

VER2-05



SILVER MOON

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

Version 1

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A party of heroes comes across the path of another Giant raiding force. The evidence of their most recent raid does not bode well. A new base camp for such raids is discovered, and not far is an ancient shrine. The shrine's keeper wishes not to leave, but danger is too close by. Event 3 of the Giant Series. An adventure for characters levels 3 -10.

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

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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

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

Read this entire adventure at least once before running the event. Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

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

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

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

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

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

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

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

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in the Verbobonc. All characters pay two Time Units to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp.

ADVENTURE SUMMARY AND BACKGROUND

Characters start out in the Moot Hall in Sheernobb. Glenndarc reveals the giants have been taking more than livestock. He shares that the giant raids netted metal ingots, metal ores and coal. A second Moot of Sheernobb meets to review the status of their current defenses and the increased activities of their enemies. Some families want to pack up and leave for the relative safety of the Greenway Valley. It is hoped the characters' presence will help Glenndarc's desire to continue to defend the village.

Before the characters return to the Viscounty, Meldreeb warns them to be sure to avoid encounters with any giant or ogre raiding parties in the southern Viscounty. Sure enough, on the return trip, the characters almost run into a returning giant or ogre raiding party. The raiding party includes many wounded, captured horses, livestock and a captured lance with pendant. The characters abruptly encounter a ranger/templar who motions them to stop. He explains briefly how dangerous it would be to continue and suggests or pleads for them to follow him.

The ranger leads them on a round about route deeper into the heavily forested hills to the east. Eventually, the ranger halts the party, asks them to wait for him to go forward and return. He leaves, yet returns but a short time later inviting them to proceed. The characters are then lead into a hidden glade where the remains of what must be an ancient shrine can be made out near a natural spring. Hidden even further behind the shrine is a small crude shelter one with the trees and rocks. Within the shelter are an elder female cleric of Ehlonna, a contemplative; and another ranger, older than the one who lead you here, but not as old as the cleric. The older ranger appears weak and is half resting – half watching the characters.

It turns out that the contemplative refuses to leave the shrine. The giants and their allies have established an advanced base camp not far away. It is only a matter of time before they discover the shrine. The older ranger attempted to go northeast and make contact with the Gnarley Rangers for assistance, but was waylaid by an ogre patrol and was nearly killed. He doubled back only to collapse before returning. The other ranger luckily happened upon him and brought him back to be cared for by the cleric.

The giant's base camp is protected by a picket line and guard posts. The camp itself is well established, situated in a hidden and defensible position not far to the south. The rangers have scouted the camp and report the presence of orc fletchers, a small forge and two hooded humans. On the far side of the outpost is a well-used trail leading to the southeast, which the Giants and their allies use often.

The older ranger sees the arrival of the characters as a second opportunity to make contact with the Gnarley Rangers. They could make it through to the rendezvous

point he regularly uses to pass on information to the main Ranger forces. Their help now is crucial. He provides directions to the rendezvous location at least a full day's journey to the northeast.

As the characters make the trek northeastward, they encounter an ogre or orc ambush force. After dealing with the ambush they eventually come to the rendezvous point and find no one there. They must make camp for the night with the possibility of danger being very close by. During the night they are attacked by undead, including the former rangers who were posted at the rendezvous spot.

At dawn, the characters are greeted by a high ranking Gnarley Ranger and a number of lower ranking rangers. The characters give their report of the situation to the south. The ranger informs them of troubles further north currently occupying the rangers. But, they are aware of the growing threat to the south and will try to send aid as soon as possible. The ranger tasks the characters with returning to the shrine with this new information and to assist as they may.

The return trip to the shrine goes uneventfully. The older Ranger is now recovered and is hopeful that the characters added strength may yet prove more useful against the giant forces.

Of the giants at the outpost, only the wounded one remains after three more and many ogres leave with the horses and nearly all of the livestock. The characters and their new ally have an opportunity here to attack the outpost or at least cause major damage and destruction. In whatever plan they decide, they will be forced into a major combat.

At the most intense moment of the resulting combat, the mounted borderers charge in and save the day. The borderers are also supported by Gnarley Rangers, who show up from the woods. Once the combat is over, the borderer commander insists the characters come with him to their closest base to give a full report of what they have seen.

Any character who is a member of the Gnarley Rangers or the Mounted Borderers meta-organizations may be relieved from the TU charge for this event. They must be Verbobonc resident and proof of membership in the form of regional certification.

INTRODUCTION

During the first two giant series adventures heroes from Verbobonc (and/or elsewhere) helped gain valuable scouting information for the head gnome of the Kron Hills Gnome village of Sheernobb and a gnome commander. The heroes discovered an unknown hill top fortress deep in the region where the Kron Hills and Gnarley Forest combine. A punitive Gnomish raiding force set out to teach the Giants a lesson.

Not long after this dangerous scouting mission, the heroes found a Sheernobb messenger urgently asking them to return. They learned that the large punitive gnome raiding force sent out to punish the giants never

returned. Out in harms way again, the heroes come across the scene of a horrific battle where most of the gnomes lay slain. But, their leader and several survivors appeared to have been captured. Following the captives leads to a race against time, finding their escape and subsequent chasing of yet another giant raiding force toward the southwest. At the scene of a last stand the heroes manage to both prevent the destruction of the last of the gnomish force and take out the last of the opposing giant forces before them.

Glennddarc, the headgnome of Sheernobb spent all his influence to delay a second moot in his village as long as possible. Gnomish power is diminished due to the recent battles and yet all signs point to strong giant forces still in the area. Now, other family leaders succeed in calling this second moot. The village of Sheernobb must debate the current situation with the Giant menace. At the conclusion of the debates and discussions in the Moot Hall, a vote will be taken. The same issue as before, either the village shall be defended or evacuated. The first moot held on this topic after the 'Battle of Keenbolt's Last Stand' voted to stay and defend the village. But, recent events and further information has altered the situation. Glennddarc never thought to see such a day, but it is coming.

The headgnome believes the presence of the former heroes who saved their village earlier and any of their friends may help in swaying the vote to stay. The aged gnome does not wish to abandon his home, and firmly believes it can be defended. He also suspects there is more to the recent giant activity than he has previously shared.

You kept thinking to yourselves that this time when Meldreeb, the Gnome representative from Sheernobb, showed up with mounts for those who had none, that things would be different. So far at least they have been different. Meldreeb's invitation proved simple enough, an invitation to attend a second Moot in Sheernobb concerning the Giant menace. This should be the fateful meeting to determine if the Gnome village evacuates or stays and defends once and for all.

The trip to Sheernobb passed by pleasantly, if not entirely quietly. Meldreeb's questions continued to pour out nearly non-stop. Your welcome into the village surprised you with its friendliness. But, you learned long ago not all is, as it seems.

The players should now take time to introduce their characters. Encourage the group to provide full descriptions of their characters.

ENCOUNTER 1: TRUE RAID'S BOUNTY

The area surrounding the Moot Hall buzzes with activity. It appears as if the entire village has gathered in small groups rapidly talking away with various Gnomes shifting from group to group. Many take time out of their hurried conversations to greet any characters who played either of

the first two Giant Series events. Meldreeb has the characters' mounts taken care of and attempts to rush the characters into the Moot Hall. He claims it is to join Glennddarc for a quick supper before the formal Moot.

"Quickly, let us go inside. I think Glennddarc is waiting supper on us. We really don't want to miss that," announces Meldreeb as he tries to hurry you all inside the Moot Hall passed the two Gnome-at-Arms flanking the doorway. From the crowd of Gnomes outside the Moot Hall you hear several shouted greetings to the "Gnome-friends" and "Giant-killers."

A few of the side comments also reach your ears:

- *"Maybe they will give a speech!"*
- *"Do you think they are here to help sway the vote this time?"*
- *"Hope this doesn't mean more trouble."*
- *"Any more invited guests and there won't be enough room."*
- *"Look father, there are the too-talls. Are they the ones who helped kill the Giants? Why are they back? Can we play tricks on them? Are there more Giants coming too? When do we eat, I'm hungry."*

"Oh, don't forget to duck," warns Meldreeb.

The gnome-at-arms offers the characters a salute as one of them helps Meldreeb usher the characters inside and closes the door behind them. Following Meldreeb down the short hallway the characters enter the large Moothall chamber. The center of the chamber is below the hallway entrance, surrounded by three tiers of wide steps, each having benches on which to sit. The ceiling height allows everyone to walk erect. The woodwork within the hall is impressive, from the intricately carved beams, supports and posts to the benches and floor. It is hard to believe this chamber is underground.

Seated around a table on the raised third step across the hall are Glennddarc, the head gnome of Sheernobb; Commander Keenbolt, and the Gnome Cleric, Jebedar. Upon seeing the characters enter, the three Gnomes stop their conversation and offer their welcome at the characters return.

"Once again, it is good to see our friends from the north," greets Glennddarc. "Please come join us, we have much to share."

As more food and drink is brought in for the new arrivals, Glennddarc shares the following information with the characters:

- Giant forces have been raiding into the far southern portions of the Viscounty.
- News of other raids to the south have been heard.
- An attack on the village was successfully fought-off two weeks ago at some cost to both sides. The defenses helped greatly in the resulting battle. This time the Giant forces did not break into the village itself, and no damage to any of the warrens occurred.

- The villagers are very frightened over renewed attacks and the ability of the remaining defenders to hold out.
- Confesses that not all has previously been shared. On both raids the Giant forces made off with more than sheep. The raiders have taken metal ingots, metal ores and coal. Taking these materials only warns of bigger things to come.

Use this as an opportunity for question and discussion with the gnome leaders. Role-play this out. The gnomes normally do not share any information concerning their mining activities with outsiders for fear of the encroachment and human greed. Keenbolt's assessment of their chances of holding out against increased enemy raids is better than 50/50. Glenndarc will not leave no matter what. He does wish the characters to speak before the Moot, if they want. Finally, he will pull the character he feels he can trust the most aside and ask him to pass on all that they learn here with the Viscount of Verbobonc, personally. (Preferably, a character who played both earlier Giant series events.)

ENCOUNTER 2:

STATE OF THE VILLAGE

The dinner remains are quickly cleared and the hall is made ready for the impending Moot. Shortly, the hall fills with noisy Gnome adults representing every family in the village and surrounding lands. Keenbolt calls for silence and turns to Glenndarc to begin.

- Glenndarc presents his main points of the successful defense and the long history of the village.
- The last moot voted to stay and increase the village's defenses.
- Since the increased defenses were prepared, no enemy raiders have entered the village. Several probes and another raid have been successfully fought off.
- For longer than any gnome here today, the village has prospered in this land. To give it up now admits gnome defeat, and shrinkage of Clan Keeleene land holdings.

Several gnomes provide a counter argument, outlining how the Giant activities in the local region have isolated the village. They claim it is only a matter of time before they are totally cut off from any possible support for their defense or retreat.

If any characters wish to express opinions during the Moot they only need Glenndarc's introduction before speaking.

After all speakers have been heard a vote is taken to either stay and defend their homes, or evacuate the village for the safety of the Greenway Valley. The vote results in a very slim majority in favor of staying. Several announce their intent to pack up and leave for the Valley in the morning while they can. Glenndarc is visibly shaken. He expresses his grave concern over this split in his beloved community.

Glenndarc offers the Moot hall to the characters to rest for the night, and thanks them for their presence and support during the Moot. There is nothing more for the heroes to do here. He again confides in confidence to the most trusted character to share what went on here tonight with the Viscount. The aged gnome begins to look as old as his years as he bids the characters good night.

Indeed, there is no more need for the characters to stay in the village. If they wish to stay for a short time they may. Nothing other than normal every day matters happens during their stay. By the time they prepared to leave, the additional gnome families who packed up are ready to leave the same day. The departing families are provided an escort made up of Meldreeb, Jebedar, and a squad of Gnome Scouts for their trip to the Valley. Meldreeb with his usual good humor tells the characters they no longer need help finding their way back north. Note the time of day they wish to leave and take that into consideration for the next encounter

ENCOUNTER 3:

A RAIDING PARTY RETURNS

The trail back north to the Viscounty is now a familiar route for those characters who have played either of the two Giants series events. Have the players prepare a marching order for their trek northward. The beginning of their journey is quiet and peaceful as they travel westward to the track that turns north into the Viscounty.

Shortly after making the turn north have the characters make a Spot check with a circumstance bonus of +2, (they should be expecting to run across the gnome scouts watching the north road). On a DC 15 they should spot the gnome scouts on watch hidden in the brush, trees and rocks near where the road takes a drop into a small hollow between ridges. Regardless, one of the gnome scouts comes out of hiding as the party passes his position in such a way as to not surprise the party. He readily reports that all is quiet today, having seen no travelers on the road.

Two hours later the party nears the spot where a giant raiding party once crossed their path early in *The Games A Foot – A Big Foot*. Point this out if any characters played that event. If none have, then have them make an intelligence check DC 15. Success helps someone remember hearing something about a giant riding party once spotted by Meldreeb several ten days ago, traveling to the east across the north road somewhere near their present location.

If the party becomes at all cautious give them a +2 circumstance bonus to the following checks. This should be easy!

As the characters top a small ridge they view the first of a wide meadow between ridges, which is typical of this area. Now is the time for the party to make a Spot check DC 15.

- Success allows them to notice movement within the cover of the trees at the top of the next ridge to the north. An ogre is first seen skirting the edge of the trees sometimes in cover and sometimes not. This is one of the scouts for a giant raiding party. This scout appears to be more concerned with checking ahead, to the north, and behind his line of march from west to east than checking his southern flank (where the characters are).
- Failure gives the ogre scout a chance to spot the party on a DC 20. If the ogre is successful this is a serious situation for the party. Shortly, a full giant raiding party comes into view traveling east, (Spot check DC 12 for the characters to notice this time.) See make-up of this group below. Retreat is the best option as the raiding party is formidable. If the characters stay on their ridge, the raiding party attacks, but will not pursue past the characters current position. If the characters do retreat, they will not be pursued.

Giant Raiding Party: Five hill giants; seven ogres, two of which are rangers; 20 orcs; and two humans on horseback, one is a wizard and the other is a rogue. Two of the giants, three of the ogres and six of the orcs appear to have minor wounds. They possess a number of captured horses, some livestock, undetermined goods, and a captured lance bearing a mounted borderers pennant.

Possible Character Actions: The characters watch from their ridge while trying to hide, (Will not be spotted by the giant raiding force). After the entire raiding party passes by, the road to the north appears safe to continue their travels. After passing through the tree and brush line on the next ridge the party notices an elven ranger standing calmly in the middle of the road ahead. As they approach closer, if any characters makes an easy spot check DC12, they notice the he wears a symbol of Ehlonna. His name is Camerlyn, a ranger/templar of Ehlonna. He readily introduces himself. As long as the party is neither rude nor hostile, he states that not far in the direction in which the giant raiding party is headed is an ancient shrine under his guardianship. The shrine is in great danger and needs the help of those with the courage to do the right thing.

The characters stalk the giant raiding force, (Easy to do due to the trail they leave behind). After one hour's time, a ranger/templar of Ehlonna approaches the party. He simply is found standing in their path in plain view. His name is Camerlyn. An easy Spot check (DC 12)

notices he wears the symbol of Ehlonna. He informs the characters the way ahead is much too dangerous. In the tree line ahead—some 500 yards is a humanoid picket line, a surprisingly effective one at that. He is also curious what the characters are up to following a force too large for them to combat or steal from. If the party expresses any motive other than simple theft for reasons of greed, he shares he is a ranger/templar and a guardian of an ancient shrine to Ehlonna on the edge of the Gnarley Forest, not far outside the northern portion of the humanoid pickets. The shrine is in great danger and needs the help of those with the courage to do the right thing.

The characters attempt to hold the ridge against the attacking raiding force due to being spotted. As the characters defend themselves, all of a sudden a ranger no one has seen before joins them using his bow to great effect. In between shots he informs the party they must retreat now while they can. The raiders have begun an encircling movement and will soon surround the characters. And, the wizard with them is a very dangerous individual, (the mage has been nowhere in sight once the attack began). The ranger knows a way to sneak out of this mess if they move quickly. If the characters accept the offer, the ranger successfully guides them out of danger and the humanoids do not pursue. If the characters decline, the ranger excuses himself and sneaks off into the surrounding brush with one last statement to the effect of follow me now and live or stay here and die uselessly. The raiding force does begin to surround the characters if they do not leave with the Ranger. The opposing mage lets loose his full destructive power on the hapless characters while the Rouge sneaks in an attempt to take out the most powerful spell caster in the party.

The characters retreat back to Sheernobb. They will run into the ranger/templar in the same way as mentioned above.

This raiding party just finished destroying two patrols of borderers and a town in the southeast lands of Lord Milinous. The design of this encounter is to give the characters a wake up call. If the characters engage the raiding party, they are met by the ranger Camerlyn and lead out of the combat zone. The characters are rewarded XP for this encounter for either being smart enough to hide or smart enough to run.

ALL APLS:

🗡️ **Hill Giants (5):** hp 102, 102, 96, 80, 80; see *Monster Manual*.

🗡️ **Ogres (5):** hp 26, 26, 22, 22, 20; see *Monster Manual*.

🗡️ **Ogre Ranger (2):** male ogre, Rng2; hp 48; 48; see Appendix I.

🗡️ **Wolves (4):** hp 13, 13, 13, 13; see *Monster Manual*.

🗡️ **Orcs (20):** hp 4, 4, 4, 4, 4, 4, 4, 4, 4, 4, 4, 4, 4, 4, 4, 4, 4, 4; see *Monster Manual*.

🗡️ **Gark:** male human Wiz9; hp 37; see Appendix I.

🗡️ **Mondar:** male human Rog5; hp 32; see Appendix I.

Tactics: The raiding party will encircle the ridge position of the characters attempting to close off their retreat. The raiding party will not give chase to the characters if they run.

Development: The characters are led away from the combat, if they are engaged the raiding party, by the ranger/templar. He is in need of the characters to carry word to the Gnarley Rangers about a base camp the giants are using to stage raids into the lands of southeastern Verbobonc.

ENCOUNTER 4: THE HIDDEN SHRINE

Camerlyn leads the characters toward the forest to the east, but taking a longer route around toward the north. After entering the shelter of the trees he begins to lead the party to the southeast.

Camerlyn turns to you, "It is important that we travel as quietly as possible. We must be very wary. The enemy often times sends out patrols. Stay with me, I shall not take a quick pace." He leads you through this eastern edge of the Gnarley keeping to little used trails and deer paths. After what must seem like several hours the trees stand closer together, providing a thick over-head canopy. Just ahead, the soft sound of flowing water hints at a small stream. Passing a thick stand of pines surrounded by tall maples, a brook comes into view, filled with moss-covered boulders. Camerlyn stops and makes a chittering like sound while taking a knee near the small forest brook. It is answered with a similar sound from somewhere ahead. The forest is so dense at this point that it is difficult to make anything out more than twenty or thirty feet in any direction.

Camerlyn turns to you, "We are near the shrine. Follow me slowly and quietly."

He crosses the brook, taking care not to step on any of the moss-covered boulders and follows the brook into another dense stand of maple, oak and pine. The uneven ground here adds to the secluded feeling of this place. Almost without realizing it you enter a small forest clearing. On the opposite side must be the shrine from which the brook begins from a spring in the rocks of a steep densely wooded hillside. The combination of trees, rock and earth creates a natural alcove in which rest another Ranger and what must be the caretaker of this place.

The caretaker is an elderly Elven woman dressed in coarse woven material. At her side, wrestling playfully are several fox pups, their sitting mother being gently stroked by the gentle looking caretaker. The adult fox does not appear alarmed at your presence. The resting Ranger appears older than your guide and looks exhausted as he only rises up on one elbow to look at you as you enter the shrine. There is a sense of peace in this place.

The elderly elven woman slowly approaches the party and introduces herself as Myreadriel, contemplative of Ehlonna. Her voice is soft and almost melodic in nature. At her feet the pups have followed, leaping and playing. Their mother remains seated near the recovering ranger, Flynnlossel. Myreadriel bids the party welcome and to sit and rest.

A conversation begins with the Contemplative and the two ranger/templars during which the characters learn the following:

- The giant's outpost is a recently established base camp for a mixed group of hill giants, ogres, and orcs. They have been going out in force on raids to the west into the southern Viscountry. They also send out patrols in and around this portion of the Gnarley. They have yet to discover the shrine.
- The enemy established a picket line to guard their base as soon as they began to establish it. The line is only a few hundred yards to the south.
- At first the templars harassed the humanoids, but after the enemy's numbers swelled, they pulled back and kept watch. There are orcish fletchers and even an ogre weaponsmith present at the base camp. Also, present are two humans. A mage and a rogue by his looks. Fortunately, neither possesses the skills of the forest, or the shrine most surely would have been discovered. But, the skills they do possess should not be taken lightly.
- Neither the contemplative nor the rangers will leave the shrine. The danger is now too great. The enemy must not discover the shrine. Yet, if discovered, must not be left undefended. This shrine is one of the oldest devoted to Ehlonna in the Gnarley. The spring represents the goddess's gifts to the forest and its inhabitants.
- The older templar left early yesterday on a mission to make contact with the Gnarley Rangers to inform them of the new danger and seek assistance. But, he was ambushed by a humanoid patrol. He accounted for himself well, but the odds were against him. Managing to break away from combat, he soon succumbed to his wounds. "Friends of the Forest" hid him from the searching enemy and informed the contemplative where he was hidden. Camerlyn brought him back to recover. It has taken all the contemplative's healing powers to assist Flynnlossel to recover from his wounds.
- Myreadriel requests a service of the party. To contact the Gnarley Rangers. Flynnlossel can provide directions to the rendezvous point. The enemy outpost presents not only a great danger to the Shrine, but also to the Forest and the Viscountry.

Hopefully, the characters accept the service. Flynnlossel's directions take the party northeast to a special grove of old oak trees atop a hill overlooking Bear Creek. They should expect to be challenged at the grove. He pulls something from inside his leathers and hands the object to the closest character to a ranger or druid. It is the symbol for the rank of a junior ranger of the Gnarley. It

was his before he devoted his life to Ehlonna and this shrine. But, he cautions the party against enemy patrols and the possibility of ambush along the trail.

ENCOUNTER 5: AMBUSHING WHOM?

You have been following Flynnlossel's directions for what seems like hours. And good directions they are. Without his guidance, the trails and tracks could have presented a major challenge. Judging from his cautioned tale, the location where he was ambushed should lie not far ahead among the densely forested rolling terrain.

Indeed, past the next bend in the track ahead and just past the rise beyond is the site of the ambush. The humanoids like this spot a lot. It affords them excellent cover from which to watch the track from both directions. One of their own ogre rangers discovered the use of this track by Gnarleymen and rangers many weeks ago when this area was first scouted for a new outpost.

Flynnlossel faced an ambush in a spot just ahead on the trail where it curves through dense brush. Anyone with the Tracking skill easily notices signs of a struggle in and around that spot along the trail. A Tracking check DC 30 notices tracks leading in several directions away from the ambush location. The humanoids took separate paths to leave the ambush site in order to make it difficult to be follow. None lead directly to their new location. They have set up along a rise another two hundred yards beyond this spot up the trail. They know at least enough to vary the spot where they lay in wait.

Following the directions given to them, they approach the next location where an ambush party awaits. The characters may continue through this area of the forest any way they wish. If they do not take precautions, then by all means unleash an ambush. If they do take precautions, then they may not be caught entirely by surprise. The trick will be when to employ the most caution.

Here is the tactical situation:

- There is an ogre ranger on the rise watching the track to the southwest, (the direction from which the characters approach using Flynnlossel's directions). With the ranger are two orc warriors. From here, the track descends the rise into a small hollow—almost a bowl—with higher ground surrounding it offering numerous points of cover. The bowl itself offers little in the way of cover other than several trees.
- On the high ground opposite to the northeast is a similar watch party of an ogre ranger with two orc warriors. The orc warriors are somewhat skilled with the short bow.
- Arrayed on the flanks of the bowl are two groups of orc barbarians, the one on the left flank with an orc cleric of Gruumsh. He arrived last night

to heal minor wounds and help the dead on their way. If there is no combat here he returns to the outpost and be there during encounter nine. If there is combat and he is not killed or captured, he still returns to the outpost and be there for Encounter 9. The group on the right flank includes an orc barbarian leader.

- To anyone in the bowl, the humanoids have one-half cover when combat begins.

Providing the characters either defeat the ambushing force or manage to skirt around it unnoticed, continue on.

APL 4 (EL 4)

👉 **Ogre Ranger:** male ogre Rgr2; hp 48; see Appendix I.

👉 **Orc (2):** hp 6, 6; see *Monster Manual*.

APL 6 (EL 7)

👉 **Ogre Rangers (2):** male ogre Rgr2; hp 48, 48; see Appendix I.

Orc (4): hp 6, 6, 6, 6; see *Monster Manual*.

Orc Barbarians (3): male orc Bbn 3; hp 36, 36, 36; see Appendix I.

APL 8 (EL 9)

👉 **Ogre Ranger (2):** male ogre Rgr2; hp 48, 48; see Appendix I.

👉 **Orc (4):** hp 6, 6, 6, 6; see *Monster Manual*.

👉 **Orc Barbarian (6):** male orc Bbn3; hp 36, 36, 36, 36, 36, 36; see Appendix I.

👉 **Orc Cleric:** male orc Clr3 (Gruumsh); hp 26; see Appendix I.

APL 10 (EL 11)

👉 **Ogre Scouts (2):** male ogre Rgr5; hp 72, 72; see Appendix I.

👉 **Orcs (4):** male orc (4); hp 6, 6, 6, 6; see *Monster Manual*.

👉 **Orc Barbarians (6):** male orc, Bbn3; hp 36, 36, 36, 36, 36, 36; see Appendix I.

👉 **Orc Cleric:** male orc Clr3 (Gruumsh); hp 26; see Appendix I.

👉 **Orc War Chief:** male orc Ftr7; hp 64; see Appendix I.

ENCOUNTER 6: RENDEZVOUS POINT

According to Flynnlossel's directions, the special oak grove tops a tall hill in the forest marked by a brook flowing northwest to southeast at the hill's southwest base. From where the track crosses the brook, it is easy to see where the brook empties into Bear Creek to the southeast of the brook crossing. The brook cascades over a series of boulders in an "S" pattern just before joining Bear Creek.

After passing through a very dense part of the forest, you have emerged to find a brook before you. Looking to the right (southeast) it drops rapidly, cascading through a series of

boulders in an "S" pattern where it flows into a larger creek. The tall rise in front of you must be the hill you are looking for.

The track crossing the brook ascends the hill ahead. The climb past the trees and scattered boulders is steep, but not overly difficult. Oak trees represent the dominant hardwoods on and around the slope. When the characters reach the top of the slope, they witness a semi-circular stand of very large oak trees crowning the hilltop.

An examination of the hilltop provides some clues. Allow, characters to make whatever rolls they wish; Tracking, Search, and so on. On a DC 18 they find a perch hidden in a tree opposite the semi-circle of oaks. It is large enough for two individuals to use. The tracks in and around the hilltop are a confusing mess. The number of medium sized tracks makes it difficult to make out how many individuals have been here recently in addition to the possible rangers whom the party expected to meet. Also, the trail continues on the far side of the hill going down in a northeasterly direction. By this time dusk begins to settle on the forest. The hilltop appears to make a good defensible spot to spend the night.

During the night there are two times when the normal forest sounds to the north stop for less than a minute. (There are night creatures out there that not all the other nocturnal forest creatures enjoy having around.) A simple Listen and/or Spot check during the second watch (DC 12) notices the possible source for the quieting of the forest sounds nearby. From among the trees to the north amble a number of zombies! Two of them were once Gnarley Rangers judging by their clothing, not long dead, as their bodies show only the beginning signs of rot and decay. This was recently their post. They were killed by other evil forces, which the characters do not encounter in this adventure. Most of the other zombies appear to have once been human, but a few are humanoid. The zombies do attempt to attack the characters.

APL 4 (EL 3)

👤 **Medium-size Zombies (6):** hp 16, 16, 16, 16, 16, 16; see *Monster Manual*.

APL 6 (EL 5)

👤 **Medium-size Zombies (12):** hp 16, 16, 16, 16, 16, 16, 16, 16, 16, 16, 16; see *Monster Manual*.

APL 8 (EL 7)

👤 **Medium-size Zombies (9):** hp 16, 16, 16, 16, 16, 16, 16, 16, 16; see *Monster Manual*.

👤 **Large Zombies (6):** hp 29, 29, 29, 29, 29, 29; see *Monster Manual*.

APL 10 (EL 9)

👤 **Medium-size Zombies (9):** hp 16, 16, 16, 16, 16, 16, 16, 16, 16; see *Monster Manual*.

👤 **Large Zombies (6):** hp 29, 29, 29, 29, 29, 29; see *Monster Manual*.

👤 **Huge Zombies (4):** hp 55, 55, 55, 55; see *Monster Manual*.

ENCOUNTER 7: THE CONTACT

Early in the morning after the zombie attack, if any characters are Gnarley Rangers, have them make a Listen check DC 12. They hear the use of Gnarley Ranger Sign. From the northeast a series of chirps and whistles states "Rangers approaching – is all well?" If no one is a Gnarley Ranger, they may notice the use of Gnarley Ranger Sign (in this case a series of chirps and whistles) only as an increase in the sounds of the forest animals around them on a Listen check DC 30.

A Gnarley Ranger character may attempt to respond with any type of basic message using Gnarley Ranger Sign. This causes the approaching party of rangers to arrive on the hilltop from three directions somewhat cautiously. If there is no response to the approaching rangers in Gnarley Ranger Sign, they approach with stealth from three sides. This results in three opposed skill checks. The approaching rangers Move Silently and Hide versus any characters' Listen and Spot checks who claim to be on the alert. The approaching rangers do not initiate any combat. Play this out as needed. The approaching rangers are escorting the relief for the now dead rangers. They come in some force due to the troubles with other evil forces to the north and east. There are ten rangers in the group: one ranger knight, one senior ranger, three cadet rangers and five junior rangers.

The ranger knight introduces himself as Owain, the senior ranger as Arnulf. Both are human. They are curious about why the party is camped at this spot, and show much distress over the previous night's undead attack and the undead state of the two rangers who were to be relieved. If the party shows the ranger symbol given them by Flynnlossel, Owain and Arnulf visibly relax and talk more freely. This is what they are willing to share:

- Much of the Gnarley Rangers efforts in this part of the forest have been focused upon clearing out the alarming numbers of undead. This is part of a cooperative effort to assist in opening up the Old Forest Road between the Free City of Dyvers and Verbobonc City.
- They have made progress in lowering the numbers of undead. But, it has been both a blessing and a curse. Many, though not all, of the undead have been former people of the Gnarley.
- They have not yet discovered the source or cause of the Necromantic activities.
- All they know of activities to the south is a few communications from the Gnarley Ranger

Knight, Wyn, concerning problems with an ancient Suel temple and increased giant raids on the gnome communities to the south. Only a few Gnarley Ranger patrols have operated in the area of these troubles due to what has been the major threat to the north. It may be possible those few patrols are themselves endangered, as they have heard little news from the south.

If/when the characters share their story concerning the giant's outpost and the threat this poses to the shrine, Owain becomes very concerned. It turns out he and Flynnlossel had once been younger Rangers together. He insists the characters return to the shrine and offer what aid they may. In addition, he promises to send what help he can spare as quickly as possible. Also, he orders one of his Junior Rangers, Torlond, to accompany the party back to the shrine. Torlond is half-elven, his elven relations are of the same clan as Myreadriel, the comtemplative at the shrine. He knows the way back very well.

ENCOUNTER 8: THE OUTPOST

The return trip to the shrine passes uneventful. Torlond indeed knows the forest well. His return route does not even pass any of the humanoids' ambush spots. At some point when the characters think they must be close to the shrine, Torlond stops and emits a series of chirps, (Gnarley Ranger Sign), which are returned from somewhere ahead. Flynnlossel himself emerges on the track ahead and welcomes the characters and Torlond.

Flynnlossel looks pleased to see your return and even breaks out in a rather sly grin. "Torlond, good to see you again. It has been a long time since your last visit in this part of the Forest. I am glad that you all have returned at this time. Quickly, let us go quietly to the shelter of the shrine – I have some news which we may use to some advantage in all this mess."

Flynnlossel leads the group into the shrine where Torlond and Myreadriel exchange quick greetings and walk a short way off engaged in quiet conversation. Flynnlossel gathers the characters around and shares his news:

They sent most of the cattle and captured horses down the trail leading southeast from the Outpost very early this morning. Two patrols left shortly after, one to the northwest and the other to the southwest. It is good you came with Torlond. He has his own ways through the forest, which probably kept you from running into one of their patrols. And, a full raiding party set out some time ago with the mage. This means there are very few left at the outpost. There are only a few guards on picket, the fletchers, weaponsmith, a wounded giant and the rogue.

There is an opportunity here. Capturing, or if necessary defeating this rogue and their skilled workers would deliver a serious setback to this base of operations. There are enough of us here to do just that if we strike soon and hard. Myreadriel

supports such an effort only if we lay evidence of our entrance and exit from such a raid going off deeper into the forest to the east, away from the shrine, the Gnome settlements to the southwest and the human settlements to the west and northwest. The patrols should not return for some time. The raiding force I have to think will run into some form of opposition, striking again as they are into the Viscouny. If this whole situation is to be turned around it may as well start here and now. What say you?

Flynnlossel appears more animated with a gleam in his eyes as he shares his plan. The characters get to decide if they wish to help in this raid or not. If the party objects, he brings up the idea that if this outpost succeeds and enlarges, the shrine most likely will be discovered and destroyed. Myreadriel will never leave the shrine untended, no matter what the danger. Also, the capture of this rogue or one of the other members of this outpost could prove valuable in discovering how serious a threat this Giant and humanoid incursion truly is to the region.

If the characters agree to the raid proceed to encounter nine. If the characters do not agree to the raid proceed to Encounter 11.

ENCOUNTER 9: PICKET SENTRIES

Critical to the success of the assault on the base camp is to remove the sentry pickets that are about 100 yards from the actual base camp.

The base camp is elevated on slightly higher ground than the surrounding forest. Due to a number of larger oaks, pines, and other hard wood trees there is less undergrowth on this higher ground. However, surrounding the area is a reasonable amount of forest floor plant life. Dominant among the growth is large ferns ranging from only a foot or so in height to as high as shoulder height in lower spots. Among the ferns are various other plants including soft grasses where the sun peaks through the forest canopy.

Camerlyn agrees to remain behind with Myreadriel to watch out for the shrine and be here if anyone needs healing. From this point on, however the characters and NPCs wish to approach the outpost, they must first deal with the pickets within their line of approach at the minimum. Let the characters decide how they wish to deal with the pickets in sight of their approach route to the outpost. One picket is keeping watch near a large maple tree which has one large limb angled downward like a dead-fall. The dead-fall's wilted and dying leaves provide ¼ cover. The other picket keeps watch from a spot where there is heavy undergrowth amongst a grouping of younger oaks and maples, giving him also ¼ cover. Once the characters role initiative to deal with a picket begin to follow the tactical situation below in Encounter 10:

APL 4 (EL 3)

👉 **Orcs (2):** hp 4, 4; see *Monster Manual*.

👉 **Orc Skirmisher:** male orc Ftr3; hp 28; see Appendix I.

APL 6 (EL 5)

👉 **Orc Skirmishers (3):** male orc Ftr3; hp 28, 28, 28; see Appendix I.

APL8 (EL7)

👉 **Orc Skirmisher (2):** male orc Ftr3; hp 28, 28; see Appendix I.

Ogre Scout: male ogre Rgr; hp 72; see Appendix I.

APL 10 (EL 9)

👉 **Ogre Scouts (3):** male ogre, Rng5; hp 72, 72, 72; see Appendix I.

ENCOUNTER 10: ASSAULT ON THE BASE CAMP

Once the characters have finished with the pickets above, have them role initiative and begin the tactical situation below:

Round 1 (consider round 1 to start as combat in the outpost begins): The outpost is set back about 100 yards from the pickets. The trees and undergrowth now serve two purposes. It screens both the outpost from easy viewing until within nearly on top of it, and it provides a fairly good amount of cover to approach the higher ground. The higher ground may only clearly be seen to any degree when the characters/NPCs are within 30 feet, and then only the upper half of five lean-tos, the smithy, and a rock outcropping which contains a half-cave like shelter from which emits another spring. The entire outpost is approximately 150 feet in circumference with the rock outcropping in the southwest portion, the smithy just to the northwest of the outcropping, and the lean-tos spread around the center of the high ground. All this is dotted with large oaks, maples and a stand of large pines.

If any picket is able to provide a warning signal, the occupants of the outpost are on alert and ready for trouble. If no alert has been given, they are not ready for trouble. The fletchers in the center most lean-to are very good bowmen and are near good cover. The weaponsmith has a companion at the smithy, and they begin bellowing at the first sign of trouble. The wounded hill giant resting within the cover provided by the rock outcropping is slowed to ½ movement due to a healing leg wound (the orc cleric chose to deal with him later so the giant has not yet had any healing magic performed on him.) There are four other orcs and one more ogre present in the outpost resting under lean-tos.

The rogue is with the weaponsmith when any action starts. He quickly directs a defense by ordering all around him to fight, then attempts to use stealth to move about and fire with his missile weapon from behind good cover. If he is still able to take actions after the main Raiding force returns, he too will attempt to feel at the same time the mage teleports out.

APL 4 (EL 7)

👉 **Mondar:** male human Rog5; hp 32; see Appendix I.

👉 **Ogres (3):** hp 28, 30, 32; see *Monster Manual*.

👉 **Orcs (4):** hp 4, 4, 4, 4; see *Monster Manual*.

👉 **Seriously Wounded Hill Giant:** male hill giant; hp 50; see Appendix I.

APL 6 (EL 7)

👉 **Mondar:** male human, Rog5; hp 32; see Appendix I.

👉 **Ogres (3):** hp 28, 30, 32; see *Monster Manual*.

👉 **Orc Skirmisher (2):** male orc Ftr3; hp 28, 28; see Appendix I.

Orc (4): hp 4, 4, 4, 4; see *Monster Manual* page 146.

Wounded Hill Giant: male hill giant; hp 60; see Appendix I.

APL 8 (EL 11)

👉 **Mondar:** male human Rog5; hp 32; see Appendix I.

👉 **Ogres (3):** hp 28, 30, 32; see *Monster Manual* page 144.

👉 **Orc Skirmishers (2):** male orc, Ftr3; hp 28, 28; see Appendix I.

👉 **Orcs (4):** hp 4, 4, 4, 4; see *Monster Manual*.

Wounded Hill Giant: male hill giant (1); hp 70; see Appendix I.

APL 10 (EL 13)

👉 **Mondar,** male human, Rog5; hp 32; see Appendix I.

👉 **Ogres (3):** hp 28, 30, 32; see *Monster Manual*.

👉 **Orc Skirmishers (2):** male orc Ftr3; hp 28, 28; see Appendix I.

👉 **Orcs (4):** hp 4, 4, 4, 4; see *Monster Manual*.

👉 **Wounded Hill Giant:** male hill giant; hp 90; see Appendix I.

Round 4: One of the patrols returns from the northeast in a hurry. They were swinging back closer toward the outpost when they heard the bellowing, or sounds of combat, and came rushing back to help.

APL4 (EL5)

👉 **Orc Skirmishers (2):** male orc Ftr3; hp 28, 28; see Appendix I.

APL 6 (EL 7)

➤ **Orc Skirmishers (4):** male orc Ftr3; hp 28, 28, 28, 28; see Appendix I.

APL 8 (EL 9)

➤ **Orc Skirmishers (3):** male orc Ftr3; hp 28, 28, 28; see Appendix I.

➤ **Ogre Scout:** male ogre Rgr5; hp 72; see Appendix I.

APL 10 (EL 11)

➤ **Orc Skirmisher:** male orc, Ftr3 (5); hp 28, 28, 28, 28, 28; see Appendix I.

➤ **Ogre Scout:** male ogre, Rng5 (2); hp 72, 72, 72; see Appendix I.

➤ **Hill Giant:** hp 102; see *Monster Manual*.

Round 6: The entire raiding party returns in a hurry from the west. The mage had a feeling the outpost may have been watched recently, but was not sure. Upon seeing the approaching borderers, he believed their location was now known and a quick return to the outpost provides a better defense than being caught out in open ground facing the borderers. He does not expect to find the characters in the midst of the outpost.

At this point the party should be pressed, but the situation should also be somewhat confusing. The mage will detail only some of the raiding party to deal with the characters as he wants the majority to prepare for the oncoming borderers. (This is an optional encounter to be used only if the characters are having an easy time of it so far.)

Optional Encounter

APL4 (EL5)

➤ **Orc Skirmishers (2):** male orc Ftr3; hp 28, 28; see Appendix I.

APL6 (EL7)

➤ **Orc Skirmisher (4):** male orc Ftr3; hp 28, 28, 28, 28; see Appendix I.

APL8 (EL9)

➤ **Orc Skirmishers (2):** male orc Ftr3; hp 28, 28; see Appendix I.

➤ **Ogre Scout:** male ogre Rgr5 (1); hp 72; see Appendix I.

APL10 (EL11)

➤ **Orc Skirmishers (5):** male orc, Ftr3; hp 28, 28, 28, 28, 28; see Appendix I.

➤ **Ogre Scouts (2):** male ogre Rgr5 (2); hp 72, 72; see Appendix I.

➤ **Hill Giant:** hp 102; see *Monster Manual*.

Round 8: From the northeast, a small company of Gnarly Rangers (6) enters the battle with a volley of missile fire. This helps take some of the pressure off the characters as they take on additional humanoids Gark, the mage in charge of the outpost, just detailed to reinforce the efforts against the characters, (3 more ogres and a hill giant).

Round 10: A large force of mounted borderers charge into the battle from the west, (24 mounted fighters, a ranger, a cleric of St. Cuthbert, and a wizard). They take on the remainder of the raiding force; which includes Gark, four hill giants, three ogres, two ogre rangers, four wolves, and 20 orcs. At this point, if the mage is still up, he teleports out. (If the characters successfully complete the optional encounter by the end of round 10 the enemy wizard may be killed [0-25%] or captured [26-50%].) This is portion of the battle in which the characters should not have an opportunity to participate. The characters should be busy with their own portion of the battle. This is like a large battle scene in a movie where the main characters have their focus and the rest of the battle is seen, but as background happening at the same time. Hopefully, this abstract combat lasts only as long as the characters combat.

Treasure: The raid on the giant camp allows the characters to join in on the bounty from the scavenged property. This is reflected in the loot section of treasure for Encounter 10. This is to be rewarded as stated in the treasure summary even though the numbers will not add up correctly.

ENCOUNTER 11:

SECOND CHANCE HEROES

The characters elect not to help raid the outpost. Whether they help guard the shrine or scout the outpost, they hear/witness a battle begin. First, Gnarely Rangers harass the outpost from the east with effective bow fire out of the woods, (make this happen during round four of the tactical outline above). A patrol from the northeast rushes back to the outpost not long after. The rangers appear to be challenged, but are handling their own, when the entire raiding force returns in a hurry from the west. However, the raiders appear to be more concerned with something else as the mage hastily directs them into defensive positions facing the west side of the outpost. Shortly thereafter, a force of mounted borderers charges in and the combat becomes intense.

The characters may attempt to join the combat at any point. Be sure to follow the tactical outline from Encounter 10 to help determine what is happening. Give the characters a minor group of humanoids to handle. After the combat, if the characters participated, go the Encounter 12.

If they do not enter combat and just watch, they will not be asked to return with the mounted borderers.

Captain Roanik has little time to talk with the characters. They also forfeit any bounty from the giant camp.

ENCOUNTER 12: AFTERMATH

Once the battle is over the Gnarley Rangers and mounted borderers exchange greetings and thanks. They join with the rangers and the characters in caring for their dead and wounded. The officer in charge of the Bborderers, Capt. Roanik, formally requests the characters to accompany him back to his post to help in filing his report, (only if the characters participated in the combat at the outpost). He is sure the knight commanding the post would be most interested in what they have witnessed. What the characters know is vital to the safety and defense of this remote area of the Viscounty. Myreadriel thanks the characters for their help and offers healing for those in need. She also offers them welcome at the shrine any time they happen to be in this part of the forest again. The ranger templars also express their thanks.

On their trip back into the Viscounty lands, if anyone asks on which Lord's lands they are entering, the captain informs them that these are part of Lord Milinous' holdings. He is away on business in Dyvers. Otherwise the captain states it would probably been the Lord himself leading the attack on the outpost. If asked why, he simply replies, "You'll see soon enough."

As the group continues on for many miles, the characters notice the faint odor of burned wood before they view what is ahead. Following a country by-way, in the distance the source of the odor is a wrecked and burned village. Only the walls of a small church remain standing. The captain stops the entire group, turns to the characters and says:

This is the result of the Giant raid from which the humanoids captured the cattle, the horses, and took the Mounted Borderer pendant as a trophy. Due to the threat of raids in this direction both Lord Milinous and the mounted borderers stationed squads here to bolster the villages defenders. It wasn't enough. There is a mound over there to your right. That is where we buried the dead. A few of the villagers, some of women and children that is, escaped, but not all. A squire led the few survivors away to safety. We buried the rest, some women, elderly, children, and all their men. Along with them are both squads. They died to a man defending this village. Only the squire survived.

CONCLUSION

If the characters participated in the combat at the outpost:

The characters accompany the mounted borderers to a small military outpost with a watchtower. There they share their story with the knight in command, Sir Goodwyn. The outpost is under expansion to help accommodate the increased numbers of borderers being posted here.

If the characters did not participate in the combat at the outpost:

The characters return to wherever they stay when they have nothing to do. They do not pass through the destroyed village and do not accompany the borderers to their outpost. They also do not meet Sir Goodwyn and do not develop any relationship with Captain Roanik.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 3

APL4–30 xp; APL6–60 xp; APL8–120 xp; APL10–180 xp.

Encounter 5

APL4–120 xp; APL6–210 xp; APL8–270 xp; APL10–330 xp.

Encounter 6 – 3 5 7 9

APL4–90 xp; APL6–150 xp; APL8–210 xp; APL10–270 xp.

Encounter 9 – 5 7 9 11

APL4–150 xp; APL6–210 xp; APL8–270 xp; APL10–330 xp.

Encounter 10 – 7 9 11 13

APL4–210 xp; APL6–270 xp; APL8–330 xp; APL10–420 xp.

Total possible experience

APL4–600 xp; APL6–900 xp; APL8–1,200 xp; APL10–1,500 xp.

TREASURE SUMMARY

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

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

body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

Encounter 5

APL4– C: 7 gp; L: 66 gp; M: 0 gp

APL5– C: 16 gp; L: 195 gp; M: 0 gp

APL8– C: 18 gp; L: 258 gp; M: 0 gp

APL10– C: 19 gp; L: 279 gp; M: 0 gp

Encounter 9

APL4– C: 1 gp; L: 41 gp; M: 0 gp

APL5– C: 10 gp; L: 150 gp; M: 0 gp

APL8– C: 16 gp; L: 195 gp; M: 0 gp

APL10– C: 16 gp; L: 195 gp; M: 0 gp

Encounter 10

APL4– C: 16 gp; L: 79 gp; M: 250 gp

APL5– C: 20 gp; L: 119 gp; M: 250 gp

APL8– C: 26 gp; L: 492 gp; M: 250 gp

APL10– C: 491 gp; L: 590 gp; M: 250 gp

Total possible treasure

APL4– 450 gp

APL6– 750 gp

APL8– 1,250 gp

APL10– 1,850

Conclusion

The contemplative of Ehlonna would offer to assist any cleric of Ehlonna in meeting the requirements of a contemplative.

To a druid of Ehlonna or an arcane spellcaster showing respect and reverence for nature, Myreadriel would offer one of the foxes as a companion/familiar:

➤ **Fox:** Tiny animal; CR ½; HD ½ d8; hp 2; Init +4 (Dex); Spd 40 ft.; AC 16 (touch 16, flat-footed 12); Atk +2 melee (1d4, bite); SQ scent; Face/Reach; 5 ft. by 5 ft.; SV Fort +2,

Ref +6, Will +1; Str 11, Dex 19, Con 11. Int 2. Wis 12, Cha 7. Skills: Hide +12, Listen +5, Move Silently +9, Spot +5, Swim +3. *Fox Familiar:* Master gains a +2 bonus to Reflex saves.

The ranger templars would offer to assist any ranger or cleric who is a follower of Ehlonna in following the path of a templar.

APPENDIX I: NPCS

In the order they appear:

➤ **Ogre Ranger:** male ogre Rgr2; CR 4; Large giant; HD 4d8+2d10+14; hp 48; Init -1; Spd 30 ft.; AC 16 (touch 9, flat-footed 16); Atks +8 melee (2d6+6, greatclub), +3 ranged (1d8+4/x3, mighty long composite bow [+4]); Face: 5 ft. x 5 ft. / 10 ft.; SA Favored enemy (human); AL CE; SV Fort +8, Ref +0, Will +1; Str 19, Dex 10, Con 15, Int 12, Wis 11, Cha 7.

Skills and Feats: Animal Empathy +2, Climb +5, Listen +4, Speak Language (Giant, Common - slurred), Spot +3, Wilderness Lore +5; Track, Weapon Focus (greatclub), Weapon Focus (long composite bow).

Possessions: belt pouch with 43 gp, mighty long composite bow [+4], quiver of 20 arrows.

➤ **Orc Cleric of Gruumsh:** Male orc Clr3; CR 3; Medium-size humanoid (orc); HD 4d8+3; hp 26; Init +2; Spd 30 ft.; AC 17 (touch 12, flat-footed 15); Atks +2 melee (1d12+3/x3, greataxe), SQ darkvision 60 ft.; AL CE; SV Fort +6, Ref +3, Will +5; Str 12, Dex 14, Con 13, Int 12, Wis 14, Cha 8.

Skills and Feats: Concentration +2, Knowledge (Religion – Gruumsh) +4, Intimidate +2, Listen +2, Speak Language (Orc, Common), Spot +1; Combat Casting, Toughness, Martial Weapon (shortspear), Weapon Focus (shortspear).

Possessions: shortspear, chainmail, pouch with 4 gp, 12 ep.

Spells (4/2+1/1+1; base DC = 12 + spell level): *o-cure minor wound, read magic, resistance, virtue*; 1st—*protection from law**; *doom, bless, random action*; 2nd—*spiritual weapon**; *hold person, summon monster II*.

* Domain Spells. Deity: Gruumsh; Domain: Chaos and War.

➤ **Orc Barbarian:** male orc Bar3; CR 3; Medium-size humanoid (orc); HD 3d12+6; hp 30; Init +2; Spd 40; AC 17 (touch 12, flat-footed 17); Atks +7 melee (1d12+4/x3, greataxe), SA: Rage; SQ Darkvision 60 ft., fast movement, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +6, Ref +3, Will +3; Str 16, Dex 15, Con 14, Int 10, Wis 8, Cha 8.

Skills and Feats: Listen +2, Spot +1, Wilderness Lore +2; Power Attack, Weapon Focus (greataxe).

Rage (Ex): 1/day—hp 36; AC 15 (touch 10, flat-footed 15); Atk +9 melee (1d12+7/x3, greataxe); SV Fort +8, Will +5; Str 21, Con 18. Lasts for 7 rounds and then fatigued.

Possession: Greataxe, breastplate, pouch with 3 gp, 12 sp.

➤ **Orc Skirmisher:** male orc Ftr3; Medium-size humanoid (orc); CR 3; HD 3d10+6; hp 28; Init +2; Spd 30; AC 17 (touch 12, flatfooted 15); Atk +7 melee (1d12+3/x3, greataxe), SQ darkvision 60 ft.; AL CE; SV Fort +6, Ref +3, Will +5; Str 16, Dex 15, Con 14, Int 10, Wis 8, Cha 8.

Skills and Feat: Climb +5, Jump +5 Feats; Cleave, Iron Will, Power Attack, Weapon Focus (greataxe).

Possession: greataxe, breastplate, pouch with 3 gp, 12 sp.

➤ **Orc War Chief:** male orc Ftr7; CR 7; Medium-size humanoid (orc); HD 1d8+7d10+14; hp 64; Init +2; Spd 30; AC 17 (touch 12, flat-footed 15); Atks +11/+6 melee (1d12+5/x3, greataxe); SQ darkvision 60 ft.; AL CE; SV Fort +7, Ref +4, Will +6; Str 16, Dex 15, Con 14, Int 10, Wis 8, Cha 8.

Skills and Feats: Climb +9, Jump +9; Cleave, Iron Will, Great Cleave, Power Attack, Power Lunge*, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Possessions: greataxe, breastplate, pouch with 3 gp, 12 sp.

*This is a new feat, see Appendix II.

➤ **Ogre Scout:** male ogre Rgr5; CR 7; Large giant; HD 4d8+5d10+20; hp 72; Init -1; Spd 30 ft.; AC 16 (touch 9, flat-footed 16); Atks +11 melee (2d6+7, greatclub), +5 ranged (1d8+4/x3, mighty long composite bow [+4]); Face: 5 ft. by 5 ft. / 10 ft.; SA Favored Enemy (human, elf); AL CE; SV Fort +9, Ref +0, Will +1; Str 20, Dex 10, Con 15, Int 12, Wis 11, Cha 7.

Skills and Feats: Animal Empathy +2, Climb +5, Listen +8, Speak Language (Giant, Common - slurred), Spot +7, Wilderness Lore +7; Blind Fighting, Track, Weapon Focus (greatclub), Weapon Focus (long composite bow).

Possessions: belt pouch with 43 gp, mighty long composite bow [+4], quiver of 20 arrows.

➤ **Mondar, male human Rog5:** CR 5; Medium-size humanoid (human); HD 5d6+10, 32 hp, Init +7, Spd 30; AC 16 (touch 13, flat-footed 16), +5 melee (1d6+2/18-20, +1 rapier), +8 ranged (1d8/19-20/x2, light crossbow); SA Sneak attack +4d6; SQ evasion, uncanny dodge; AL LN; SV Fort +3, Ref +7, Will +2; Str 12, Dex 16, Con 14, Int 13, Wis 12, Cha 9.

Skills and Feats: Balance +10, Bluff +1, Disguise +3, Hide +13, Listen +8, Move Silently +11, Open Lock +8, Search +8, Sense Motive +5, Spot +8 and Tumble +13; Arterial Strike*, Dirty Fighting*, Dodge, Improved Initiative and Spring Attack.

Possessions: leather armor, +1 rapier, light crossbow, case with 10 bolts, 44 gp and a small ruby (50gp).

* These are new feats, see Appendix II.

➤ **Gark, male human Wiz9:** CR 9; Medium-size humanoid (human); HD 9d4+9; hp 37; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14) or 27 (touch 12, flat-footed 25) with *mage armor* and *shield* cast; Atks +4 melee (1d4/19-20, dagger), +6 ranged (1d8/19-20, light crossbow), SA Spell use; AL LE; SV Fort +5, Ref +6, Will +8; Str 10, Dex 14, Con 12, Int 22 (18), Wis 12, Cha 10

Skills and Feats: Concentration +18, Knowledge (Arcana) +12, Scry +13, and Spellcraft +14; Combat Casting, Energy Substitution* (cold), Greater Spell Focus* (Evocation), Spell Focus (Evocation), Spell Focus (Enchantment).

Spells Known (4/5/5/5/3/1; base DC = 16 (14) + spell level +4 Evocation or +2 Enchantment): 0—*resistance, ray of frost, detect magic, read magic*; 1—*lesser acid orb** (2), *magic missile, magic missile, charm person*; 2—*cats grace, invisibility, Melf's Acid Arrow, mirror image, Tasha's Hideous Laughter*; 3— *displacement, flame arrow, fireball, lightning bolt, hold person*; 4th—*confusion, Evard's Black Tentacles, minor globe of invulnerability*; 5th—*teleport*.

Possessions: dagger (x2), amulet of natural armor +1, bracers of armor +3, cloak of resistance +1, light crossbow, case with 8 bolts, *potion of intelligence*, wand of mage armor (9th level – 3 charges), wand of shield (9th level – 2 charges) and 37 gp.

*These are new feats or spells, see Appendix II.

☛ **Torland, male half-elf Rgr4 (Junior Gnarley Ranger):** Medium-size humanoid (elf); HD 4d10+1; hp 32; Init +3; Spd 30ft; AC 17 (touch 13, flat-footed 14); Atks +7 melee (1d8+3/19-20x2, +1 longsword), +8/+9 within 30 ft. (1d8+3/x3, Mighty Composite [+2] Longbow +1); AL NG; SV Fort +5, Ref +4, Will +2; Str 14, Dex 17, Con 12, Int 10, Wis 12, Cha 10

Skills and Feats: Animal Empathy +1, Handle Animal +1, Hide +6, Intuit Direction +2, Jump +5, Knowledge (Nature) +2, Listen +4, Move Silently +6, Search +2, Spot +4, Wilderness Lore +5; Point Blank Shot, Precise Shot, Track.

Spells(1; base DC = 11 + spell level): 1st—*ass without trace*

Possessions: +1 longsword, +1 might composite longbow [+2], +1 studded leather.

☛ **Flynnlossel, male elf Rg6/Tem4:** CR 10; Medium-size humanoid (elf); HD 10d10; hp 65; Init +4; Spd 30 ft; AC 21 (touch 14, flat-footed 17); Atks +10/+1 melee (1d8+7/15-20x2, +3 keen longsword) or +9/+0 (1d8+7/15-20x2) and +8/-4 (1d6+4/19-20x2, +2 short sword), +6 ranged (1d8/x3, longbow); AL NG; SV Fort +9, Ref +7, Will +8; Str 14, Dex 18, Con 10, Int 10, Wix 14, Cha 10.

Skills and Feats: Animal Empathy +2, Climb +3, Handle Animal +2, Heal +3, Hide +9, Intuit Direction +3, Jump +3, Knowledge (religion) +8, Knowledge (nature) +1, Listen +9, Move Silently +9, Search +3, Spot +6, Wilderness Lore +8, Language (Gnarley Ranger Sign); Endurance, Improved Critical, Improved Two-Weapon Fighting, Track, Weapon Focus (longsword), Weapon Specialization (longsword).

Special: Damage reduction 1/- (subtract 1 from the damage the templar takes each time he is dealt damage), Mettle (Will or Fortitude SV vs. spells which succeed causes templar to suffer no effect at all), Smite 1/day (may declare a single melee attack once per day with a +4 attack bonus and a +4 damage bonus), Favored Enemies Ogres and Owlbears.

Spells: Ranger (2) *Entangle, Speak with Animals*; Templar (2/2) 1—*Bless, Shield of Faith*; 2—*Bull's Strength, Shield Other*.

Possessions: Longsword +3 Keen, Shortsword +2, Elven Chain +2

☛ **Wounded Hill Giant (APL4):** hill giant (1); hp 50; incapacitated (cannot move due to serious leg wound); AC 16; Atks +11 melee (2d6+10, greatclub); See *Monster Manual*.

☛ **Wounded Hill Giant (APL6):** hill giant (1); hp 60; Spd 10 ft. (due to serious leg wound); AC 20; Atks +16/+11 melee (2d6+10, greatclub); See *Monster Manual*.

☛ **Wounded Hill Giant (APL8):** hill giant (1); hp 70; Spd 20 ft. (due to leg wound); AC 20; Atks +16/+11 melee (2d6+10, greatclub); See *Monster Manual* page 98.

☛ **Wounded Hill Giant (APL10):** hill giant (1); hp 90; Spd 30 ft. (due to leg wound); AC 16; Atks +16/+11 melee (2d6+10, greatclub); See *Monster Manual*.

APPENDIX II: NEW RULES

FEATS

Arterial Strike [General]

Description: Your sneak attacks target large blood vessels, leaving wounds that cause massive blood loss.

Prerequisites: Base attack +4, sneak attack ability.

Benefit: If you hit with a sneak attack, you may choose to forgo +1d6 of extra sneak attack damage to deliver a wound that won't stop bleeding. Each wound so inflicted does an additional 1 point of damage of each round until the application of a successful Heal check or any cure spell or other magical healing. Wounds from multiple arterial strikes result in cumulative bleeding loss (two successful arterial strikes do an additional 2 points of damage per round until healed).

Source: Song and Silence: A Guidebook to Bards and Rogues, page 38.

Dirty Fighting [General]

Description: You know the brutal and effective fighting tactics of the streets and back alleys.

Prerequisites: Base attack bonus +2.

Benefit: Make a melee attack roll normally. If successful, you inflict an additional +1d4 points of damage. This feat requires the full attack action.

Source: Sword and Fist: A Guidebook to Fighters and Monks, page 6.

Energy Substitution [Metamagic]

Description: You can modify a spell that uses one type of energy to use another type of energy.

Prerequisites: Any other metamagic feat, 5 ranks in Knowledge (arcana).

Benefit: Choose one type of energy: acid, cold, electricity, fire, or sonic. You can modify a spell with an energy designator to use the chosen type of energy instead. A substituted spell works normally in all respects except the type of damage dealt (see sidebar). A substituted spell uses a spell slot of the spell's normal level, modified by any other metamagic feats.

Special: You can gain this feat multiple times, each time it applies to a different type of energy.

Source: Tome and Blood: A Guidebook to Sorcerers and Wizards, page 40

Greater Spell Focus [General]

Description: Choose a school of magic to which you already have applied the Spell Focus feat. Your spells of that school are even more potent than normal.

Prerequisites: Spell Focus.

Benefit: Add +4 to the DC for all saving throws against spells from the school of magic you select to focus on. This overlaps (does not stack with) the bonus from Spell Focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

Source: Tome and Blood: A Guidebook to Sorcerers and Wizards, page 40.

Power Lunge [General]

Description: Your ferocious attack may catch an opponent unprepared.

Prerequisites: Base attack bonus +3, Power Attack.

Benefit: A successful attack roll during a charge allows you to inflict double your normal Strength modifier in addition to the attack's damage. You provoke an attack of opportunity from the opponent you charged.

Source: Sword and Fist: A Guidebook to Fighters and Monks, page 8.

SPELLS

Lesser Acid Orb

Evocation [Aire]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

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

Target: Up to five creatures or objects, no two of which can be more than 15 ft. apart.

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid damage. You must succeed at a ranged touch attack to hit your target.

For every two levels of experience past 1st, you gain an additional orb that you shoot at the same time. You have two at 3rd level, three at 5th level, four at 7th level, and the maximum of five orbs at 9th level or higher. If you shoot multiple orbs, you can have them strike a single creature or several creatures. A single orb can strike only one creature. You must designate targets before you roll for SR or roll damage.

Source: Tome and Blood: A Guidebook to Sorcerers and Wizards, page 93.

CRITICAL EVENT SUMMARY FOR SILVER MOON

ENCOUNTER 1

☐ Have a reaction to Glenndarrc's sharing of what the Giant raids have really taken.
Please note here the reaction in brief:

☐ Don't have any reaction to Glenndarrc's information

ENCOUNTER 2

☐ Characters speaks to the moot in favor of staying. ☐ Characters speaks to the moot in favor of leaving.

ENCOUNTER 3

Option taken after seeing the raiding party (circle one)

1

2

3

4

ENCOUNTER 4

☐ Characters agree to help.

☐ Characters refuse to help.

ENCOUNTER 5

☐ Characters defeat the ambush.

☐ Characters defeated by or retreat from the ambush.

☐ Characters avoid the ambush

ENCOUNTER 6

☐ Characters defeat the zombies.

☐ Character defeated by or retreat from the zombies.

ENCOUNTER 7

☐ Characters do not attack the approaching rangers ☐ Characters do attack the approaching rangers.

ENCOUNTER 8

☐ Characters agree to attack the outpost ☐ Characters do not agree to attack the outpost

ENCOUNTER 9

☐ Rogue is killed ☐ Rogue is captured ☐ Rogue gets away

☐ Wizard is killed ☐ Wizard is captured ☐ Wizard gets away

ENCOUNTER 10

☐ Characters participate in combat at the outpost and meet Captain Roanik and Sir Goodwyn

☐ Characters do not participate in the combat at the outpost and do not go with Captain Roanik,
nor meet Sir Goodwyn.

ENLISTING THE ICONIC

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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