/₂

M Human(bos) Warrior/Ranger 1/1
LG M Humanoid

Init +2; **Senses** Listen +1, Spot +X

Languages Common

AC 16, touch , flat-footed 14
(+0 size, +2 Dex, +4 armor)

hp 15 (2 HD);

Fort +6, **Ref** +4, **Will** +1

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee longsword +4 (1d8+2 S 19-20)

Ranged longbow +4 (1d8 P x3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +4

Atk Options Point Blank Shot

Combat Gear longsword, longbow, studded leather armor, x20 arrows

Abilities Str 14, Dex 14, Con 14, Int 10, Wis 12, Cha 12

Feats Weapon Focus: longbow, Point Blank Shot

Skills Climb +6, Handle Animal +6, Ride +7

Possessions combat gear plus rope, rations, spare tack

Description Siln, look like his cousin Jorvus, but where Jorvus is jovial Siln is quiet. He takes solace with the horses and is meticulous in their care.

Glinny CR ½

M Human(bos) Warrior 1

NG M Humanoid

Init +3; **Senses** Low-Light Vision Listen +1, Spot +1

Languages Common, Language, Language

AC 17, touch 13, flat-footed 14

(+0 size, +3 Dex, +4 armor)

hp 7 (1 HD);

Fort +3, **Ref** +3, **Will** -1

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee rapier +2 (1d8 P/18-20/)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +1

Combat Gear rapier, chain shirt

Abilities Str 10, Dex 16, Con 12, Int 12, Wis 8, Cha 16

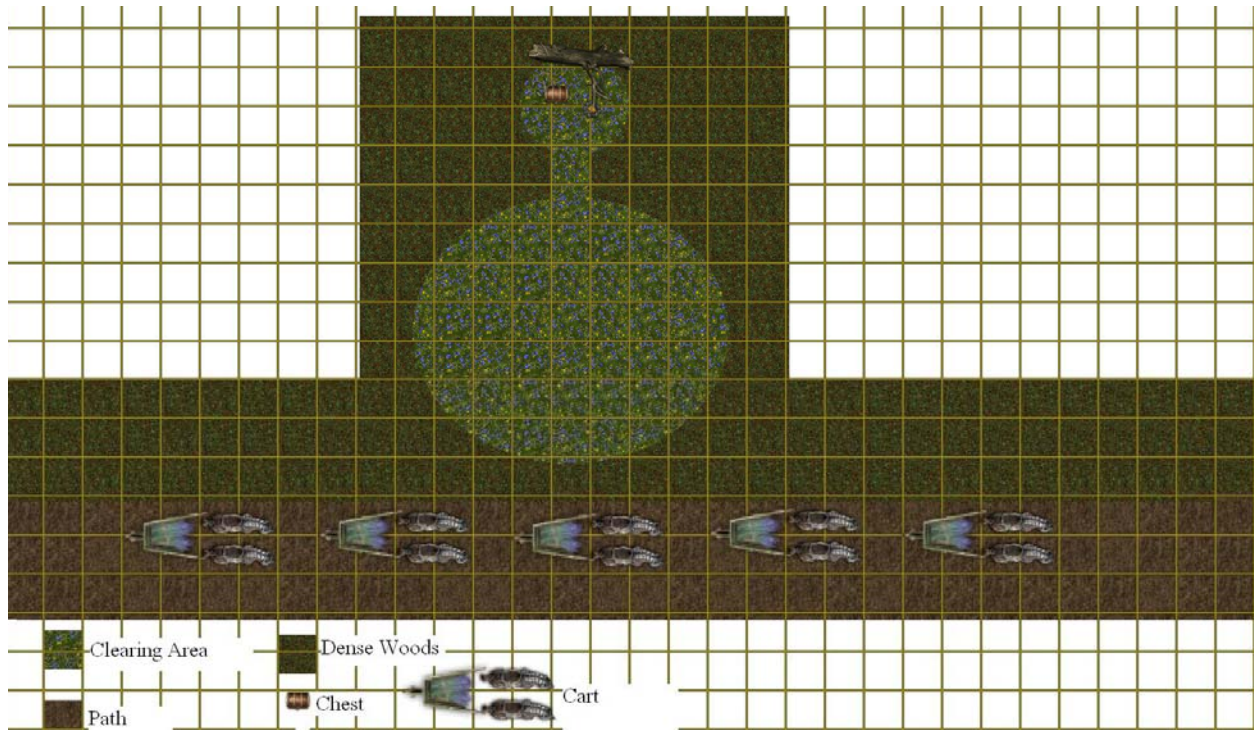
Feats Weapon Focus: rapier

Skills Handle Animal +7, Intimidate +7, Profession: Cook +1

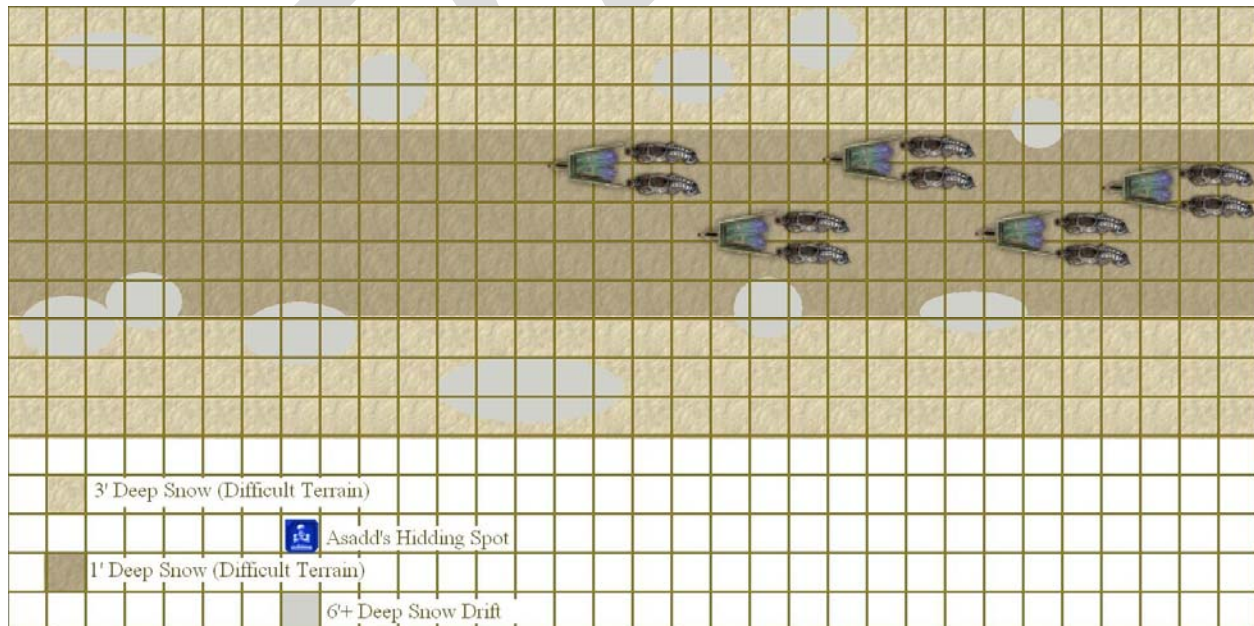
Possessions combat gear plus spices, pots, pans, quill, inkpot, parchment x5.

Description Glinny is a jovial half-elf, his fine features and melodic voice are rather soothing. Additionally his knowledge cooking and ability to tell a good tale make him a welcome companion on any long journey.

DM AID: MAP #1 – AMBUSH IN THE WOODS



DM AID: MAP #2 – SNOW BOUND



DM AID: NEW RULES

NEW FEATS

Elephant's Skin[Wild] (Complete Divine)

Prerequisite: Ability to wildshape into a Large creature.

Benefit: You can spend one wild shape to give yourself a natural armor bonus of 7. This does not stack with an natural armor you currently have the effect lasts for 10 minutes.

Activating this feat is a standard action that does not provoke an attack of opportunity.

NEW SPELLS

Animate Snow (Spell Compendium)

Transmutation

Level: Drd 6

Components: V, S

Casting Time: 1 standard action

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

Target: Cube of snow up to 20ft. on a side

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Nearby snow rapidly draws together with an audible crunch, coalescing into a vaguely human-shape form.

You cause snow in the area to become 1d3+2 Large animated objects, 1d3 Huge animated objects, or One Gargantuan animated object (MM 14). Then animated snow attacks as directs by your vocal commands.

Animated snow does not have a hardness snore. It posses improved speed as if it had legs, granting it a speed of 30, as well as the blind special ability (MM 13). In addition, each animated snow object has the cold subtype and deals an extra 1d6 points of cold damage on a successful hit.

Animated snow objects take 1d6 points of damage per round in a place where the temperature is above freezing

PLAYER HANDOUT #1 – SOLDIER'S ORDERS

Your orders are to travel with and protect a caravan of supplies for the Great Army of Bissel. They are to be delivered to our forward camp, north of Thornward. The corresponding force is to travel with you while you protect Archpaladin's Herald's, a group of our fastest teamsters. You will rendezvous with Sergeant Sturl and his company of recruits guarding the supplies from the southern leg in New Clunther, where the supplies will be transferred into the care of Sergeant Tibalt, commander of the Archpaladin's Herald's. You will act as witness to the transfer.

These supplies are important to the cause, and as such they need maximum protection from a light and maneuverable force. As you are so well recommended for such a responsibility you will not only be required to take care of the teamsters, but also in the event of their passing you are still responsible for the delivery of supplies.

Good Luck,

General Cainlan Rashedra

PLAYER HANDOUT #2 – MERCENARIES' ORDERS

You are being contracted to travel with and protect a caravan of supplies for the Great Army of Bissel. They are to be delivered to our forward camp north of Thornward. The corresponding mercenaries are to travel with you while you protect Archpaladin's Herald's a group of Bissel's fastest teamsters. You will rendezvous with Sergeant Sturl and his company of recruits guarding the supplies from the southern leg in New Clunther, where the supplies will be transferred into the care of Sergeant Tibalt commander of the Archpaladin's Herald's. You will act as witness to the transfer.

These supplies are important to Bissel, and as such they need maximum protection from a light and maneuverable force. As you are so well recommended for such a task you will not only be required to take care of the teamsters, but also in the event of their passing you are still responsible for the delivery of supplies.

Keep your blades clean,

General Cainlan Rashedra

PLAYER HANDOUT #3 – JOURNAL OF PRIEST BOUREGARD VALENT MOST PIUS III

Goodmonth 21:

Things have passed by very quickly. First there were the woods and animal attacks. Adventurers and military men came in to help. They defended us against the monstrous animals rampaging at the city and the temple. But within a day of the major assault we were expelled. Nightwatch was doomed to be a primordial forest. With that we said adieu to the temple, and Truelight.

Brewfest 7:

Three days roaming this accursed forest and we have learned nothing. It just keeps growing and growing. I'm here as chronicler to the more research oriented priests; but even I can tell you it isn't natural. One priest - Father Deidel, hand picked for his intelligence and perspicacity - keeps muttering about something I don't understand. He will then say "Such thoughts are ridiculous... it shouldn't be here. Besides it is so beneficial... why would it manifest like this?"

Patchwall 3:

Father Deidel has gone missing, he left with two other priests and handful of guards. The disappearance does not bode well. We heard wolves last night and our guards have suggested moving the research camp out of the woods.

Patchwall 4:

Last night one of the guards on patrol found Father Deidel. It was not a pleasant sight. Whatever got hold of him only ate his hands and legs below the knees. The rest of him was eviscerated his innards strewn about, like leaves after the fall [Odd it should be fall here yet the leaves are still green, green is everywhere.]. It has been decided that we should move the camp we will do so in 3 days that will give us enough time to find or leave warning to others in the area, just incase any who were with poor Deidel survive.

Patchwall 4 (Evening):

Things have gotten worse. We are planning on leaving in the morning. Throughout the day we found more pieces of the team that traveled with Father Deidel. At one time a raven the size of me dropped an arm in the center of the camp. We began preparing some basic fortifications while packing up and recording our findings. In fact two of our guards will be escorting me out tonight, hopefully the darkness will cover our escape. I am to travel with my diaries and the effects of the lost. I argued to take the research notes as well but they are still being worked on. Whatever is out there it seems to have intelligence behind it. The tactics are designed to scare us, and they are working. Additionally there is no natural reason that a pack of wolves should be seen no more than 50' from a bear unless they were both hunting the same prey. Either way I am glad to be leaving. If the research notes are here they can be retrieved if I am the only survivor after tonight I can reproduce a great deal of the information from memory.

CRITICAL EVENT SUMMARY: *BIS7-02 CARAVAN*

If you run this event in Month or Month of 2007, please e-mail the results from this sheet to a member of the Bissel Triad by Month 1st, 2006, or have the Senior DM of your event do so.

- | | | |
|--|-----|----|
| 1. Were the supplies delivered to the Army camp? | Yes | No |
| 2. Did the PCs retrieve the chest from the clearing? | Yes | No |
| 3. Did they turn the chest in to Tialla? | Yes | No |
| 4. Did the PCs retrieve the notes as well? | Yes | No |
| 4. Did they turn the notes in?
If so, to whom: | Yes | No |
| 4. Did any members of the Archpaladin's Heralds die?
If so, list whom here: | Yes | No |

Notes: (Add anything that happened that might be considered out of the ordinary – Strange occurrences, results that may not fit the above, etc):