

Nature's Child

A One-Round D&D LIVING GREYHAWK[®] Dyvers Introductory Adventure

Version 1.0

Round 1

by Eddie Montague Jr.

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An ally from the Gnarley Forest has asked for the temple of Obad-hai's blessing upon his child, and they need someone to chaperone the child from the forest back to the temple. A short trip through the Gnarley to escort the child to Obad-hai's temple can't be too difficult for a group of adventurers can it? A Dyvers introductory adventure for 1st-level characters.

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

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at outlaw658@yahoo.com 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 DM (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, 2006.

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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 Appendix 1.

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 up 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.

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 Dyvers. Characters native to Dyvers pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

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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.

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Adventure Background

Events in this adventure take place during Goodmonth CY 595 (late summer). This is prior to the invasion of Admundfort (DYVI5-05 Old Debts of Old Wicked) and DYV5-05 Riposte.

Adventure Summary

The players begin in The Free City of Dyvers, at the Feathery Owl Inn, where they overhear some clerics talking about a mission. The clerics are looking for someone to complete this mission for them. After receiving the mission from the Temple of Obad-Hai, the players are sent to a Gnarley ranger to locate the Oakfather to receive an acorn to be blessed. They players are attacked on the way to the meeting by a band of needlefolk. After surviving that, they meet the ranger and learn a little about the Gnarley Forest. They stumble across a carcass in the forest and the scavengers feasting upon the corpse. The players then travel to the Fern Grove to meet with the Oakfather and retrieve the acorn for the blessing. As they return to Dyvers, they are stopped by a few orcs demanding they either destroy or hand over the acorn. When the party defeats this last obstacle, they are free to return to Dyvers and collect their reward.

Encounter 1—Welcome to Dyvers: The party finds themselves in Dyvers at the Feathery Owl Inn. They overhear two modest clerics, Franz and Jolie, talking about a mission a their superior, Brother Garik Greenleaf, is preparing to send them on. When they see the party listening in, they ask the party to meet them back at the temple of Obad-hai.

Encounter 2— Temple of Obad-Hai: The party is introduced to Garik GreenLeaf who tells them he would like the party to chaperone a child from a treant in the Gnarley back to Dyvers. The treant has asked that the child be blessed by Obad-Hai. After agreeing to the mission, the cleric directs the party to meet a ranger named Asa in the Gnarley forest who can help them find the treant.

Encounter 3— Needlefolk Attack: The party is attacked by needlefolk while traveling in the Gnarley forest.

Encounter 4— Gnarley Ranger: Asa directs the party to the Fern Grove where they can meet the Oakfather. She also informs them of a missing Ranger patrol. She gives a lesson about the Gnarley Rangers and then points the party in the right direction.

Encounter 5— Flesh Feast

The remains of a skirmish between orcs and the missing patrol are here. There are several orc bodies and a few rangers and animal companions here. Beetles are feasting on the corpses and attack the party if disturbed.

Encounter 6—Meeting with the Oakfather

The PCs get to meet the Oakfather and collect his “child”.

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Encounter 7— Divine Intervention

Grumsh has spoken to his children and sent a band of warriors to retrieve and destroy the boon of the characters. They must overcome this last hurdle on their way back to Dyvers.

Encounter 8—Back to the Temple

The party returns the acorn to the temple and is told how the acorn will grow into a treant. The party is rewarded, thanked, and sent on their way.

Introduction

You step off the barge onto the teeming docks of Dyvers. Your last errand completed, you now have some free time to visit the Great City of Dyvers itself. The Veth on the ship offered to sell you a protective charm, which some consider a wise investment and some consider a fool's bargain. The trip on the Nyr Dyv was pleasant and by riding the Rhennee barge, you saved a couple wheatsheaves. But you get many strange looks as you merge into the crowd leading away from the busy docks.

You notice many armed warriors and mercenaries from far off lands as you walk through the city. Rumors of war and invasion abound. Dyvers appears to be arming itself for a battle, but against who? The dust and heat of the packed town is oppressive, you start to look for a cool place to rest.

If the PCs inquire where the mercenaries are from, a Knowledge (local: Iuz's Border States) check (DC 14) or a Knowledge (local: Velverdyva, Tuflik, Fals Trade Route) check (DC 24) recognizes them as Perrenlanders. If they exceed the check by 5 or more, they are recognized as Pax Mercuri, a Perrenland mercenary company. They will not speak as to why they are in the city.

Encounter 1:

Welcome to Dyvers

Lunch time has arrived in Dyvers, and you find yourself being served at the Feathery Owl inn. A platter of some kind of meat is offered along with a helping of bread. You may order something to wash it down or just sit back and watch the crowd filter in. Looking around the inn you see a lot of people in robes and few people in armor. There are also a large number of small animals about. Members of the sorcerer's guild dine here between training sessions and are allowed to bring in their familiars. You are seated at a long bench with several other out-of-place-looking people.

The party has a chance to introduce themselves to each other at this point.

Any player who makes a Listen check (DC 10) can overhear the entire conversation from a nearby table. If nobody makes the Listen check, skip to the last paragraph below and modify it as you see fit.

Behind you at a smaller table, a pair of humans sit, and you overhear them say:

"Jolie, brother Greenleaf is getting quite anxious to complete the blessing. I know one of us will be asked to go get the child, but I don't want to leave Dyvers just now. Sister Hilo and I have just about finished training that owlbear, and if I leave now she will take all the credit for taming him. I just don't want to leave." The man downs a large portion of his ale and sits back.

The woman speaks, "I know, Franz. I don't want to go either. Hugh just started to show me how to make healing potions, and I don't want to leave. Besides, Hugh is rather comely, and I think he may feel the same about me. I did convince Greenleaf to let someone else go fetch the stupid child, but he said they must leave today if the child will be back in time for the ceremony. Where will we find someone to go?"

Franz, sits up and says to Jolie, "I think I found the perfect group of people. He then looks past Jolie at your table and says, "I noticed you listening to our conversation, and I'd be grateful if you would help us out. Our, umm, sacred duties at the temple prevent us from performing another task assigned to us by one of our senior brothers. If you would come back to our temple, I'm sure we could arrange a fair offer for your services?"

Franz and Jolie are two initiates of Obad-Hai and have their own reasons for not wanting to leave Dyvers right now. They would like the party to travel back to the Temple of Obad-Hai and run an errand for Brother Garik Greenleaf. They won't give out the details of the errand and will want the adventurers to actually talk to Garik to get the details.

They will promise at least a small gold reward (25 gp per PC) from the temple if the adventurers ask. They would have to ask Garik for a final total of gold, but they inform the adventurers that they would have to discuss with Garik any larger amount.

Should the PCs agree read the following, otherwise the adventure ends here.

"The temple of Obad-Hai is just a short walk south of the city. If you exit the south gate it will be easy to find. I must go back and speak with brother Greenleaf. We will meet you there shortly."

Encounter 2: The Temple of Obad-Hai

You exit the south gate from Dyvers and travel a short distance to a grove which must be where the temple is located. Bordered on one side by the Flint Creek and a short hike off the road, you find the temple of Obad-Hai surrounded by the towering trees of various types and sizes. Wildlife is abundant here and you feel many eyes upon you. As you approach the temple, the male cleric you met back at the Feathery Owl Inn comes out to greet you. "Welcome in the Name of the Shalm. Thank you for responding to our request. Come, let me show you in to see senior brother Greenleaf. It is his mission that requires your help."

When the players reach the temple, Franz comes out of the temple to greet them and ushers them into a courtyard to meet Garik Greenleaf, cleric of Obad-Hai. Garik provides the following information:

He has been requested to bless the child of the Oakfather, an ally of the temple in the Gnarley forest. The Oakfather is a treant living in the Gnarley. He would like the party to enter the Gnarley and escort the child back to the temple of Obad-Hai. The temple will bless the child and then return him to his father.

Garik is busy setting up the ceremony, and has no time to go retrieve the child.

While Garik does not know the location of the Oakfather, he tells the players how to find Asa Thornbrair. Since the Oakfather has no permanent residence, Asa, a Gnarley ranger, should know how to find the Oakfather. Asa is at the Gilded Acorn Inn in Corustaith, deep within the Gnarley Forest.

Garik also offers 75 gp per PC (450 gp max) to the party and the gratitude of the Temple for this small task. If the players make a successful Diplomacy check for more help, Garik helps them in the following ways:

- DC 14: He gives the party a *potion of cure light wounds*.
- DC 18: He gives the party a 25-gp bonus each.
- DC 22: He gives the party another *potion of cure light wounds*.

The items will be provided up front. The gold is payable half now, half upon their return.

The Diplomacy checks are cumulative, and the party receives everything for the highest Diplomacy check and the items for each DC below it.

Garik Greenleaf is an 8th-level Neutral Cleric of Obad-Hai. Garik is busy setting up the ceremony and has no time to chat. He is short with the characters as he has taken too much time out of his schedule to talk with them already.

If the party does not accept the terms of Garik at this point the adventure is over.

Garik hands you an oaken holy symbol of Obad-Hai and speaks, "Present his symbol to the Oak Father, and he will bring forth his child for you to guide back to our temple. The child should be returned back here in no more than fifteen moons."

Corusaith can easily be found without any need for Survival checks as the Gnarley Road leads there by way of Beltander. It is a 110 mile trek each way, so the party should have plenty of time should they not dawdle. If anyone is slowed to a base movement of 15 feet, they will not be able to make it in time. You should refer to the Movement and Distance table (DMG p162).

Encounter 3: Needlefolk Attack

Your travels finally find you walking through the Gnarley forest which is not entirely unpleasant. The weather is mild, and following the twisting dirt road to Corustaith has provided no hazards, yet... Occasionally wagons of the Dyvers Lumberjack Guild pass you, but mostly you have the road to yourselves. The day passes away, and setting up camp tonight would be a good idea.

The players have picked up a follower in the form of a needlefolk. The needlefolk attack the party when it feels the time is best. It has lowlight vision so it would attack in the evening as they make camp or early in the morning where it can use its lowlight vision to full advantage. Needlefolk hate elves, so it attacks any elven party members before any other choice.

For a map, either have the characters set up a campsite off to one side of the road or, if you have the attack happen while they are traveling, use a winding 15-foot-wide road with trees and shrubs on both sides.

Tactics: With its hide bonus it tries to attack from ambush. The needlefolk prefers to attack with its ranged needle attack, not resorting to melee unless it is attacked in melee.

Upon spotting the creature, a Knowledge (Nature) check reveals the following information:

- DC 12: Needlefolk hate Elves.
- DC 17: They are immune to sleep, stunning, paralysis, poison, and critical hits.
- DC 22: They have a ranged attack where they can spray needles from their body at their opponents.

APL 2 (BL 4)

Needlefolk(2): hp 16; see Appendix One

Treasure:

APL 2 – L: 0 gp, C: 0 gp, M: 0 gp

Encounter 4: Gnarley Ranger

This woodland village fills a natural clearing, comprising some 40 wooden cabins and huts inside a palisade wall. A small stream wanders through the village powering a mill and suppling fresh water to the population. The only Inn in town seems to be the Gilded Acorn. There are only a few shops scattered around this small town, but traveling supplies can be readily found.

DC 10: Knowledge (VTF) reveals the following about Corustaith:

- The community of woodsmen is effectively ruled by Parsimmon Turmercan, a high-level Ranger Knight of the Gnarley.
- Corustaith is the place where rangers, woodsmen of renown, swanmays and agents of good know how to meet discreetly and among good fellowship. Brownies prowl the fringes, so none approaches unknown. Likewise, an old mated pair of talking owls spies from the trees around the village. Those who come unbidden receive food and shelter, but are treated coolly unless they are acting in the service of good.

When the party enters the inn Asa waves them over and invites them to have a meal with her. Though the characters' mission is important, the current orcish situation prevents her from accompanying them or completing their task for them.

"Hello visitors to Corustaith. My forest friends have told me to expect guests. So what brings you to our humble village this day?"

Asa relates the following information to the party:

- The Oakfather is located north of Corustaith towards the Fern Grove, several hours walk from Corustaith. This location is easily found, and is often a peaceful retreat for the Oakfather.
- There are rumors of orcs about in the forest, and the rangers are finding it difficult to exterminate them.
- There is an overdue Ranger patrol out in the forest, and she wants to know if the party has seen them or has any information about them. She requests the party pass on any information to Brother Garik back in Dyvers upon their return.

She also relays the following information about the Gnarley Rangers:

The rangers of the Gnarley are some 200 strong, most of them born woodsmen, with a few half-elves among them. The group has become more cohesive during the Greyhawk Wars, and no few of them fought in Furyondy as volunteers. Tales of that war leave them in little doubt of the threat evil presents.

The group is democratic and has no leaders who issue orders or directives, but there are seven Ranger Knights who meet at Corustaith every two or three months to share information at the Gilded Acorn there. Each Knight has his own following of younger rangers who swear a personal allegiance to him. In return, each Knight undertakes to train the younger rangers as needed, and holds an annual feast for all his juniors each Brewfest. The oath is not very restrictive, involving promises to protect the integrity of the forest, to help good folk in need, and to revere a Power of Good (usually Ehlonna).

Ranger Knights do not have formal delineations of territory or spheres of control, although each has a particular area (which may overlap with others) where he has good friends and expends most of his protective efforts.

The rangers strive to bring good folk together. They have very warm relations with gnomes, most woodsmen, and with the swanmays and werebears of the Gnarley. They are very cautious in dealings with elves; they are respectful to them but do not trust them. Cool politeness is the order of the day.

The Gnarley Rangers are concerned with the forest's welfare, not with politics, and they do not care about the squabbles of Dyvers and Greyhawk over territory. They would like to see Celene's influence diminish, but they don't regard the Free City as exactly a bastion of righteousness and morality. However, they are glad to see the militia helping to protect woodsmen, and individual friendships between rangers and militia leaders have begun to blossom.

Encounter 5: Flesh Feast

Traveling north to Fern Grove is a rather short trip, The forest thickens out the closer you get to the grove, yet somehow light manages to reach the ground. As you approach the grove the buzzing of insects and the cry of carrion birds fill the air. The stench of something quite dead fills your nose.

A battle has taken place here. There are corpses strewn about the ground. Searching the area the party sees a wide mix of races amongst the corpses: human, elvish, gnome, and many orcs. Insects, birds, and some other scavengers are picking at the remains. This is the remains of the missing ranger patrol, and their orc opponents.

If the party takes its time and approaches cautiously let them make a spot check.

DC 17: Spot and the party sees the below:

- Most of the corpses have been chewed upon, and are covered with flies, some have birds and other carrion creatures picking at them, others are missing whole chunks of flesh. You notice a few corpses are jerking about in a most un-natural way.

Otherwise

If the party does not move cautiously, and instead just moves into the battlefield, give the insects a surprise round.

Either way the party is going to be attacked by:

APL 2 (EL 4)

Giant Bombardier Beetle: hp 13; see *Monster Manual* page 284.

Giant Fire Beetle(6): hp 4; see *Monster Manual* page 285.

For the layout of the area, simply have the adventurers entering the grove from the south. The battle took place just inside the grove and there should be a mix of orcs and rangers dead in random configuration. Because of the small size of the beetles, the corpse and the brush would provide cover.

If the party searches all the corpses they will find the following items:

1 short sword, 2 long swords, 1 great axe, 2 falchions, 4 daggers 3 sets of leather armor, 1 scale armor, 2 light wooden shields, 2 long bows, 27 arrows, all size medium. 1 short bow, 1 set of leather armor, and 14 arrows (size small).

Treasure:

APL 2 – L: 82 gp, C: 0 gp, M: 0 gp

Encounter 6: Meeting with the Oakfather

Covering the floor of the forest as far as you can see are ferns. Wandering amongst the ferns, almost tending to them as a farmer would a field is a treant. His motions are slow but deliberate, as he carefully moves through the ferns trying not to crush any under his massive feet.

The Oak Father is a treant of immense wisdom, who resides in the Gnarley forest. When the party approaches him, he will already know why they have come. He just needs to see the holy symbol of Obad-Hai before he hands over his child.

"Why, that is the holy symbol of Shalm, you truly have been sent to me from Garik Greenleaf. That means he will honor my request to bless my child." With that, the Oak Father reaches up into his branches and pulls

down an acorn to give you. "Here is my seed. Take this acorn to Greenleaf, and he will bless this child. His leaves shall provide shade to the creatures of the forest, and his limbs will be strong, and he will grow to withstand the forces of the coming storm. My father was so blessed, I was so blessed, and now my child will receive the same blessing. Thank you, little ones, for taking my child to the Temple. My remaining time here is short and I want to make sure my successor, my child, is blessed.

Should any of the PC be injured and someone brings this up to him he will do what he can. He will not do anything unless prompted. These soft things are different than the treants, and he will not recognize them as being hurt. Should they broach the subject read the following.

"Ah my little soft things, let me see if any of my friends can do anything to help you." The Oakfather wanders over to a small bush with purplish berries on it. "My friend will give his fruits to help you as best he can."

The berries on the bush will provide the effect of the *goodberry* spell healing 1 HP per berry. The effects may not heal more than 8 hp in a 24 hour period

The Oak Father has no further words of wisdom for the adventurers. He is sad to hear about the ranger patrol, and curses the orcs and their foul kind if it is mentioned, calling them a plague upon the forest. But even plagues are part of nature. If pressed about his remaining time, he says even trees grow old.

Encounter 7: Divine Intervention

It is a simple walk back to Dyvers down the Gnarley road. The days of the return trip pass swiftly. You feel lighthearted, beaming with extra energy as if this someone has lent you strength to complete this holy mission. The miles pass by until you reach a few trees fallen across the road. A rough voice calls out from behind one of the fallen trees, and you can make out a large figure standing in the leaves. My name is Hurst, chosen of Gruumsh. He told me where to find you, and I know you have the child of the treant. He cannot be allowed to live. Give him to me, and you may pass unharmed. Refuse and die with him.

Hurst was sent by Gruumsh to get rid of this defender of the forest before he could grow to be a threat. Hurst and

his men will fight to the death to prevent the child from reaching the temple. Hurst stays in the cover provided by the fallen tree while his men rush the party and try to kill them.

APL 2 (EL 3)

Hurst, Male Half Orc: hp 14; see Appendix One.

Orc(4): hp 4; see *Monster Manual* page 203.

Treasure:

APL 2 – L: 0 gp, C: 0 gp, M: 0 gp

Encounter 8: Back to the Temple

After defeating the vile orcs, you make the rest of the journey to the temple in peace. Jolie watches you approach from a second story veranda and meets you at the gate. "Greetings, friends, it looks like this small mission was much harder on you then we thought it would be. Come in and let us tend to you, and when you are have cleaned yourselves off I will take you to meet brother Garik."

After resting and cleaning yourselves off, you are ushered into Garik's personal study, an average-sized room with a simple wooden desk, a few humble furnishings, and a map of the Gnarley on the far wall. Garik stands and beams at you while saying, "I knew this would be a simple matter for a group of hardened travelers like yourselves. Please hand over the Oak father's child. I have been anticipating this day for quite some time now. I look forward to completing the ceremony and returning this small child back to the forest."

He takes the acorn and gently places it in a small chest filled with leaves. He retrieves a few small pouches from inside his desk and passes them to your group and says:

"Now, let me reward you for this task. Inside those pouches is the gold you were promised for this task. I also insist you keep the holy symbol of Shalm you presented to the Oakfather. It has been in our temple for too long. Take it with you as a reminder of the good deed you have done. You carry the Favor of the Green Father with you in that symbol, present it to any of our order when you are in need of help.

"I must ask you to leave now. I still have several details to complete before I can perform the blessing upon the

acorn you have retrieved. Thank you again for your efforts in this matter.

Garik is in a rush to complete the ceremony and will listen to any details the players wish to provide. He is truly grateful to them for completing this task. However his mind is on other matters, and he bids them farewell and returns to the inner temple as soon as possible..

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.

[To award XP for an encounter the DM should award 30xp per EL defeated in the encounter. So at APL2 the party defeats a monster at EL4 and gets 120xp, while at APL 4 the monster is EL6 awarding the party 180xp. Each APL will be written for no more than 5 times the APL in EL's, so at APL4, the highest possible XP awarded would be 600 (4*5*30 xp.) Up to 20% of the total xp may be used for story and/or role-playing awards. So in the APL 4 example, there could be 480xp for specific encounters, 60xp for a story award and 60xp for role-playing.]

Encounter 2: Needlefolk Attack

Defeated the needlefolk

APL2 120 XP

Encounter 5: Flesh Feast

Defeated the beetles

APL2 120 XP

Encounter 7: Divine Intervention

Defeated Hurst and the orcs

APL2 120 XP

Discretionary Roleplay Award

Judge may allocate up to the following for good role-playing

APL2 90 XP

Total Possible Experience:

APL2 450 XP

Treasure Summary

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

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

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

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

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

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

Encounter 2: The Temple of Obad-Hai

APL 2: Loot: 0 gp; Coin: 50 gp; Magic: 17 gp

Encounter 3: Needlefolk Attack

APL 2: Loot: 0 gp; Coin: 0 gp; Magic: 0 gp

Encounter 5: Flesh Feast

APL 2: Loot: 82 gp; Coin: 18 gp; Magic: 0 gp

Encounter 7: Divine Intervention

APL 2: Loot: 59 gp; Coin: 41 gp; Magic: 133 gp

Encounter 7: Back to the Temple

APL 2: Loot: 0 gp; Coin: 50 gp; Magic: 0 gp

Total Possible Treasure

APL 2: Loot: 131 gp; Coin: 159gp; Magic: 150 gp - Total: 450 gp

Special

Darkwood Holy Symbol of Obad-Hai

Obad-Hai's Blessing: You have received the holy symbol of the Shalm crafted of Darkwood. This symbol is very ancient, who knows what powers it has been blessed with over the ages.

Favor of the Temple of Obad-Hai: In gratitude for your work for the temple, Garik Greenleaf will cast any Cleric spell of 3rd level or lower for you. This favor can only be used when visiting the Temple of Obad-Hai in The City of Dyvers. Cross off this favor when used.

Appendix 1: NPC Stats

APL 2

Encounter 3: Needlefolk Attack

Needlefolk: CR 2; Medium Plant; HD 3d8+3; hp 16; Init +0; Spd 30 ft., AC 14 (+4 Natural) touch 10, flat-footed 14; Base Atk +2; Grp +3; Atk +3 melee (1d4+1, claw); Needles (1d12+1); Full Atk +3 melee (1d4+1, 2 claws), SQ Plant Traits; AL N; SV Fort +4, Ref +1, Will +3; Str 12, Dex 10, Con 13, Int 6, Wis 15, Cha 5.

Skills and Feats: Hide +0*

Hide(Ex): A Needlefolk's coloration and needles give it excellent camouflage in the forest. While there it has a +16 racial bonus on Hide checks when stationary. This bonus drops to +8 if it moves up to half-speed.

Plant Traits(Ex): Needlefolk are immune to poison, sleep, paralysis, stunning, and polymorphing. They are not subject to critical hits or mind-affecting effects. The creatures also have low-light vision.

Needles(Ex): Each round a needlefolk can launch a cluster of needles from its body (range increment 20 feet, maximum range 200 feet). The precise number of needles launched doesn't matter, they either all hit a single target as a cluster and deal 1d12 +1 points of damage, or they all miss.

The only thing that excites needlefolk is elves—they hate elves passionately. Needlefolk can sense the presence of an elf within 1500 feet, and they always move to attack when one is detected.

Languages: Sylvan

Encounter 5: Flesh Fest

Giant Bombardier Beetle

Medium Vermin

Hit Dice: 2d8+4 (13 hp); Initiative: +0
Speed: 30 ft. (6 squares); Armor Class: 16 (+6 natural), touch 10, flat-footed 16; Base Attack/Grapple: +1/+2; Attack: Bite +2 melee (1d4+1) Full Attack: Bite +2 melee (1d4+1) ; Face/Reach: 5 ft./5 ft.; Special Attacks: Acid spray; Special Qualities: Darkvision 60 ft., vermin traits; Saves: Fort +5, Ref +0, Will +0
Abilities: Str 13, Dex 10, Con 14, Int 0, Wis 10, Cha 9

These creatures feed primarily on carrion and offal, gathering heaps of the stuff in which to build nests and lay eggs. A giant bombardier beetle is about 6 feet long. Giant bombardier beetles normally attack only to defend themselves, their nests, or their eggs.

Acid Spray (Ex): When attacked or disturbed, the creature can release a 10-foot cone of acidic vapor once per round. Those within the cone must succeed on a DC 13 Fortitude save or take 1d4+2 points of acid damage. The save DC is Constitution-based.

Giant Fire Beetle

Small Vermin

Hit Dice: 1d8 (4 hp); Initiative: +0; Speed: 30 ft. (6 squares); Armor Class: 16 (+1 size, +5 natural), touch 11, flat-footed 16; Base Attack/Grapple: +0/-4; Attack: Bite +1 melee (2d4); Full Attack: Bite +1 melee (2d4); Face/Reach: 5 ft./5 ft.; Special Qualities: Darkvision 60 ft.; vermin traits; Saves: Fort +2, Ref +0, Will +0; Abilities: Str 10, Dex 11, Con 11, Int 0, Wis 10, Cha 7

These luminous nocturnal insects are prized by miners and adventurers. They have two glands, one above each eye, that produce a red glow. The glands' luminosity persists for 1d6 days after removal from the beetle, illuminating a roughly circular area with a 10-foot radius. Giant fire beetles are about 2 feet long.

Encounter 7: Divine Intervention

Hurst, male orc Clr2: CR 2; Size M (5 ft., 5 in. tall); HD 2d8+4; hp 14; Init +0; Spd 30 ft.; AC 14 (+4 armor), touch 10, flat-footed 14; Attack +5 Full Atk +4 Two-handed (1d8+3;20/x3, Longspear), +3 One-handed (1d8+2;20/x2, Heavy Mace);melee, or +1 ranged; SQ Darkvision 60 ft, light sensitivity ;SV Fort +5, Ref +0, Will +5; AL CE; Str 14, Dex 10, Con 12, Int 12, Wis 14, Cha 8.

Languages Spoken: Orc, Common

Skills and feats: Intimidate +5, Knowledge (Religion) +3, Listen +4, Spot +3; Great fortitude, Weapon Focus(Longspear).

Cleric Domains: Evil, War.
Cleric Spells Per Day: 4/3+1.

Special Qualities: **Light Sensitivity:** Orcs suffer a -1 penalty to attacks rolls in bright sunlight or within the radius of a *daylight* spell.

Possessions: Scale mail, Longspear, Heavy Mace.
Potion of Cure Light Wounds, Wand of Cause Light Wounds

Orc: CR 0.5; Medium Humanoid (6 ft. tall); HD 1d8; hp 4; Init +0; Spd 30 feet; AC 14 (+4 scale mail); Atks +2 melee (1d12+3[x3], greataxe), +0 ranged (1d6+2, crit x2, javelin); SQ Darkvision 60 ft, light sensitivity; AL chaotic evil; SV Fort +2, Ref +0, Will -1. Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Listen +4, Spot +3; *Feats:* Alertness.

Languages Spoken: Orc

Special Qualities: **Light Sensitivity:** Orcs suffer a -1 penalty to attacks rolls in bright sunlight or within the radius of a *daylight* spell.

Possessions: scale mail, greataxe, javelin.