

VER2-06



GLORY TOWN

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

Version 1

by Ron Lundeen

RPGA HQ reviewers: Christopher Lindsay and Stephen Radney-MacFarland

The Iron Wood is a mist-shrouded place on the western edge of Verbobonc. The rare travelers claim it's haunted by lycanthropes, but recently a new power has risen in the center of the Iron Wood, determined to exterminate the were-creatures. An adventure for characters levels 3 – 12.

Part 1 of the Glory Trilogy

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 joint them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in Verbobonc. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

THE IRON WOOD AND THE MOONLORD

"The western lands of Verbobonc are marked by the Iron Wood, a fog-cloaked collection of roanwood, yarpick, and ipp trees said to be haunted by lycanthropes. A trade road passes from Verbobonc to Devarnish, but most merchants prefer to travel by river than to enter here."

Living Greyhawk Gazetteer

Certainly, this wood is one of the most dangerous areas of Verbobonc; even bandits shun the shelter of its ancient trees. Groups of lycanthropes prowl the Iron Wood, preying on travelers and shrinking away from concerted attacks from the Verbobonc military and the Mounted Borderers. A creature known as the Moonlord leads the lycanthrope infestation of the Iron Wood. The true motives and abilities of this creature are unknown, but he

has long ruled the lycanthropes of the Iron Wood with resourcefulness and guile.

The Iron Wood is almost 300 square miles, with the bulk of the forest south and west of the Velverdyva River. The wood is nearly 50 miles across by the east-west Iron Road, meaning the trip takes two full days to traverse for a walking human or a laden caravan (at 24 miles per day). At the center of the Iron Road has long stood an inn, the Fallen Timber Tavern. Travelers can enter the Iron Wood from either side early in the morning, push hard, and be at the Fallen Timber Tavern by nightfall. An early start the next morning allows them to clear the fearsome wood by the next night. Travelers caught in the Iron Wood after dark are found torn to pieces by animals the next day, if they are ever found at all.

The secret of the Iron Wood is this: a powerful outer-planar entity known as the Great Dire Dark lies imprisoned beneath the Iron Wood. For ages, its imprisonment has been guarded by a wolf-creature named Breyin the Moonlord. Breyin realized that if mortals could freely travel the Iron Wood unrestricted, the Great Dire Dark could perhaps compel them to free it. This could not be allowed. Breyin has instructed his "people," the wercreatures, to keep all travelers out of the wood, by bloodshed if necessary. Breyin justifies these ruthless actions by believing he is maintaining a greater good: keeping the demonic Great Dire Dark imprisoned. Breyin has established a council of sorts, and four of the most powerful wercreatures of the Iron Wood serve him directly. They pass along to the other lycanthropes Breyin's orders and awe of the great Moonlord. Breyin normally forbids attacks during the day, and also forbids his lycanthrope minions from leaving the Iron Wood to spread havoc elsewhere. Out of fear and awe, the lycanthropes usually, but not always, obey the Moonlord.

SHANNUS' STORY

A clan of primitive gray elves lives in the southern Iron Wood, ignorant of the evil imprisoned beneath their forest home, and mostly at peace with the lycanthropes. They are called the Mist Children, although they have an older name now long forgotten. The two groups keep arm's-length relations with each other.

Decades ago, an elf named Shannus was born in this clan. Shannus was good in heart and talented with magic. Unlike many of his clan, he left the Iron Wood to pursue magical studies in Greyhawk. While there, he learned that lycanthropes were, by and large, ruthless and evil creatures that delight in killing. Shannus became surprised and embarrassed that his people had dealt peaceably, if not closely, with the lycanthropes in the Iron Wood. His shock and shame built into a rage, and when he felt ready, Shannus decided to return to his home, the Iron Wood, and exterminate the evil creatures that infested it. Shannus was determined to make the Iron Wood a safe place for all.

Shannus discovered the inn in the center of the Iron Wood, run by an ancient elf from Veluna named Theus; and run by him still. Shannus realized that this central point would be a good place to begin reclaiming the Iron

Wood. With his fortunes acquired over the years, and his magic, Shannus built up a small town around the inn. He called this town Glory, and rules it himself. With the natural bounty of the Iron Wood in exotic herbs and rare wood, Glory has become a small boomtown.

From this town, Shannus began his violent extermination of the lycanthropes of the Iron Wood. The lycanthropes rarely work together in large groups; the Moonlord feels that large-scale organization of the wercreatures might threaten his control over them. The small groups of wercreatures are no match for the powerful Shannus.

Shannus learned that five powerful creatures rule the lycanthropes of the Iron Wood, a mysterious "Moonlord" and his four lieutenants. Shannus has targeted these five monsters for destruction: with the leadership gone, he assumes, the rest of the lycanthropes should be easily routed. As this story begins, Shannus has already slain two of these lieutenants, and mounted their heads on spikes above the town of Glory.

CAST OF CHARACTERS

Several characters are important to the entire Glory Trilogy, and it is important that these characters be roleplayed consistently. Here is a quick summary of the NPCs in this adventure, and suggestions on how to make them stand out.

Shannus is central to the plot of the Glory Trilogy. He is an elven brass dragon disciple and a powerful sorcerer. He founded and runs the town of Glory. Shannus is quite polite and very well meaning, but he is consumed by his quest. Overseeing the town of Glory, and his quest to slaughter the lycanthropes of the Iron Wood, is all he thinks about. Shannus is usually very kind and merciful, but he has a hard and uncompromising edge that is coming to the surface. He is not used to being disobeyed, and expects his suggestions to be followed. Some characters may like Shannus a great deal, while others find him insufferably driven and inflexible. This is fine; Shannus is a complex character.

Felton Grover is an experienced logger who works in the logging camp outside of Glory. He is very big and a fairly slow thinker, but in a likeable way. Try to endear Felton to the characters. When roleplaying Felton, use small words and your best "big dumb ox" voice.

Breyin the Moonlord is the unquestioned king of the lycanthropes of the Iron Wood. He orchestrates their reign of terror, keeping the Iron Wood a dangerous place to be after dark. Although the characters do not meet him in this adventure, all the wercreatures they meet look up to him, and some of them completely idolize him. Breyin rules the lycanthropes of the Iron Wood through four powerful lieutenants, all of whom are wercreatures of great power. At the beginning of this adventure, Shannus has already killed two of the lieutenants, and hopes to kill the other two, and Breyin himself. Whether Breyin the Moonlord truly fears Shannus or not, only he knows. The Moonlord opposes the Great Dire Dark, and keeps that evil entity entombed beneath the Iron Wood.

Henk Gurmick is the leader of the logging camp, and not all characters may meet him. He is a smart man with a good heart, who has probably heard a lot of good things about the characters from Felton. He is quick to ask their opinions about anything unrelated to logging, and takes any of their suggestions into account.

Kelgore the Gouger is a brute of a wereboar. He is a half-orc infected with lycanthropy decades ago, and one of Breyin's most trusted servants. Kelgore reveres the Moonlord like a god, although he's only seen the Moonlord a couple of times. The characters may or may not encounter this brute, and he won't fight them in this adventure. Kelgore is devoted and powerful, but stupid, and not in the likeable way as simple Felton Grover. Kelgore is difficult to understand since he has a mouth full of tusks, squeals a little when he speaks, and refers to himself in the third person.

Larko is a grig, a grasshopper-legged sprite about two feet tall. When the characters first meet him, he is terrified out of his wits, but he is usually friendly and good-natured. He also teases the characters insufferably, imitating them in a mocking way and quick to laugh. If you think one of the characters is too serious, Larko probably teases that one. Since grigs can fly, Larko is pretty safe from any back handed retribution the character might give. Most, but not all, of the characters should probably end up liking Larko.

The Great Dire Dark is an ancient and powerful evil that has been imprisoned beneath the Iron Wood for centuries. The mist pervading the Iron Wood is its creation, designed to confuse and terrify all creatures of the wood, even the lycanthropes. It has become more powerful recently, and is able to reach out and befoul the Iron Wood itself. Wherever this entity's influence touches, vegetation turns black and dies. Although the Great Dire Dark is not encountered in this adventure, the characters do encounter its powerful demonic minions.

Vershanshin (vair-shan-SHEEN) the Fey Hunter is among the Great Dire Dark's most powerful servants. He is an ancient vrock summoned months ago to capture and torture the few fey remaining in the Iron Wood. Vershanshin truly loves his work. A cloud of black shadowy carrion birds that do his bidding constantly follows the vrock. Although he controls them, the shadowy birds are his weakness as well.

Introduction

The characters are leaving the town of Rhynehurst, near the Iron Wood along the Velverdyva, when they spot a man leading a string of fine horses. One of them is enormous; the shaggy beast towers over the other horses.

Encounter 1: The Horse Trader

Jandarel, the horse trader, seeks heroes for a dangerous task, and the characters fit the bill. Jandarel has been asked to find the largest riding horse he could locate and deliver it to Shannus in Glory. Jandarel knows some of the dangers of the Iron Wood, and the origins of the town of Glory, although he's never been there himself, and informs the characters. He asks the characters to take

Shannus' horse to him. Characters who don't have silver or magical weapons are downright foolish if they don't take the opportunity to purchase them now.

Encounter 2: The Loggers

The journey west and south passes uneventfully. The characters probably rise early to enter the Iron Wood, and just two hours within see a group of men repairing a washed-out section of the road. They look like loggers, but are mostly wererat rogues in disguise. They attack the characters.

One logger isn't a wererat, and that's a big, hamfisted, simple logger named Felton Grover. Felton helps fight the werereatures, although ineffectively, with a big iron sledge. Afterwards, Felton explains that he's a logger who lives in the fortified camp right next to the town of Glory. He didn't know these other men, except that they were new recruits in the logging camp. He'd like to accompany the characters back to the logging camp, which is about five minutes away from the town of Glory, where the characters are headed anyway.

Encounter 3: Welcome to Glory

This roleplaying encounter may end in different ways. The characters enter Glory on the first night of the full moon, and see a mother and son hanging in cages. Shannus insisted these two townspeople stay imprisoned in the hanging cages until past the full moon, to see if they are lycanthropes, which they aren't.

The characters then meet with Shannus, who welcomes them warmly, explains his quest here in the Iron Wood, provides a small reward for the delivery of his horse, and offers accommodations for the night. If the characters don't mention the wererat attack, they are treated well, and the next morning, Shannus asks a task of them. Go to Encounter 4A.

If the characters mention the wererat attack, or they show noticeable wounds, Shannus is immediately suspicious. He frankly admits that they may have contracted lycanthropy, and he can't trust them until he knows for sure. He insists they hang in the cages for three nights. If they don't agree, he asks them to leave his town and not return. If necessary, Shannus and his guards force them out. In this case, go to Encounter 4C.

If the characters agree to wait it out in the cages for three nights, the first day passes uneventfully. Of course, if any characters are lycanthropes, and they change in the course of the full moon, Shannus and the guards do their best to kill the lycanthrope(s) without pity or mercy while they are imprisoned in the cage.

On the second night a frantic Felton comes banging on the gate screaming for help. The hysterical Felton is incomprehensible, and the characters have to decide whether to stay obediently in their cages or break out of Glory and help Felton. If they stay caged, Shannus lets them out on the third day, and asks a favor of them. Go on to Encounter 4A. If they break out and help Felton, they are longer welcome in Glory. Go on to Encounter 4B.

Encounter 4A: Shannus' Plea for Help

Shannus asks the characters to deliver a message to an elven village. The elves of the Iron Wood deal peaceably with the lycanthropes, which Shannus finds appalling and wrong. He has drafted a letter requesting help exterminating the lycanthropes. Shannus was going to deliver it himself, but if the characters are willing to go, he has town business he prefers to attend. Go to Encounter 5.

Encounter 4B: Henk's Plea for Help

Felton thinks the logging camp master, Henk Gurmick, is in danger, although he's not, and the characters can burst in on the camp master's office. Henk does his best to calm the characters, and reveal that Felton saw him visited by a guardian of the Iron Wood named Feff. Feff had just told Henk that there was danger in an old elven encampment deep in the Iron Wood, but Henk can't really do anything about it; he's got a lot to do here. Henk asks if the characters would look into the trouble for him. Once the characters decide to go check out the encampment, go to Encounter 5.

Encounter 4C: Breyin's Plea for Help

The characters have been ejected from the town of Glory just after nightfall in the Iron Wood. They may go to the logger's camp, but they won't be let in since it's after dark. Wherever the characters decide to pass the night, likely with alert watches, they notice a large boar pacing around their camp. The wereboar introduces himself as Kelgore the Gouger, and is only here to talk. Kelgore's master, the great Moonlord Breyin, has told of a place of death and rot, where an elven encampment used to be. If the characters find the source of this rot and destroy it, then they are free to travel the Iron Wood unmolested by the lycanthropes. Kelgore gives them directions to the encampment, but he is genuinely too afraid to go there himself.

Assuming the characters agree to look into this matter on behalf of Kelgore and Breyin the Moonlord, go on to Encounter 5.

Encounter 5: The Elven Outpost

Upon following the directions given by Shannus, Henk Gurmick, or Kelgore the Gouger, the characters arrive at a once-grand elven outpost. The area now holds a foreboding sense of malice and evil. Several large platforms and buildings were once stationed high in the large trees here, but now lie smashed and ruined. Dead elves, battered to death, also litter the area. Whatever happened here was catastrophic, and occurred about a week ago.

The evil that did this work never left. As the characters search for clues, the tainted trees animate and attempt to slaughter the characters. These trees were granted foul life by the Great Dire Dark.

Encounter 6: RUN!

Just after the fight with the dark trees, a grig named Larko comes bounding out of the forest. The Great Dire Dark

has sent demonic minions to capture the few fey that still live in the Iron Wood for his own fell purposes, which are revealed later in the Glory Trilogy. The poor little creature is scared and tired, and looks like he has been running for a long time. His reaction depends on the APL of the party:

APL 4 or 6: Larko the grig tells the characters that a huge spider monster is chasing him, and that they should run with him. He knows of a safe place. There is little time for action, as the terrified grig casts *entangle* behind him and shrieks to run, run, run! If the characters run, Larko takes them to a safe place that he knows; move on to Encounter 7. If the party decides to stick around anyway, they catch sight of the retriever sent to capture Larko. You should give them a chance to run after the grig at this point. If the characters decide to stay and fight, they'll undoubtedly be slain. Larko won't stay, at any rate.

APL 8, 10, or 12: Larko the grig hides behind the characters, telling them that a big spider monster is chasing him. He shakily suggests they run, since he knows a safe place, but he won't push the party to flee. If the characters stay, a retriever attacks them. Afterwards, Larko leads them to the safe place that he knows. Move on to Encounter 7.

Encounter 7: A Safe Place

Larko leads the characters through tangled bushes and shrubs. Characters with any kind of nature or direction sense get the feeling that they are traveling in some special way. In fact, the fey know the secret ways of the woods, and in only thirty minutes the characters have traveled many miles away from the destroyed elven outpost. Larko leads them to a clearing bright with moonlight, where several fey, mostly grigs, laugh and fiddle. Larko explains about the evil that has overcome the wood. The fey call it the Great Dire Dark. The lycanthropes are bad, but their Moonlord keeps the Great Dire Dark at bay. Larko and the grigs don't know a lot, but they do answer the characters questions to the best of their ability. The grigs also watch over the characters while they rest for the night.

Encounter 8: The Fey Hunter

The next morning, after the characters have had a chance to rest and refresh, the grigs agree to escort the characters wherever they would like to go; be it back to Glory, to Henk Gurmick's logging camp, out of the Iron Wood, or even to find Breyin himself. Before the characters can leave, however, the vegetation begins to turn a sickly black color, and the grigs begin to panic.

Bursting up from the ground springs a cloud of blackness, which coalesces into several shadowy carrion-birds and a vrock named Vershanshin, the Great Dire Dark's Fey Hunter. The retriever did not succeed at its task, and the Great Dire Dark has decided to send a more intelligent, and more powerful agent. Vershanshin the vrock appears at all APLs, which should send low-APL parties into a panic. The carrion birds begin flying around after the grigs, snatching them up and dropping them into the black pit from which Vershanshin came, while

Vershanshin turns his attentions toward the characters at higher APLs or flies off in lower APLs.

Vrocks enjoy a high damage reduction and good spell resistance so many parties may have trouble defeating this foe.

Conclusion

After the battle with Vershanshin, all of the grigs have fled or have been captured. None are available to lead the party anywhere. Further, the black pit has closed up as though it never existed. A surviving nixie offers to safely lead the party down her river and out of the Iron Wood. If the nixie is followed, the characters find themselves only a few hours' walk from Rhynehurst. They now know about the factions involved in the Iron Wood, and should have begun to ally themselves with one or more of them, but their time in the Iron Wood is over, for now.

INTRODUCTION

The Iron Wood stretches out to the west, filled with mist and brooding menace, but morning here in Rhynehurst is bright and fair, and it's a fine day for leaving Rhynehurst to wherever your travels take you. You can see others leaving Rhynehurst this fair morning as well.

The characters are all leaving Rhynehurst to the east for whatever reason, in whatever mode of travel they typically take. They may know one another, or not. Have the characters describe and introduce themselves. Once introductions are made and travel is underway, read or paraphrase the following:

No more than fifteen minutes away from the city, you come upon a tall, gaunt man leading a string of fine-looking horses toward Rhynehurst. One of the horses is a monstrous brute, far larger than the rest of the herd. It towers nearly seven feet high at the shoulder.

The horse is a dire horse named Mountain. If at least one of the characters questions the man or responds to his hail, a horse trader named Jandarel, move on to Encounter 1. If they let him go by, the chance at adventure goes with him.

ENCOUNTER 1: THE HORSE TRADER

The man calls out to the group of you. "Ho there! Begging your pardons, but could you see to helping me with a particular delivery?"

As long as the characters at least agree to hear the man out, continue with the following:

"Yeh see I'm bound to deliver this big fella here to an elf named Shannus. He's mostly paid for an' all, but I've just found out Shannus is in a dangerous spot to reach. There's a town that's gone up recently in the center of the Iron Wood, called Glory by

name, and this Shannus runs the place, by all accounts. This is his horse. I'm no man to brave the dangers of that fell wood, but if I can ask the group of you to do so, I'd be more than happy to let you keep the remaining pay for ol' Mountain, here. Should come out to fifty or so gold coins apiece."

Jandarel knows Shannus fairly well. If any characters have the Trust of Shannus certificate, he guesses at their name, as he's heard Shannus mention them. "Pullin' some nasty wolves off him up Lortmil-ways" is what Jandarel remembers Shannus saying about the characters. The information that Jandarel provides if asked is as follows. He only provides this information to characters that ask; if they want to take the reins to Mountain and head off into the Iron Wood, that's fine by him.

- Shannus founded Glory about three or so years ago, and built it up himself with his own funds. The town has taken off like a boomtown ever since.
- The boomtown makes a lot of money on rare herbs and exotic woods that no one has been able to get at very easily, until the town of Glory went up.
- Shannus is a powerful sorcerer, and he's part dragon too.
- Mountain is a rare kind of wild horse that Jandarel picked up in the town of Taymouth. The town is on the edge of the Gnarley Forest and the Velderdyva River, north of where the Imeryds Run joins the great river. He's not sure where the trader that he bought it from got him, but Mountain's already broken.
- The Iron Wood is full of fog and, worse, all kinds of werecreatures.
- The werecreatures usually only hunt and kill at night, say the few travelers that brave the place.
- You need silver or magic weapons to hurt werecreatures, Jandarel says authoritatively.
- The road through the Iron Wood is called the Iron Road. Not too imaginative, Jandarel thinks.
- The Iron Road is about fifty miles long, and Glory is in the dead center of it. That means, if you start very early in the morning, you can make it to the town by nightfall, and if you leave the town very early the next morning, you can clear the other end of the Iron Wood by the next nightfall.

The characters may want to return to Rhynehurst to purchase any weapons or supplies they think they might need for the journey.

ENCOUNTER 2: LOGGERS

The characters can arrive at the Iron Road, the road that cuts through the Iron Wood, by early evening, but wise characters wait until the morning before entering the Iron Wood. If the characters insist on entering the Iron Wood and camping, see Appendix 4: Camping in the Iron

Wood. Otherwise, they'll probably get an early start the following morning.

Note that the fog and mist within the Iron Wood limits vision to 40 feet by daylight and 15 feet at night. It is not a dense fog as described in the DUNGEON MASTER'S Guide.

After about two hours on the narrow road hemmed in by ancient trees and a heavy fog, they come across a group of five men working on the road ahead. They are burying some logs lengthwise across the road at a part that has been washed away, to provide the road with a little more stability. It looks like they're almost done. They are dressed in rough clothes and heavy boots, and they look like loggers. Read or paraphrase the following:

With an early morning start you enter the Iron Wood. Ancient trees line the old road, and a wet fog presses in on you from all sides. After no more than two hours of travel, five humanoid forms appear out of the mist on the road ahead. By their dress, you'd take them to be loggers. They are occupied in clearing logs from the road, and burying them in order to strengthen a portion of the road washed out by some previous storm. They look to be nearly completed with their task. One of the men towers over the other four, the way Mountain towered over the herd of horses. The big, ham-fisted man gives you a friendly wave as he leans upon an enormous iron sledgehammer. The other four men don't seem nearly as cordial, and eye you warily.

In truth, these men have been "almost done" for two days, and most of these men aren't loggers. One of them is the big, slow logger named Felton Grover. The other four are "new recruits" that Henk Gurmick sent out with Felton to fix the road. Henk didn't know that the four were wererats, and neither does Felton.

The group has been camping near here for several days, and Felton doesn't have the intelligence to wonder why they haven't been attacked at night. Felton is a good worker, though, and the slow pace the "new recruits" are working makes him sort of suspicious, like they were more interested in waiting around for something than finishing repairing the road.

Breyin the Moonlord heard that someone was bringing a large horse to Shannus, and he wants the horse killed, so Shannus won't be able to travel as quickly along the Iron Road. He commanded four wererats to pretend to be loggers interested in a job, so Henk Gurmick would send them here. Newer recruits get more unrewarding tasks like road repair.

If the characters approach, the wererats just look at the dire horse and then at each other, before shifting into hybrid form and attacking. Shifting into hybrid form is a standard action that they take in their surprise round. They intend to kill the characters for their loot, and then kill the dire horse. Mountain does not participate in the battle. He only rolls his eyes and snorts in a terrified manner if the wererats get too close.

ALL APLS

🦇 **Felton Grover:** Male human Exp5; hp 37; see Appendix I.

APL 4 (EL 7)

🦇 **Jernal (Hybrid):** Male shapechanger Rog1; hp 8; see Appendix I.

🦇 **Wererats (Hybrid) (3):** Male shapechanger Rog1; hp 8; see Appendix I.

APL 6 (EL 9)

🦇 **Jernal (Hybrid):** Male shapechanger Rog3; hp 20; see Appendix I.

🦇 **Wererats (Hybrid) (3):** Male shapechanger Rog3; hp 20; see Appendix I.

APL 8 (EL 11)

🦇 **Jernal (Hybrid):** Male shapechanger Rog5; hp 32; see Appendix I.

🦇 **Wererats (Hybrid) (3):** Male shapechanger Rog5; hp 32; see Appendix I.

APL 10 (EL 13)

🦇 **Jernal (Hybrid):** Male shapechanger Rog7; hp 44; see Appendix I.

🦇 **Wererats (Hybrid) (3):** Male shapechanger Rog7; hp 44; see Appendix I.

Tactics: Felton feels surprised and betrayed when the wererats transform. He also gets angry, and starts attacking them with his big iron sledgehammer, which doubles as a warhammer.

The wererats first attack the party attempting to infect them with their sword hits. They use their tumbling abilities to move around and through the characters to nick another target. All the swords are coated with deathblade poison.

Development: Felton is unlikely to damage the wererats, but be sure to point out his help to the characters; they can use him to flank with, and he restricts the characters' use of area-effect spells, assuming they want to avoid hurting him. If the characters clearly attack Felton, then he'll turn on them as well, but unless they do, he thinks the characters are on his side. Infected characters find the rest of the adventure challenging as they experience their first full moon that very same night.

ENCOUNTER 3: WELCOME TO GLORY

For this encounter, see *Appendix 3: Map of Glory and Environs*. This is an extensive roleplaying encounter that presents the characters with several choices. Parties who focus on roleplaying through this encounter may be awarded with role-playing xp.

The characters are able to drop Felton off at the logging camp, which is about five minutes before they arrive at the town of Glory. Felton wishes them luck with

a hearty wave, slinging his sledgehammer over his shoulder and entering the logger's compound. Once the characters move on to Glory, proceed with the following:

There are two things you notice upon entering the walled town of Glory. First, you see five spikes rising over the entrance to the town. The center spike is higher than the two on either side of it, and upon two of the lower spikes are impaled human heads. The second thing you notice as you pass the gate guards are six hanging cages just inside the town. The cages are four feet in diameter and about five feet high, and are suspended four feet from the ground. One contains a young woman, and another contains a boy of no more than five years. The other four stand empty.

Glory is a riot of activity, and you see herbalists and general stores and taverns crowded together. The people seem busy but happy, and even converse with the two caged individuals.

If the characters wish, they may speak to the two caged individuals. This is Alayna and her son Entil, villagers of Glory. They were out collecting herbs late one evening, and didn't return until the gates had closed. The guards knew the mother and son, of course, but couldn't let them in without Shannus' permission. Shannus considered banishing them from the town, after all, they could have been infected by lycanthropy, and now be acting as spies, but he allowed them to stay in the town if they would hang in the birdcages until after the three nights of the full moon. Since certain death was the only other option, Alayna agreed. If the characters talk with them, Alayna considers her treatment harsh but fair.

If the characters want to set the two free, the cage doors are locked and require a successful Open Locks check (DC 30) and can be broken open with a successful Strength check (DC 24). Alayna doesn't like to be caged up, of course, but it's better than being banished from the town, and she'll be skeptical of characters that want to free her, as she's afraid she'll get banished. The characters actions are noticed, of course, and the guards alert Shannus, who comes out and demands the characters stop their meddling. He is short with them from this point on, if he's caught them meddling with Alayna and Entil so soon upon their arrival.

When the characters turn from the cages, they notice that Glory looks every inch the boomtown. There are an inordinate number of herbalists here, and fine items of rare woods, as rare herbs and woods fueled the rapid expansion of Shannus' town. There are a number of inns, taverns, and stables crowded together, but the centerpiece of the town is the Fallen Timber Tavern. When the characters explore the town, they can't help but to notice it. If the characters want to get right to business and ask about Shannus, they are directed to the Fallen Timber Tavern. Proceed with the following:

The centerpiece of this small town is an inn that looks to be far older than most of the buildings here. The weather-beaten sign reads "Fallen Timber Tavern." As you watch, the front doors open and a tall, gangly elf steps outside. As he straightens up, you can see he stands over eight feet tall, and his skin is some sort of

shimmering metallic color. His mouth is filled with sharp teeth and his fingers end in talons, but you cannot help but find the elf exotic and alluring. The townspeople greet him warmly, but with a distance born of respect.

Shannus looks over his town with a critical eye, and he notices the characters. A grin filled with sharp teeth breaks over his face, and he rushes over to the characters. If any characters have the Trust of Shannus certificate from the Verbobonc regional VER2-02 Granite Keep, he happily greets them by name. When presented with the dire horse, read:

"Ah, Mountain! You cannot imagine the difficulty of finding a mount for someone of my frame. Let me reward you for his delivery, and welcome you to my town. There was no trouble on the Iron Road, I hope?"

As the characters respond, Shannus hands each of them five platinum pieces. Pay close attention to their responses, as Shannus listens carefully to what strangers have to say.

CHOICE 1: TO TELL THE TRUTH

If the characters do not mention encountering wererats, and they do not bear obvious wounds from that encounter, then Shannus offers to let them stay in the Fallen Timber Tavern as his guest. As long as they keep the wererat attack secret, and do not raise Shannus' suspicions, then he asks them to perform a favor for him in the morning. Proceed to Encounter 4A: Shannus's Plea for Help.

If the characters still sport obvious wounds from the wererat encounter, or they mention fighting lycanthropes, interrupt their narrative with the following:

The tall elf seems suddenly pensive and suspicious. "I can't allow possible lycanthropes to stay in my town. The damage a werecreature might cause us is severe, and I can't know if you're infected, no matter what you tell me. I should turn you out into the Iron Wood, alone, but you might not live to see the sunrise. You can stay in my town, as long as you agree to spend the next three days, the three days of the full moon, in the cages like Alayna and her boy. You'll be fed, and your other needs will be taken care of. We'll all be able to see if you're infected or not. If you're not, you'll be set free with my best wishes three days from now. I'm afraid it's either the cages for you or...you can get out of my town."

This presents the characters with a hard choice.

CHOICE 2: WHETHER TO HANG OR NOT

If they choose to leave Glory, then Shannus sadly but firmly tells them that they are not welcome in his town any more. He and his guards even fight to eject the characters from his town. Appropriate statistics are found in Appendix 1. Once the characters are out of the town, move on to Encounter 4C: Breyin's Plea for Help.

The characters may choose to hang in the cages for the required three days. They are allowed to keep any equipment except weapons and armor, which are placed in a strong wooden box near the cages. This box isn't locked, but no one takes anything out of it. The cages are somewhat cramped, and as there are only four free cages, some characters may have to share. If any characters *are* lycanthropes, they most certainly change form during one of the nights. The townspeople don't treat caged characters badly, and Shannus happily converses with them for as long as they like. Under no circumstances does he let them out of their cages early, however. The cage door is solidly locked as noted previously.

If Felton Grover was killed in Encounter 2, the three nights pass uneventfully, and Shannus lets the characters out in the morning, but without any kind of apology. He asks the characters to perform a favor for him; go on to Encounter 4A: Shannus' Plea for Help.

If Felton survived, however, on the second night there is some trouble outside of the wall. Proceed with the following:

You are awakened to the sound of screaming outside the town gate. You recognize the voice of the big logger, Felton Grover, although his voice is hysterical. "The terrible light!" he cries, "The awful light! Help, help, for the love of all the gods! Help me!" The town guardsmen also hear the cries, but they aren't making any move to open the gate. It seems clear that no one is going to help.

Now the characters have another tough choice.

CHOICE 3: TO HELP THE LOGGER

They can either break out of their cages and help Felton, or sit tight and wait.

If the characters sit tight, then Shannus arrives after about five minutes. He calls over the gate that he can't open the gate, no matter what the trouble is, and that Felton should come back in the morning. The characters can hear Felton leaving, still sobbing. Shannus commends his guardsmen on a job well done, and retires for the evening. Felton doesn't come back the next morning, and after the third night, Shannus lets the characters out of their cages.

Felton's cries go on and on, certainly long enough for characters to take 20s on their Open Locks or Strength checks to force open the cage doors. Once they're free, the guards still do not open the gate for Felton, but the characters can do so very easily. However, the guards usher the characters out of the town with Felton and, to make things worse, Shannus appears and commands the characters be gone and not return to his town if they can't follow his commands. Alternatively, the characters can climb the wooden palisade to get out of the town, which requires a successful Climb check (DC 15). Move on to Encounter 4B: Felton's Plea for Help.

QUESTIONING SHANNUS

If the characters get a chance to talk to him at length during this encounter, here are some responses Shannus might make to questions he is asked:

- If the characters ask Shannus about the imprisoned mother and child, he explains his position honestly and frankly, as follows: *"That's not cruelty, but mercy. Lycanthropes come in all shapes and sizes, and we cannot trust those who might be infected. Alayna and her son stayed out after nightfall, and weren't back by the time the gates were shut against the night creatures. What could we do? Turn them out in the Iron Wood at night? I wouldn't stand for it. Neither could we allow possible werereatures into our town. So, I offered to let them hang in the cages for the three nights of the full moon. If they keep their forms for all three nights, then they are welcome to go free. They are as well-cared-for as their current accommodations will allow, I assure you."*
- If the characters ask about Felton Grover or the loggers, Shannus says that he leaves security of the logging camp to Henk Gurmick, the loggers' camp master. Shannus knows Felton as a simple but good-hearted fellow.
- If the characters ask about the town, he'll give a little history of Glory. Only two years ago, the only structure here was the Fallen Timber Tavern, and the wide yard around it, fenced in to prevent lycanthrope attacks. Under Shannus' care, the town has become a bustling boomtown, specializing in rare woods and exotic herbs.
- Shannus tells the characters about his "condition," if they ask, explaining what a Dragon Disciple is and that some sorcerers feel the calling to become one.
- Shannus also tells the characters about his past, if they ask, including his history with the Mist Children and his quest to free the Iron Wood from the grip of the despicable and evil werereatures.
- If asked about the spiked heads, Shannus reveals that a fell creature known as the Moonlord leads the lycanthropes of the Iron Wood. The Moonlord has four lycanthrope lieutenants. Shannus has slain two of those lieutenants, and he hopes to kill the other two within the next few months. The central, higher spike is reserved for the head of the Moonlord.

☛ **Shannus:** Male elf Sor6/Dragon Disciple (Brass)*5; hp 63; see Appendix I.

☛ **Glory Town Guard:** Male/Female human War4; hp 35; see Appendix I.

ENCOUNTER 4A: SHANNUS' PLEA FOR HELP

As long as the characters are still in Shannus' good graces (either they didn't tell him about the lycanthrope attack,

or they stayed peaceably in their cages for all three nights), he asks them to perform a favor for him.

"I have a task for you, if you're willing to brave the Iron Wood. A tribe of elves lives here in the wood, living in an unsteady peace with the werereatures. I find a peace with evil creatures to be appalling and wrong. I would like to enlist their aid in fighting the lycanthropes, and driving them from the Iron Wood. There is an outpost a day to the north of here, and I would like you to take them a message for me. They will be able to provide you with safe accommodations for the night, I'm sure, and you can return tomorrow. Could you do this for me?"

If the characters ask about any kind of reward, Shannus responds that he's asking a favor of them, and they're free to disregard it and go about their business if they have more pressing matters. If the characters are so urgent to leave, end the adventure now.

Shannus provides the characters with good directions to the elven encampment. He asks that if the elves have a reply, the characters should come back with it as soon as possible. Move on to Encounter 5.

ENCOUNTER 4B: HENK'S PLEA FOR HELP

This encounter occurs if the characters heard Felton's cry on the second day of their captivity in Shannus' cages, and they left with him. Since Shannus won't let Felton into the town, especially in his hysterical state, the characters have to go out to him, and that means the characters are shut out of Glory for the rest of the adventure.

Once the characters can get at Felton and calm him down, he relates the following tale:

"Oh, 'twas awful, my friends, the most awful thing I ever seen; I heard a noise in Hank's office. Henk Gurmick is our camp master; he's head of us loggers and a good guy all around. Anyways, I sneaked into his office to see what was going on, and there was Henk, just sittin' in a chair and starin' at this ball of light. No bigger than my head it was, and filled the whole room with this dangerous, awful light. That light touched me, and I knew I was doomed as anything, and scarier than I ever been. So I ran and ran, thinkin' that if Shannus couldn't help, you all sure could."

Felton can't describe the incident much more than that. The creature was a lantern archon named Feff, and it had used its Aura of Menace power on Felton. Don't tell the characters what the ball of light is, even if they guess: Feff is one of the mysteries revealed in later adventures of this series.

Felton thinks that Henk might be in some kind of danger, and hurries the characters over to the logging camp. The guards at the door to the loggers' building let Felton in along with the characters. They are cautious about strangers, but not nearly as paranoid as Shannus.

The main building of the logging camp is a sturdy three-story wooden structure with a solid stone foundation that looks as though it is very old. There is only one entrance, which leads into the fenced-in logging yard. The yard is heaped with cut logs and a fire pit where excess leaves and branches are burned to cure the wood. The layout of the logging camp appears on Map 4: Map of Glory and Environs.

Once inside, Felton dashes up to the third floor, and motions at Henk Gurmick's office door. Under the door can be seen a flickering light, not much more than a lantern light. Let the characters make whatever preparations they wish.

When the characters burst into the office, which is about 10 feet by 20 feet; the door isn't locked, Henk is carefully going over some records, with a lit lantern illuminating his desk. Henk wonders what all the fuss is about, and pleads innocent of anything other than going over some records unless Felton, or the characters, tells him what Felton saw. Henk then admits that he has a friend, a woodland creature named Feff. Henk is unaware that Feff is a lantern archon, and thinks he's some sort of fairy. Feff was telling Henk about a tragedy off in the Iron Wood when Felton burst in, and then ran out again. Henk had to tell Feff that there wasn't anything he could do to investigate. He can't spare any men for a dangerous mission to investigate some tragedy deep in the Iron Wood.

However, now the characters are here. Henk heard all about them from Felton, and Henk asks if they would go investigate a dangerous part of the Iron Wood for him. He can't promise any payment, since all of the wealth the loggers make are reinvested in more avid logging, but he'll promise to make it up to them later, if he can.

All Henk knows is that an outpost of elves native to the Iron Wood was destroyed, and all the elves were slaughtered. Henk's "fairy friend Feff" thought it was something very old and very evil, but that was just a feeling. Henk asks the characters to find out who did it, and put a stop to it for the safety of his loggers. The werereatures are bad enough, he thinks, and the presence of something else worries him.

Henk gives very specific directions to the place Feff described, and offers to let the characters stay the rest of the night here in the logging camp building. It takes a full day to travel there, and Henk hasn't thought of how the characters might survive the night in the Iron Wood. This could be a worry for them.

Henk also apologizes for the wererat attack on the characters, and assures them that he's become much more careful about investigating the people he hires now.

Feff won't return this night, and the characters won't encounter him in the rest of this adventure.

When the characters leave to investigate the attack site, move on to Encounter 5.

ENCOUNTER 4C: BREYIN'S PLEA FOR HELP

This encounter occurs if the characters have been ejected from Glory. They are not welcome to return, and the prospect of spending the night in the Iron Wood should be frightening to them. They are not welcome in Glory, and if they approach the logger's camp building, they are not let in, as loggers fear lycanthrope attacks too. The loggers' building is locked tight requiring a successful Open Locks check (DC 35) to open, or a successful Strength check (DC 28) to break, and manned by two loggers who shout through the door for late-night visitors to go away.

Once the characters have found a defensible campsite, either off in the woods, on the road, or even within sight of Glory, read the following to the first characters on watch:

Beady black eyes stare at you from the darkness and mist of the Iron Wood. A huge boar paces slowly around your campsite, as though it knows you can see it.

Let the characters react how they wish. Even if they attack it, go on to read:

The boar takes a few steps toward you, and rises on its back hooves. As it does, its skin splits and fur recedes to reveal a half-orc with pronounced lower tusks. "Come to talk," says the half-orc, with a hint of squeal in his voice. "Kelgore the Gouger come to talk to you."

If the characters attack Kelgore in half-orc form, he sprints off into the woods and does not return. Proceed to *Appendix 4: Camping in the Iron Wood*. As long as the characters speak with Kelgore, he stays a respectful distance away, squatting low to the ground, and tells the characters the following:

- He comes in peace, to ask the characters a favor. His name is Kelgore the Gouger, and he's a wereboar.
- Kelgore is a loyal servant of the great and powerful Breyin the Moonlord, king of all the werereatures of the Iron Wood. Kelgore clearly reveres the Moonlord.
- There is a place to the north, a day's travel away through the wood. Something very bad happened there, and Breyin wants to know what. The place feels evil and haunted, and the lycanthropes are too afraid to go there. Even the fearsome Kelgore is afraid of this haunted place.
- If asked, the only thing Kelgore knows about the evil place is that some elves lived there once, very recently, but they're all dead now.
- Breyin sent Kelgore to find the characters, and ask them to investigate. If something dangerous is there, they should destroy it if they are able. In exchange, Breyin offers free passage through the Iron Wood;

the characters can sleep in the Iron Wood without fear of attacks of any kind.

- The characters are protected this night, and can leave in the morning. Kelgore gives very specific directions to the evil place.
- Kelgore doesn't know why Breyin knows who the characters are, or where they are.

If the characters agree to investigate the evil place, then Kelgore nods and leave. Breyin is true to his promise, and the rest of the night passes without incident. Don't apply *Appendix 4: Camping in the Iron Wood* for the rest of this adventure; the characters are free to sleep anywhere in the Iron Wood in peace.

If the characters do not agree, then Kelgore shakes his head and leaves, informing the characters that they will not live to see the sunrise. Run the encounters in *Appendix 4: Camping in the Iron Wood*.

Under no circumstances does Kelgore the Gouger attack the characters, as Breyin has expressly forbidden it.

When the characters follow the path the next morning, move on to Encounter 5. Even in the daytime, the guards of Glory won't let them in, and rush to get Shannus if pressed.

ALL APLS (EL 3)

➤ **Kelgore the Gouger (Wereboar):** hp 22; see *Monster Manual*.

ENCOUNTER 5: THE ELVEN OUTPOST

The characters can follow the directions given to them by Shannus, Henk Gurmick, or Kelgore the Gouger to arrive at this Mist Children outpost. Sundown is rapidly approaching as the characters enter this area, and twilight falls upon them during this encounter.

If the characters are here at Shannus' request, then they expect to meet a group of elves here, and are probably surprised to find the outpost in the state it's in. If they came by anyone else's request, then they know that something very bad happened here. In either case, read or paraphrase the following:

A sense of malice and evil pervades this area of the Iron Wood. Most of the vegetation here is blackened and dead, and only the largest of the trees seems to have survived. Shattered on the ground here are once-graceful elven tree houses, thrown from their lofty perches. Splintered wood and dead leaves litter the area. Elves lie tossed about this area like rag dolls, battered and broken.

This encounter emphasizes one of the characteristics of the evil beneath the Iron Wood: wherever the Great Dire Dark exercises its power, the vegetation blackens and dies. The trees here have been corrupted and animated by the power of the Great Dire Dark. The trees upon which

the outpost was built threw down the outpost and battered the elves to death. Now, they patiently wait for more victims.

Upon investigation, the characters can tell that there are about twenty elves here, all primitively dressed and armed. A successful Heal check (DC 10) reveals that the elves have all been battered to death by large blunt objects, or fallen to their deaths. These elves have been dead almost a week.

A successful Search check (DC 15) uncovers a longspear of exceptional quality buried in the rubble, and a collection of valuable trinkets (jeweled armbands, pouches of coins, etc.) that belonged to the elves here.

Just as the characters are wondering what might have done this, read or paraphrase the following:

As you wonder what may have caused this carnage, you suddenly feel as though you are not alone. The trees themselves shudder, and begin to move in on you.

These trees attack the characters until they are destroyed.

APL 4 (EL 4)

🔥 **Dark Trees (Medium-size Fiendish Animated Objects)** (2): hp 15; see Appendix I.

APL 6 (EL 6)

🔥 **Dark Trees (Medium-size Fiendish Animated Objects)** (4): hp 20; see Appendix I.

APL 8 (EL 8)

🔥 **Dark Trees (Large Fiendish Animated Objects)** (4): hp 35; see Appendix I.

APL 10 (EL 10)

🔥 **Dark Trees (Huge Fiendish Animated Objects)** (3): hp 65; see Appendix I.

Tactics: The trees rise up from amongst the party by pulling the broken tree branches together in the surprise round and attack the nearest character. They target any larger fighter types. The wood is wet with decay of the Great Dire Dark and will not burn easily. There is no double damage against fire.

Development: The tree attack is a coordinated effort on by the Great Dire Dark to reduce the characters resources as the retriever from Encounter 6 approaches. The characters learn that the forest is unsafe for more reasons than Werecreatures.

Treasure: Masterwork or +1 *shortspear* (depending on the APL)

ENCOUNTER 6: RUN!

Allow the characters only a few rounds to cast healing spells or make whatever post-combat actions they'd like.

They have no more than 6 rounds at APL 4, no more than 5 rounds at APL 6, no more than 4 rounds at APL 8, and no more than 3 rounds at APL 10. Larko, a grig, comes bounding out of the vegetation, with a retriever after him. Then read:

Bursting from the dead vegetation comes a small creature, smaller than a gnome. From the waist up it has delicate elven features, but it has the body and legs of some kind of grasshopper or cricket. Its wings flap eagerly, and its eyes are filled with a wild terror. "RUN!" it cries in a high shrill voice, "it's coming, run for your lives! A monster like no natural spider!"

If this event is APL 6 or lower add to following to the above text:

"I know a safe place, follow me, run, Run, RUN!"

The grig pauses just long enough to cast a spell in the area behind it. A Spellcraft check (DC 16) identifies it as *entangle*. Larko then bounds off into the forest, just far enough for the characters to see and follow him. He won't outdistance the characters. If, at APLs 4 and 6 they want to wait and see what comes, proceed with the read aloud text below and then let them decide to follow the grig or not. If they stay to fight the retriever, kill off one or two of the characters, and let the rest successfully flee after Larko. Move on to Encounter 7.

The little creature leaps behind you, placing you between him and whatever is chasing him. He stops to catch his breath, and it's clear he's been fleeing for some time. In a low voice he rasps, "If you don't think you can beat it, I know a safe place we can run to."

At APLs 8 and 10, the characters may fight to protect Larko from the creature pursuing him. Note that Larko won't think to use his *entangle* ability at these APLs, which may be for the best, as it could slow up the characters as much as the retriever in combat.

The creature is only a couple of rounds behind Larko. In the round before the creature attacks, the characters are able to catch sight of what it is.

You hear the sound of some great lumbering thing echoing in the mist before you can see it. Slowly resolving in the mist, towering up on great legs is a monster of nightmares. Spider-like, the creature possesses four scythe-like legs and a tiny head that moves back and forth as if searching for something.

Give the characters one round of actions at this point; if the characters are playing at APL 6 or lower, it should probably be to flee, although some APL 8 or higher tables that are low on resources might not want to stick around, either. If the characters choose to flee after Larko, they escape. Move on to Encounter 7. Larko is interested only in fleeing from the retriever. Since he's a good-hearted little fellow, he doesn't want the characters to be in any danger, either, so he encourages them to flee. The retriever is seeking Larko for the Great Dire Dark, as that entity is collecting fey of the Iron Wood.

If the characters flee after Larko, they quickly outdistance the retriever thanks to the Fey's knowledge of the secret ways of the forest. Go on to Encounter 7.

🐉 **Larko (Grig):** hp 2; see *Monster Manual*.

APL 8 (ELIO)

🐉 **Retriever:** hp 55; see *Monster Manual*.

Tactics: The retriever bursts into the clearing on the run taking it to within striking distance of the closest character. The retriever uses its fire ray if a group of characters is gathered together. Either a cold or petrification can also be fired in the same round to make full use of its attacks. The Retriever allows the characters to run without challenge because it is here to capture Fey and not the characters.

Development: The characters meet a fey folk that can lead them safely into a deeper portion of the wood and provide additional information about the Great Dire Dark.

APL10 (ELI2)

🐉 **Retriever, Advanced:** hp 80; see Appendix I.

Tactics: The retriever bursts into the clearing on the run taking it to within striking distance of the closest character. The retriever uses its fire ray if a group of characters is gathered together. Either a cold or petrification can also be fired in the same round to make full use of its attacks. The retriever allows the characters to run without challenge because it is here to capture Fey and not the characters.

Development: The characters meet a fey folk that can lead them safely into a deeper portion of the wood and provide additional information about the Great Dire Dark.

ENCOUNTER 7: A SAFE PLACE

The little cricket-man leads you away from the destroyed elven outpost and into an area of thicker vegetation. As you follow the creature, you sense the forest falling away from you on all sides. You can't help but think you're traveling dozens of yards with each step. By the time you break through to a meadow half an hour later, you feel as though you have traveled at least a dozen miles. Danger feels very far behind.

This clearing feels fresh and alive in the misty moonlight. Cricket-men and cricket-women bound in an out of the high grass, joined by flying pixies. Wooden-skinned women dance and play with a green-haired nixie frolicking in a clear spring. Several of these fairy-folk leap over to welcome you and your guide, whom they call Larko.

The characters have come many, many miles into a section of the Iron Wood far to the north and east. The characters are actually near the edge of the wood, close to Rhynehurst, although they probably don't have any idea where they are. Let them know they feel far away from the destroyed outpost, and they feel safe.

In fact, full night has now set in. Although this portion of the Iron Wood is also filled with the ubiquitous mist, it is one of the last strongholds of the fey of the Iron Wood. The lycanthropes and the Great Dire Dark have forced them to congregate in this one spot. The lycanthropes do not yet bother the fey here, and so this is a safe place for the characters to rest.

Larko takes this time to formally introduce himself and explain who and what he is. The grigs here also know a lot about the Iron Wood. The characters probably have many questions, and the grigs can explain the following points. Rather than read down this list, however, roleplay this conversation with Larko and the other sprites, hitting as many of these points as seem reasonable. Remember that sprites are playful by nature, even here in the Iron Wood, and are prone to tease the characters and mock them in a good-natured way. If the characters don't learn everything on this list, that's fine. Give the impression that there is plenty of time to answer more questions in the morning.

- Larko is a grig, which is a kind of sprite. Sprites are a kind of fey, or fairy-creature.
- Larko is a scout among his people. The other sprites like and respect him.
- The creature chasing Larko (none of the sprites know what it truly is, although the characters might guess) is a servant of the Great Dire Dark.
- The Great Dire Dark is an evil that lives beneath the Iron Wood, and infests the whole wood with its presence.
- The Great Dire Dark's minions have taken many fey creatures, but none of them know why.
- The Great Dire Dark has been growing stronger recently. None of the fey knows why.
- The lycanthropes are mean and fearsome, and sometimes drive the sprites away from their homes.
- The lycanthropes don't kidnap the fey like the minions of the Great Dire Dark do. In fact, the lycanthropes rarely attack fey, as long as the fey stay out of their way.
- The lycanthropes are led by some kind of wolf-creature called Breyin the Moonlord. The sprites think he's their king. The other lycanthropes revere Breyin, and do as he commands.
- Breyin hates the Great Dire Dark. He does what he can to keep the Great Dire Dark imprisoned beneath the Iron Wood, rather than roam free. The fey don't know how he does this, or why, but they're glad for it. They don't want the Great Dire Dark to be free.

When the questioning starts to die out, the characters can rest on soft beds of clover. They may want to keep a watch anyway, being experienced adventurers, but they are safe here until the early morning.

ENCOUNTER 8: THE FEY HUNTER

In the morning, the sprites gently awaken the characters, and ask where they'd like to go. The grigs can lead them out of the Iron Wood, back to either Glory or the logging camp, or even to the area of the Iron Wood where the Moonlord might be found. Allow the party to decide, but as they do so, read:

Slowly at first, the flowers and grasses here begin to wilt and die. Spreading across them like a disease is a black shadow, emanating from a rapidly widening hole of darkness in the center of the clearing. In an instant, the darkness expands upward like a bubble, and breaks into the shadow forms of dozens of carrion-birds. Noiselessly, the shadowy carrion-birds begin to dive at the terrified sprites here, snatching them up in claws and talons and flinging them into the black pit from whence they came.

A larger figure resolves out of the blackness. Bird-like, the creature has the stooping gait of a vulture and long, powerful talons. It towers over all other creatures here. With wicked intensity it surveys the sudden attack, fingers twitching as if the shadow-birds were puppets under its control. You hear a terrified pixie shriek, "The Fey Hunter! The Fey Hunter has come!" before it is snatched away by a carrion bird.

The vulture creature turns to regard you with a bottomless evil gaze, and settles upon its haunches as though ready to spring.

This is Vershanshin the Fey Hunter, a vrock in service to the Great Dire Dark. It surveys the scene and either takes off in flight or fights the characters, depending on the APL, to the best of its abilities while its carrion-birds keep picking up grigs and dropping them into the shadowy pit.

If any character should try to enter the shadowy pit, he feels a wave of vertigo and thick, suffocating evil presence. Ask the character again if he wants to jump into the pit. If so, the Great Dire Dark kills the character and that character's body is not recoverable.

The vrock and carrion-birds appear at all APLs, and lower-APL parties may want to panic and flee. There is no one to help these fey if they choose to run, and they know that. If the characters flee anyway, the shrieks of grigs and Vershanshin's laughter follow them in their rush away from this scene of terror. The characters stumble out of the Iron Wood not far from Rhynehurst, and the adventure is over for them.

APL 4 (EL 7)

☛ **Half-Fiend Dire Carrion Birds (Dire Hawk) (3):** hp 37, 37, 37; see Appendix I.

APL 6 (EL 9)

☛ **Half-Fiend Dire Carrion Birds (Dire Hawk) (6):** hp 37, 37, 37, 37, 37, 37; see Appendix I.

APL 8 (EL 11)

☛ **Half-Fiend Dire Carrion Birds (Dire Hawk) (12):** hp 37, 37, 37, 37, 37, 37, 37, 37, 37, 37, 37, 37; see Appendix I.

Tactics: Vershanshin flies off as he has other business in another part of the Iron Wood and the Great Dire Dark has sent his horde of half-fiend dire carrion birds (dire hawks) to deal with this small grove of fey. They fly out of the crevice and begin snatching fey all around the grove. There are over a score of these creatures but the number of those attacking the characters varies by APL. Once the characters have dealt with the allotted number, the remaining birds retreat down the crevice with the last of the captured fey.

APL 10 (EL 13)

☛ **Vershanshin (Vrock):** hp 88; see *Monster Manual*.

Tactics: Vershanshin erupts from the crevice with *mirror image* precast and flies 10 feet from the crevice and 20 feet into the air. His first action is to attempt to summon another vrock. The defiling evil flowing from the crevice provides Vershanshin with a 70% chance of summoning the vrock. After summoning, both vocks attack the characters concentrating on spellcasters.

At this APL, the half-fiend dire carrion birds (dire hawks) don't engage the characters. Over a score of these creatures fly out of the crevice and begin snatching fey all around the grove. They retreat down the crevice with the captured fey.

CONCLUSION

As soon as Vershanshin or his minions are defeated, the characters notice that the dark pit has closed. Any grig that survived capture has fled, and this is a safe place for the fey no longer.

Blackened vegetation now fills the once-peaceful clearing. You can see no sprites; all have fled or been taken away. Dryads lie dead near their great, dead oaks. A light splashing draws your attention to the nixie's spring, and you see the nixie surface from her underwater hiding place. She surveys the damage and is racked with sobs.

"Follow my brook, and it will take you from this cursed, cursed wood."

Since the characters have no way of knowing where in the Iron Wood they are, their only option is to follow the nixie's stream. After a dismal hour of travel, the characters exit the Iron Wood. They can see the town of Rhynehurst a short walk away.

Although the characters may wish to return to Shannus, or Henk, to report what they have seen, let them know that their time in the Iron Wood is over, for now. If, however, the characters have left any mounts in Glory Town it is easily arranged to have them returned to the characters in Rhynehurst.

The characters have earned the trust of one of the factions at work in the Iron Wood. The appropriate Trust is marked on the Adventure Certificate for this adventure. The characters cannot gain more than one Trust, and all the characters from the table must receive the same Trust. If the characters sought out the elven outpost at Shannus' request, and they are still welcome in Glory, then mark the Trust of Shannus. If they sought out the elven outpost at Henk Gurmick's request, then mark the Trust of Henk Gurmick. If they sought out the elven outpost at Kelgore the Gouger's request, then mark the Trust of Breyin the Moonlord.

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 2: Loggers

Defeat the wererats.

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

Encounter 5: The Elven Outpost

Defeat the dark trees.

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

Encounter 6: RUN!

Defeat the retriever (APL 8 and 10 only).

APL 4	0 XP
APL 6	0 XP
APL 8	300 XP
APL 10	360 XP

Encounter 8: The Fey Hunter

Defeat the half-fiend dire carrion birds (dire hawks) or Vershanshin.

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

Discretionary Roleplaying Award

Good roleplaying and information gathering.

APL 4	60 XP
APL 6	90 XP
APL 8	120 XP

APL 10

150 XP

Total Possible Experience

APL 4	600 XP
APL 6	810 XP
APL 8	1200 XP
APL 10	1500 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.

TREASURE KEY:

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

Encounter 2: Loggers

Defeat the wererats and strip their gear.

APL 4: L: 124 gp; C: 12 gp; M: 4 scrolls of undetectable alignment (Value 23 gp per scroll per character).

APL 6: L: 124 gp; C: 12 gp; M: 4 scrolls of undetectable alignment (Value 23 gp per scroll per character).

APL 8: L: 93 gp; C: 12 gp; M: 4 scrolls of undetectable alignment (Value 23 gp per scroll per character); +1 short sword (Value 347 gp per character); wand of slow (7 charges) (Value 236 gp per character); 2 Quaal's feather tokens (bird) (Value 45 gp per token per character); ring of protection +1 (Value 300 gp per character).

APL 10: L: 0 gp; C: 12 gp; M: 4 scrolls of undetectable alignment (Value 23 gp per scroll per character); 4 +1 short swords (Value 347 gp per sword per character); wand of slow (7 charges) (Value 236 gp per character); 2 Quaal's feather tokens (bird) (Value 45 gp per token per character); ring of protection +1 (Value 300 gp per character).

Encounter 3: Welcome to Glory

Successfully deliver Mountain, and receive reward.

APL 4: L: 0 gp; C: 50 gp; M: 0

APL 6: L: 0 gp; C: 50 gp; M: 0

APL 8: L: 0 gp; C: 50 gp; M: 0

APL 10: L: 0 gp; C: 50 gp; M: 0

Encounter 5: The Elven Outpost

Defeat the dark trees and find the spear.

APL 4: L: 30 gp; C: 0 gp; M: 0

APL 6: L: 30 gp; C: 0 gp; M: 0

APL 8: L: 0 gp; C: 0 gp; M: +1 shortspear (Value 345 gp per character).

APL 10: L: 0 gp; C: 0 gp; M: +1 shortspear (Value 345 gp per character).

Total Possible Treasure

APL 4: 308 gp

APL 6: 308 gp

APL 8: 1565 gp

APL 10: 2513 gp

Adventure Certificate

This character has begun to ally with one of the factions in the Iron Wood. Only a single trust can be awarded to an individual based on actions within the adventure. Initial the appropriate Trust and cross through the other two not granted:

— **Trust of Glory** – Shannus recognizes the above named adventure as a trusted friend. This is an Influence Point with the Shannus of the Iron Wood. Upon petition, Shannus grants a service as provided in the text of the 'Wayfarer's Guide to Verbobonc - Death and Heroic Deeds' section.

— **Trust of Henk Gurmick** – Henk recognizes the above named adventure as a trusted friend. This is an Influence Point with the Henk Gurmick of the Iron Wood. Upon petition, Henk Gurmick grants a service as provided in the text of the 'Wayfarer's Guide to Verbobonc - Death and Heroic Deeds' section.

— **Trust of Breyin** – Breyin the Moonlord recognizes the above named adventure as a trusted friend. This is an

Influence Point with the Breyin the Moonlord of the Iron Wood. Upon petition, Breyin grants a service as provided in the text of the 'Wayfarer's Guide to Verbobonc - Death and Heroic Deeds' section.

Characters visiting Glory and the Fallen Timber Inn make the necessary contacts to purchase the following:

— **Infusions:** 1st Endure Elements (50 gp); 2nd Delay Poison (300 gp), Lesser Restoration (300 gp); 3rd Neutralize Poison (750 gp), Remove Disease (750 gp); as described in the *Masters of the Wild*.

— **Goggles of Following:** The lenses of these goggles are tinted with shades of green and yellow. They grant the wearer a +10 competence bonus on Wilderness Lore checks made for tracking. This item is as described in *Masters of the Wild*.

APPENDIX I: NPCS

ENCOUNTER 2: LOGGERS

All APLs

◆ **Felton Grover**: Male human Exp5; CR 4; Medium-size humanoid (human); HD 5d6+15; hp 37; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +6 melee (1d8+4/x3, warhammer) or +6 melee (1d3+3 subdual, unarmed strike); AL NG; SV Fort +4, Ref +2, Will +3; Str 17, Dex 13, Con 16, Int 9, Wis 9, Cha 11.

Skills and Feats: Climb +11, Craft (woodworking) +7, Handle Animal +8, Jump +11, Profession (logger) +7, Swim +11; Endurance, Toughness, Martial Weapon Proficiency (warhammer).

Possessions: warhammer, logger's clothes.

APL 4 (EL 7)

◆ **Jernal (Hybrid)**: Male shapechanger Rog1; CR 3; Medium-size shapechanger; HD 1d6+2; hp 8; Init +10; Spd 30 ft.; AC 19 (touch 16, flat-footed 13); Atk +7 melee (1d6-1/19-20, short sword) and +4 melee (1d4-1, bite); SA Lycanthropic empathy, curse of lycanthropy, sneak attack (+1d6); SQ Alternate form, DR 15/silver, scent; AL LE; SV Fort +6, Ref +5, Will +3; Str 8, Dex 22, Con 15, Int 10, Wis 13, Cha 16.

Skills and Feats: Balance +14, Bluff +7, Climb +15, Hide +22, Listen +12, Move Silently +14, Open Locks +9, Pick Pockets +10, Search +11, Spot +12, Tumble +10, Use Magical Device +7; Improved Initiative, Multiattack, Weapon Finesse (bite), Weapon Finesse (short sword).

Possessions: masterwork short sword, logger's clothes, 15 gp, *scroll of undetectable alignment*.

Poison: The wererat's short sword is coated with deathblade poison; injury (first hit only); DC20 for initial (1d6 temporary constitution loss) and secondary save (2d6 temporary constitution loss).

◆ **Wererats (Hybrid) (3)**: Male shapechanger Rog1; CR 3; Medium-size shapechanger; HD 1d6+2; hp 8; Init +10; Spd 30 ft.; AC 19 (touch 16, flat-footed 13); Atk +7 melee (1d6/19-20, short sword) and +4 melee (1d4, bite); SA Lycanthropic empathy, curse of lycanthropy, sneak attack (+1d6); SQ Alternate form, DR 15/silver, scent; AL LE; SV Fort +6, Ref +5, Will +3; Str 10, Dex 22, Con 15, Int 10, Wis 13, Cha 12.

Skills and Feats: Balance +14, Bluff +5, Climb +16, Hide +22, Listen +12, Move Silently +14, Open Locks +9, Pick Pockets +10, Search +11, Spot +12, Tumble +10, Use Magical Device +5; Improved Initiative, Multiattack, Weapon Finesse (bite), Weapon Finesse (short sword).

Possessions: masterwork short sword, logger's clothes, 15 gp, *scroll of undetectable alignment*.

Poison: The wererat's short sword is coated with deathblade poison; injury (first hit only); DC20 for initial (1d6 temporary constitution loss) and secondary save (2d6 temporary constitution loss).

APL 6 (EL 9)

◆ **Jernal (Hybrid)**: Male shapechanger Rog3; CR 5; Medium-size shapechanger; HD 3d6+6; hp 20; Init +10; Spd 30 ft.; AC 19 (touch 16, flat-footed 13); Atk +9 melee (1d6-1/19-20, short sword) and +6 melee (1d4-1, bite); SA Lycanthropic empathy, curse of lycanthropy, sneak attack (+2d6); SQ Alternate form, DR 15/silver, scent, evasion, uncanny dodge (Dex bonus to AC); AL LE; SV Fort +7, Ref +6, Will +4; Str 8, Dex 22, Con 15, Int 10, Wis 13, Cha 16.

Skills and Feats: Balance +14, Bluff +9, Climb +15, Hide +22, Listen +12, Move Silently +14, Open Locks +11, Pick Pockets +12, Search +13, Spot +14, Tumble +12, Use Magical Device +9; Improved Control Shape, Improved Initiative, Multiattack, Weapon Finesse (bite), Weapon Finesse (short sword).

Possessions: masterwork short sword, logger's clothes, 15 gp, *scroll of undetectable alignment*.

Poison: The wererat's short sword is coated with deathblade poison; injury (first hit only); DC20 for initial (1d6 temporary constitution loss) and secondary save (2d6 temporary constitution loss).

◆ **Wererats (Hybrid) (3)**: Male shapechanger Rog3; CR 5; Medium-size shapechanger; HD 3d6+6; hp 20; Init +10; Spd 30 ft.; AC 19 (touch 16, flat-footed 13); Atk +9 melee (1d6/19-20, short sword) and +6 melee (1d4, bite); SA Lycanthropic empathy, curse of lycanthropy, sneak attack (+2d6); SQ Alternate form, DR 15/silver, scent, evasion, uncanny dodge (Dex bonus to AC); AL LE; SV Fort +7, Ref +6, Will +4; Str 10, Dex 22, Con 15, Int 10, Wis 13, Cha 12.

Skills and Feats: Balance +14, Bluff +7, Climb +16, Hide +22, Listen +14, Move Silently +14, Open Locks +11, Pick Pockets +12, Search +13, Spot +14, Tumble +12, Use Magical Device +7; Improved Control Shape, Improved Initiative, Multiattack, Weapon Finesse (bite), Weapon Finesse (short sword).

Possessions: masterwork short sword, logger's clothes, 15 gp, *scroll of undetectable alignment*.

Poison: The wererat's short sword is coated with deathblade poison; injury (first hit only); DC20 for initial (1d6 temporary constitution loss) and secondary save (2d6 temporary constitution loss).

APL 8 (EL 11)

◆ **Jernal (Hybrid)**: Male shapechanger Rog5; CR 7; Medium-size shapechanger; HD 5d6+10; hp 32; Init +10; Spd 30 ft.; AC 20 (touch 17, flat-footed 14); Atk +10 melee (1d6/19-20, short sword) and +7 melee (1d4-1, bite); SA Lycanthropic empathy, curse of lycanthropy, sneak attack (+3d6); SQ Alternate form, DR 15/silver, scent, evasion, uncanny dodge (Dex bonus to AC); AL LE; SV Fort +7, Ref +7, Will +4; Str 8, Dex 23, Con 15, Int 10, Wis 13, Cha 16.

Skills and Feats: Balance +14, Bluff +11, Climb +15, Hide +22, Listen +14, Move Silently +14, Open Locks +13, Pick Pockets +14, Search +15, Spot +16, Tumble

+14, Use Magical Device +11; Improved Control Shape, Improved Initiative, Multiattack, Weapon Finesse (bite), Weapon Finesse (short sword).

Possessions: +1 short sword, logger's clothes, 15 gp, scroll of undetectable alignment, wand of slow (7 charges), 2 Quaal's feather token (bird), ring of protection +1.

Poison: The wererat's short sword is coated with deathblade poison; injury (first hit only); DC20 for initial (1d6 temporary constitution loss) and secondary save (2d6 temporary constitution loss).

☛ **Wererats (Hybrid) (3):** Male shapechanger Rog5; CR 7; Medium-size shapechanger; HD 5d6+10; hp 32; Init +10; Spd 30 ft.; AC 19 (touch 16, flat-footed 13); Atk +10 melee (1d6/19-20, short sword) and +7 melee (1d4, bite); SA Lycanthropic empathy, curse of lycanthropy, sneak attack (+3d6); SQ Alternate form, DR 15/silver, scent, evasion, uncanny dodge (Dex bonus to AC); AL LE; SV Fort +7, Ref +7, Will +4; Str 10, Dex 23, Con 15, Int 10, Wis 13, Cha 12.

Skills and Feats: Balance +14, Bluff +9, Climb +16, Hide +22, Listen +16, Move Silently +14, Open Locks +13, Pick Pockets +14, Search +15, Spot +16, Tumble +14, Use Magical Device +9; Improved Control Shape, Improved Initiative, Multiattack, Weapon Finesse (bite), Weapon Finesse (short sword).

Possessions: masterwork short sword, logger's clothes, 15 gp, scroll of undetectable alignment.

Poison: The wererat's short sword is coated with deathblade poison; injury (first hit only); DC20 for initial (1d6 temporary constitution loss) and secondary save (2d6 temporary constitution loss).

APL 10 (EL 13)

☛ **Jernal (Hybrid):** Male shapechanger Rog7; CR 9; Medium-size shapechanger; HD 7d6+14; hp 44; Init +10; Spd 30 ft.; AC 20 (touch 17, flat-footed 14); Atk +12 melee (1d6/19-20, short sword) and +9 melee (1d4-1, bite); SA Lycanthropic empathy, curse of lycanthropy, sneak attack (+4d6); SQ Alternate form, DR 15/silver, scent, evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL LE; SV Fort +7, Ref +8, Will +5; Str 8, Dex 23, Con 15, Int 10, Wis 13, Cha 16.

Skills and Feats: Balance +14, Bluff +15, Climb +15, Hide +22, Listen +16, Move Silently +14, Open Locks +15, Pick Pockets +16, Search +17, Spot +18, Tumble +16, Use Magical Device +13; Improved Control Shape, Improved Initiative, Multiattack, Skill Focus (Bluff), Weapon Finesse (bite), Weapon Finesse (short sword).

Possessions: +1 short sword, logger's clothes, 15 gp, scroll of undetectable alignment, wand of slow (7 charges), 2 Quaal's feather token (bird), ring of protection +1.

Poison: The wererat's short sword is coated with deathblade poison; injury (first hit only); DC20 for initial (1d6 temporary constitution loss) and secondary save (2d6 temporary constitution loss).

☛ **Wererats (Hybrid) (3):** Male shapechanger Rog7; CR 9; Medium-size shapechanger; HD 7d6+14; hp 44; Init +10; Spd 30 ft.; AC 19 (touch 16, flat-footed 13); Atk +12

melee (1d6+1/19-20, short sword) and +9 melee (1d4, bite); SA Lycanthropic empathy, curse of lycanthropy, sneak attack (+4d6); SQ Alternate form, DR 15/silver, scent, evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL LE; SV Fort +7, Ref +8, Will +5; Str 10, Dex 23, Con 15, Int 10, Wis 13, Cha 12.

Skills and Feats: Balance +14, Bluff +13, Climb +16, Hide +22, Listen +18, Move Silently +14, Open Locks +15, Pick Pockets +16, Search +17, Spot +18, Tumble +16, Use Magical Device +11; Improved Control Shape, Improved Initiative, Multiattack, Skill Focus (Bluff), Weapon Finesse (bite), Weapon Finesse (short sword).

Possessions: +1 short sword, logger's clothes, 15 gp, scroll of undetectable alignment.

Poison: The wererat's short sword is coated with deathblade poison; injury (first hit only); DC20 for initial (1d6 temporary constitution loss) and secondary save (2d6 temporary constitution loss).

ENCOUNTER 3: WELCOME TO GLORY

☛ **Shannus:** Male elf Sor6/Dragon Disciple (Brass)*5; CR 11; Large humanoid (elf); HD 6d4+3d6+2d8+22; hp 63; Init +6; Spd 30 ft.; AC 13 (touch 11, flat-footed 11); Atk +8 melee (1d8+2, bite) and +6 melee (1d6+1, 2 claws) or +8/+3 ranged (1d8/x3, longbow); SA Spells, breath weapon; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, summon familiar; AL CN; SV Fort +10, Ref +7, Will +11; Str 14, Dex 14, Con 14, Int 12, Wis 10, Cha 18.

Skills and Feats: Alchemy +2, Concentration +12, Diplomacy +7, Knowledge (arcana) +10, Listen +5, Search +6, Spellcraft +9, Spot +7; Combat Casting, Combat Reflexes, Improved Initiative, Multiattack.

Possessions: cloak of resistance +2, ring of warmth, diminutive familiar carrier, travelers outfit, winter blanket, backpack, composite longbow, quiver with 20 arrows, gold necklace with bronze dragon inscribed with an elven symbol (Value 450 gp), 48 gp.

Spells Known (6/9/7/5; base DC = 14 + spell level): 0 – *daze*, *detect magic*, *disrupt undead*, *flare*, *prestidigitation*, *ray of frost*, *read magic*; 1st – *lesser fire orb**, *mage armor*, *magic missile*, *shield*; 2nd – *eagle's splendor**, *flaming sphere*; 3rd – *fireball*.

*See Appendix II: New Rules for additional information.

☛ **Glory Town Guard:** Male/Female human War4; CR 3; Medium-size humanoid (human); HD 4d8+12; hp 35; Init +4; Spd 20 ft.; AC 17 (touch 10, flat-footed 17); Atk +8 melee (1d8+3/19-20, longsword) or +4 ranged (1d10/19-20, heavy crossbow); AL N; SV Fort +7, Ref +1, Will +3; Str 17, Dex 11, Con 16, Int 11, Wis 10, Cha 10.

Skills and Feats: Intimidate +7, Listen +2, Sense Motive +2, Spot +3; Improved Initiative, Iron Will, Weapon Focus (longsword).

Possessions: breastplate, large wooden shield, longsword, heavy crossbow, 20 bolts.

ENCOUNTER 5: THE ELVEN OUTPOST

APL 4 (EL 4)

🔥 **Dark Trees (Medium-size Fiendish Animated Objects) (2):** CR 2; Medium-size construct; HD 2d10; hp 15; Init +0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14); Atk +2 melee (1d6+1, slam); SA Smite good; SQ Construct, hardness 5, darkvision 60 ft., cold and fire resistance 5; SR 4; AL N; SV Fort +0, Ref +0, Will -5; Str 12, Dex 10, Con -, Int 3, Wis 1, Cha 1.

APL 6 (EL 6)

🔥 **Dark Trees (Medium-size Fiendish Animated Objects) (4):** CR 2; Medium-size construct; HD 2d10; hp 20; Init +0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14); Atk +2 melee (1d6+1, slam); SA Smite good; SQ Construct, hardness 5, darkvision 60 ft., cold and fire resistance 5; SR 4; AL N; SV Fort +0, Ref +0, Will -5; Str 12, Dex 10, Con -, Int 3, Wis 1, Cha 1.

APL 8 (EL 8)

🔥 **Dark Trees (Large Fiendish Animated Objects) (4):** CR 4; Large construct; HD 4d10; hp 35; Init +0; Spd 20 ft.; AC 14 (touch 9, flat-footed 14); Atk +5 melee (1d8+4, slam); Face/Reach 5 ft. by 10 ft./5 ft.; SA Smite good; SQ Construct, hardness 5, darkvision 60 ft., cold and fire resistance 10, DR 5/+1; SR 8; AL N; SV Fort +1, Ref +1, Will -4; Str 16, Dex 10, Con -, Int 3, Wis 1, Cha 1.

APL 10 (EL 10)

🔥 **Dark Trees (Huge Fiendish Animated Objects) (3):** CR 7; Huge construct; HD 8d10; hp 65; Init -1; Spd 20 ft.; AC 13 (touch 7, flat-footed 13); Atk +9 melee (2d6+7, slam); Face/Reach 10 ft. by 20 ft./10 ft.; SA Smite good; SQ Construct, hardness 5, darkvision 60 ft., cold and fire resistance 15, DR 5/+2; SR 16; AL N; SV Fort +2, Ref +1, Will -3; Str 20, Dex 8, Con -, Int 3, Wis 1, Cha 1.

ENCOUNTER 6: RUN!

APL 10 (EL 12)

🔥 **Retriever, Advanced:** CR 12; Huge construct; HD 14d10; hp 80; Init +1; Spd 50 ft.; AC 22 (touch 9, flat-footed 11); Atk +15 melee (2d6+7, 4 claws); Face/Reach 10 ft. by 10 ft./10 ft.; SA Eye rays +6 ranged touch, improved grab, find target; SQ Construct, regeneration 5; AL CE; SV Fort +4, Ref +5, Will +4.

ENCOUNTER 8: THE FEY HUNTER

APL 4 (EL 7)

🔥 **Half-Fiend Dire Carrion Birds (Dire Hawk) (3):** CR 4; Medium-size outsider; HD 5d8+15; hp 37; Init +8; Spd 10 ft., fly 80 ft. (average); AC 22 (touch 18, flat-footed 14); Atk +11 melee (1d4+3, 2 claws) and +6 melee (1d6+1, bite); SA Darkness (3/day), desecrate (1/day), unholy blight (1/day); SQ Low-light vision, darkvision 60 ft., poison immunity, acid, cold, electricity, and fire

resistance 20; AL CE; SV Fort +8, Ref +12, Will +6; Str 16, Dex 26, Con 17, Int 6, Wis 15, Cha 13.

Skills and Feats: Listen +12, Move Silently +18, Spot +12*; *Weapon Finesse* (bite, claw).

*A dire hawk receives a +8 racial bonus on Spot checks in daylight.

APL 6 (EL 9)

🔥 **Half-Fiend Dire Carrion Birds (Dire Hawk) (6):** CR 4; Medium-size outsider; HD 5d8+15; hp 37; Init +8; Spd 10 ft., fly 80 ft. (average); AC 22 (touch 18, flat-footed 14); Atk +11 melee (1d4+3, 2 claws) and +6 melee (1d6+1, bite); SA Darkness (3/day), desecrate (1/day), unholy blight (1/day); SQ Low-light vision, darkvision 60 ft., poison immunity, acid, cold, electricity, and fire resistance 20; AL CE; SV Fort +8, Ref +12, Will +6; Str 16, Dex 26, Con 17, Int 6, Wis 15, Cha 13.

Skills and Feats: Listen +12, Move Silently +18, Spot +12*; *Weapon Finesse* (bite, claw).

*A dire hawk receives a +8 racial bonus on Spot checks in daylight.

APL 8 (EL 11)

🔥 **Half-Fiend Dire Carrion Birds (Dire Hawk) (12):** CR 4; Medium-size outsider; HD 5d8+15; hp 37; Init +8; Spd 10 ft., fly 80 ft. (average); AC 22 (touch 18, flat-footed 14); Atk +11 melee (1d4+3, 2 claws) and +6 melee (1d6+1, bite); SA Darkness (3/day), desecrate (1/day), unholy blight (1/day); SQ Low-light vision, darkvision 60 ft., poison immunity, acid, cold, electricity, and fire resistance 20; AL CE; SV Fort +8, Ref +12, Will +6; Str 16, Dex 26, Con 17, Int 6, Wis 15, Cha 13.

Skills and Feats: Listen +12, Move Silently +18, Spot +12*; *Weapon Finesse* (bite, claw).

*A dire hawk receives a +8 racial bonus on Spot checks in daylight.

APPENDIX II: NEW RULES ITEMS

DRAGON DISCIPLE AS PRESENTED IN *TOME AND BLOOD*

A dragon disciple is different. He always suspected, but the flying dreams confirm it. The experience is so vivid and real that other dreams are as dusty cinders in comparison. Hurling through the sky, unfettered by the earth, the dreamer exults in his beautifully scaled wings pulling him through the clouds. His senses are alive as never before, allowing him to smell, hear, and see with a terrible clarity no mere human can ever really comprehend. A volatile power burns in his lungs, a potency he knows he could unleash with a mere breath. It's almost . . . draconic.

It is known that certain powerful dragons can take humanoid form and even have humanoid lovers. Sometimes a child is born of this union, and every child of that child unto the thousandth generation claims a bit of dragon blood, be it ever so small. Usually, little comes of it, though mighty sorcerers occasionally credit their powers to draconic heritage. For some, however, dragon blood beckons irresistibly. First come the dreams. Many dismiss them as nothing more than wish fulfillment (or nightmares), and that's the end of it. But a few embrace the dreams, recognizing their allure as a promise. These become dragon disciples, who use their magical power as a catalyst to ignite their dragon blood, realizing its fullest potential.

Dragon disciples prefer a life of exploration to a cloistered existence. Most are sorcerers, but bards sometimes follow the path. Already adept at magic, many pursue adventure, especially if it furthers their goal of finding out more about their draconic heritage. All dragon disciples are drawn to areas known to harbor dragons.

Hit Die: Special (see below).

Requirements

To qualify to become a dragon disciple, a character must fulfill all the following criteria.

Race: Any nondragon (cannot already be a half-dragon).

Knowledge (arcana): 8 ranks.

Languages: Draconic.

Spells: Ability to cast arcane spells without preparation.

Special: The player chooses a dragon type when taking the first level of this prestige class, subject to the DM's approval.

Class Skills

The dragon disciple's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Gather Information (Cha), Knowledge (Int), Listen (Wis), Profession (Wis), Scry (Int, exclusive skill), Search (Int), Speak Language (Int), Spellcraft (Int), and Spot (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Bonus Spells
1 st	+0	+2	+0	+2	Hit Die increase (d6), +1 natural armor	1
2 nd	+1	+3	+0	+3	Claws and bite, ability boost (Str +2)	1
3 rd	+2	+3	+1	+3	Breath weapon (1/3)	None
4 th	+3	+4	+1	+4	Hit Die increase (d8), ability boost (Str +2)	1
5 th	+3	+4	+1	+4	Enlargement, +2 natural armor	1
6 th	+4	+5	+2	+5	Hit Die increase (d10)	1
7 th	+5	+5	+2	+5	Breath weapon (2/3), ability boost (Con +2)	None
8 th	+6	+6	+2	+6	+3 natural armor	1
9 th	+6	+6	+3	+6	Wings, ability boost (Int +2)	1
10 th	+7	+7	+3	+7	Dragon apotheosis	None

Class Features

All the following are class features of the dragon disciple prestige class.

Weapon and Armor Proficiency: Dragon disciples gain no additional proficiency in any weapon or armor.

Bonus Spells (Sp): Dragon disciples gain bonus spells as they gain levels in this prestige class, as if through having a high ability score, listed in the above table. A bonus spell can be added to any level of spells the disciple already has the ability to cast.

If a character had more than one spellcasting class before becoming a dragon disciple, he must decide to which class he adds the bonus spell(s). Once a bonus spell has been applied, it cannot be shifted.

Hit Die Increase: As a dragon disciple gains levels in this prestige class, his dragon nature expresses itself more. His base Hit Die type increases at 1st, 4th, and 6th level. This is not a retroactive benefit: Beginning at the appropriate level, the dragon disciple rolls for hit points with the increased Hit Die type.

Natural Armor: At 1st, 5th, and 8th level, a dragon disciple becomes more draconic in appearance. His skin develops tiny iridescent scales, nearly invisible at first but becoming more noticeable at higher levels. This provides increasing natural armor bonuses to his base Armor Class, as indicated in Table 3–8 (these bonuses do not stack). As his skin thickens, the dragon disciple takes on more and more of his progenitor's physical aspect.

Claws and Bite: At 2nd level, the dragon disciple gains claw and bite attacks if he does not already have them. Use the values below or the disciple's base claw and bite attacks, whichever are greater.

Size	Bite Damage	Claw Damage
Small	1d4	1d3
Medium-size	1d6	1d4
Large	1d8	1d6

Ability Boost: As the dragon disciple gains levels in this prestige class, his ability scores increase as noted in Table 3–8. These increases stack and are gained as if through level advancement.

Breath Weapon (Su): At 3rd and 7th level, the dragon disciple begins to develop his ancestor's signature ability: a breath weapon. The type depends on the dragon variety whose heritage he enjoys. The amount of damage dealt is one-third of full strength at 3rd level, increases to two-thirds at 7th level, and reaches full potency at 10th level (dragon apotheosis). Only the potential damage changes; the area and the save DC are as the full-strength weapon (see below). Regardless of its strength, the breath weapon can be used only once per day. Use all rules for dragon breath (see the Dragon entry in the *Monster Manual*) except as specified here.

Dragon Variety	Breath Weapon	3 rd Level	7 th Level	10 th Level	Save DC
Black	Line* of acid	2d4	4d4	6d4	17
Blue	Line of lightning	2d8	4d8	6d8	18
Green	Cone** of gas	2d6	4d6	6d6	17
Red	Cone of fire	2d10	4d10	6d10	19
White	Cone of cold	1d6	2d6	3d6	16
Brass	Line of fire	1d6	2d6	3d6	17
Bronze	Line of lightning	2d6	4d6	6d6	18
Copper	Line of acid	2d4	4d4	6d4	17
Gold	Cone of fire	2d10	4d10	6d10	20
Silver	Cone of cold	2d8	4d8	6d8	18

*A line is always 5 ft. high, 5 ft. wide, and 60 ft. long.

**A cone is always 30 ft. long.

Enlargement: At 5th level, the dragon disciple's size increases one step, from Small to Medium-size or from Medium-size to Large. (A character already of size Large or larger does not get any bigger.) The change in size affects the dragon disciple's base claw and bite damage (see above). In addition, he gains a –1 size modifier to his base attack bonus and Armor Class.

Wings: At 9th level, dragon disciples of size Large and above grow wings. They can now fly at their normal speed (average maneuverability). Smaller creatures have wings only if they already possessed them.

Dragon Apotheosis: At 10th level, the dragon disciple fully realizes his draconic heritage and takes on the half-dragon template. His breath weapon reaches full strength, and he gains an additional 4 points of Strength and 2 points of Charisma. His natural armor bonus increases to +4, and he acquires low-light vision, darkvision (60-ft.-range), immunity to sleep and paralysis effects, and an additional immunity based on the dragon variety (see page 214 of the *Monster Manual* for complete details).

EAGLE'S SPLENDOR AS PRESENTED IN *TOME AND BLOOD*

Transmutation

Level: Brd 2, Clr 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The transmuted creature becomes more poised, articulate, and personally forceful. The spell grants an enhancement bonus to Charisma of 1d4+1 points, adding the usual benefits to Charisma-based skills. Sorcerers and bards who receive eagle's splendor do not gain extra spells, but the save DCs for their spells increase.

Arcane material component: A few feathers or a pinch of droppings from an eagle.

LESSER FIRE ORB AS PRESENTED IN *TOME AND BLOOD*

Evocation (Fire)
Level: Sor/Wiz 1
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
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 fire about 2 inches across shoots from your palm at its target, dealing 1d8 points of fire damage. You must succeed at a ranged touch attack to hit your target. If you miss, there is no splash damage.

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.

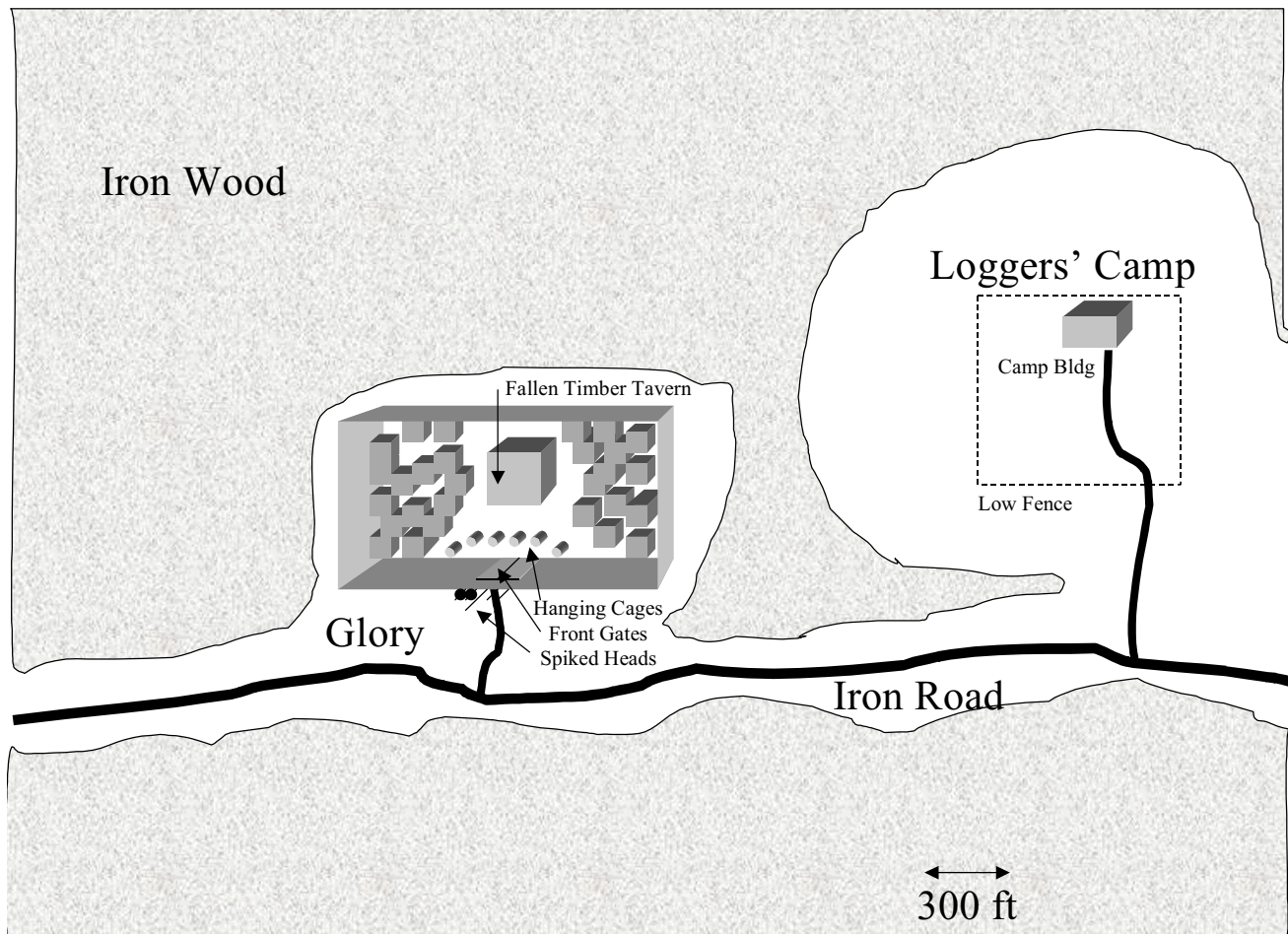
DIRE HORSE AS PRESENTED IN *MASTERS OF THE WILD*

Large Animal
Hit Dice: 8d8+48 (84 hp)
Initiative: +1 (Dex)
Speed: 60 ft.
AC: 16 (-1 size, +1 Dex, +6 natural)
Attacks: 2 hooves +11 melee and bite +6 melee
Damage: Hoof 1d6+6, bite 1d4+3
Face/Reach: 5 ft. by 10 ft./5 ft.
Special Attacks: —
Special Qualities: Scent
Saves: Fort +12, Ref +7, Will +4
Abilities: Str 22, Dex 13, Con 22, Int 2, Wis 14, Cha 10
Skills: Hide -3, Listen +8, Spot +8
Feats: —
Climate/Terrain: Any land
Organization: Solitary or herd (6-30)
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: 9-16 HD (Large)
17-24 HD (Huge)

Aggressive, wild equines that roam the wilderness, dire horses resist domestication as much as any wild animal does. A dire horse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds at a Ride check (DC 10).

Carrying Capacity: A light load for a dire horse is up to 519 pounds, a medium load is 520-1,038 pounds, and a heavy load is 1,039-1,557 pounds. A dire horse can drag 7,785 pounds.

APPENDIX 3: MAP OF GLORY AND ENVIRONS



APPENDIX 4: CAMPING IN THE IRON WOOD

Despite all of the warnings the characters hear about the danger of the Iron Wood, some groups may foolishly decide to spend the night in the Iron Wood anyway. They pay dearly for their decision, probably with their lives. When the sun goes down, the Iron Wood is completely infested with lycanthropes. Use this supplemental encounter if the characters spend a night in the Iron Wood. Note that you should not use this encounter if the characters are ejected from Glory by Shannus in Encounter 3 (in that case, go to Encounter 4C), or when the characters are staying with the sprites in Encounter 7.

Two hours after nightfall, the characters are attacked by a marauding pack of werewolves.

APL 4 AND 6 (EL 7)

🐾 **Werewolves (4):** hp 13, 13, 13, 13; see *Monster Manual*.

APL 8 AND 10 (EL 9)

🐾 **Werewolves (8):** hp 13, 13, 13, 13, 13, 13, 13, 13; see *Monster Manual*.

The werewolves pursue any characters that flee, in order to chase them out of the Iron Wood. If any of the werewolves are reduced to a quarter of its hit points or less (or the total number of creatures is dropped to one-quarter or less), they attempt to flee.

If the werewolves were not allowed to flee, another attack occurs in another hour or so, identical to the one before. Keep up these attacks once per hour.

If any werewolf is allowed to flee, it alerts others to the presence of the characters. An hour later, wererat rogues, attempting to ambush the characters while they sleep, attack the characters. Use the statistics for the wererat rogues in Encounter 2, but use the creatures for one APL higher than the character's APL (at APL 10 double the number of wererat rogues). If at any time the characters try to flee, the werereatures try to hound them from the woods rather than slay them. If the characters survive this wererat attack, their sleep is unmolested for the remainder of the night.

The characters should receive no experience for these encounters. If the characters have excessively deviated from the track of the adventure, the DM is free to end the adventure once the characters flee the Iron Wood.

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.