



Forest for the Trees

A Two-Round D&D® Living Greyhawk™

Verbobonc Introductory Adventure

Version 1.1

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For thirty years the residents of Hommlet have seen heroes and villains come and go. As you spend a quiet day at the Inn of the Welcome Wench, you can't help but wonder if there might be an adventure here for you. A two-round continuous play Verbobonc Introductory adventure for first level characters only.

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

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For questions specific to this document and your region, visit the Verbobonc website at www.verbobonc.net and e-mail your triad point of contact (POC). For LIVING GREYHAWK campaign questions email rpgahq@wizards.com

RPGA SANCTIONED PLAY

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

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

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

This adventure retires from RPGA-sanctioned play on December 31, 2006.

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

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's*

Handbook, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

Time Units and Upkeep

This is a two-round Regional adventure, set in Verbobonc. Characters native to Verbobonc pay one Time Unit per round (2 TUs total), all others pay two Time Units per round (4 TUs total). Adventurer's Standard Upkeep costs 12gp per round. Rich Upkeep costs 50gp per round. Luxury Upkeep costs 100gp per round.

Preparation Notes

Parts of this adventure take place in Hommlet and Nulb. The authors referenced these areas as originally presented in the commercially published products *The Temple of Elemental Evil* and *Return to the Temple of Elemental Evil*. The authors also reviewed Verbobonc regional campaign material from *Journal of the Wanderer: The Wayfarer's Guide to Verbobonc* as well as several current and retired Living Greyhawk scenarios. While none of these are necessary in order to run this adventure, judges are encouraged to incorporate familiar material from them in order to enhance the role-playing enjoyment and regional flavor of this adventure.

This adventure should not be judged without preparation. Judges are encouraged to flesh out and role-play the NPCs of Hommlet. Judges who love to portray varied NPC characters should have plenty of material. A great deal of latitude exists for presentation, and that's well and good as long as the

relevant scenario information is conveyed to the players.

The information available to the PCs in Hommlet is presented in a nonlinear manner. It's up to the PCs to get curious, initiate conversations, and explore the town in order to find an adventure. The mod is designed to encourage role-playing rather than using skill checks to uncover information. DM's may wish to consider all NPC encounters in Hommlet to have Gather Information or Diplomacy checks of DC 0 as long as the PCs are roleplaying well and engaging the appropriate NPCs in conversation). While some parties may need encouragement in this sort of adventure, the judge is urged to let the players determine their own course. It's not necessary for the PCs to make contact with every NPC presented in order to find adventure hooks and clues, but some initiative on the part of the players is required.

As all PCs are first level, and there are not any great time pressures upon them, the judge should feel comfortable allowing them to return to Hommlet in between encounters if they choose. In the winter conditions it's about a half-day walk from Hommlet to Nulb, and less than that from Nulb to the wagon (a likely overnight campsite). Encounters 5-9 all take place in the area of the Gnarlley east of Nulb and west of Twilight Falls, on or near the old route of the Forest Road (see **Appendix Two** for map of Verbobonc). The clearing where Yundi can be found is relatively near Twilight Falls. If the PCs take a beating in Nulb, less experienced players may benefit from a gentle reminder that their characters may retreat to Hommlet and return the next day. Some parties may need NPC spell casting after Nulb, or choose to return the wagonload of goods to Hommlet before setting out again to explore deeper into the Gnarlley. Some may complete only a part of the adventure and call it quits. The judge should have sufficient material herein to allow the players to choose their course of action.

Adventure Background

The PCs begin the adventure in the warm comfort of The Inn of the Welcome Wench in Hommlet. It's been an unusually hard winter in Verbobonc, and the PCs are enjoying a pleasant day free from cold and hunger. After a filling meal in the common dining area, they converse with other patrons and learn some things of interest. Once they venture outside the inn, the PCs have the opportunity to explore some of Hommlet's historic sites and speak with a few more of its residents. Based on what they've learned, they

should head east in search of adventure and good deeds.

Over the course of a few days the PCs may encounter undead in the ghost town of Nulb, a family of black bears acting strangely, a werebear native of the woods, a fun-loving fey prankster, and an embittered and crazy Gnarley druid. They may recover lost trade goods and/or discover the cause of some strangeness in the Gnarley. Or, they may spend a week's worth of lifestyle eating and drinking at The Inn of the Welcome Wench. It's really all up to them.

Welcome to the new Verbobonc.

Persons of Note

Yundi

Yundi was born and raised in Hommlet. As a lad he worked as a potboy at the Inn of the Welcome Wench. Later he became assistant to Jaroo Ashstaff, the town druid and spiritual leader. He knew almost everyone and was generally well liked.

About five years ago Jaroo was murdered by the Cult of the Elder Elemental Eye. A doppelganger replaced Jaroo and had everyone fooled for a while. Yundi knew early on that something was wrong with Jaroo, and he was heartbroken when he eventually learned the truth. Still, he tried for a while to carry on as he thought Jaroo would have wanted. It was no good, though, and Yundi and Hommlet soon parted ways.

By the time Jaroo was killed, nearly all the townsfolk had converted to worship in the new temples. Jaroo's death at the hands of yet another group of temple worshippers was too much for Yundi to bear. After only a short time he abandoned the grove and left the town of Hommlet to the temple clerics. He went deep into the Gnarley and started a new life as a hermit, speaking only with his fellow forest dwellers.

It was not long after Yundi settled into his hermitage that a new town sprang into existence nearby. The town was Twilight Falls, and its residents immediately began an aggressive pattern of expansion, mining, trade, temple-worship, and worst of all, hunting and foresting. The final straw was last autumn, when some adventurers from the town released unnatural and chaotic energy directly into this part of the forest. Most wildlife now shuns the area, and that which has stayed often acts in unnatural ways. Yundi believes that the Gnarly has suffered too much abuse and corruption because of civilized towns like Twilight Falls, and it's time for some retribution.

By nearly any civilized standard Yundi is now crazy. He has witnessed (personally or through his forest friends) countless atrocities committed against the forest. He blames the so-called "civilized" churches and temples for the death of his mentor and the corruption of both the Gnarley and the people of Hommlet. Those who cut living wood, turn under growing earth, or worship at the temples will receive no quarter from Yundi.

Adventure Summary

Encounter One: The PCs relax in the comfort of The Inn of the Welcome Wench in Hommlet. After a filling meal in the common dining area, they converse with other patrons and learn some things of interest to adventurers.

Encounter Two: Exploring the town of Hommlet, the PCs have the opportunity to visit some historic sites and speak with more residents. Based on what they learn, they should be inspired to head northeast the next day in search of adventure and good deeds.

Encounter Three: The PCs are attacked by two vargouilles just before they enter the ruins of Nulb.

Encounter Four: The PCs are attacked by two ghouls as they leave the ghost city Nulb.

Encounter Five: The PCs encounter a family of black bears. The bears should be hibernating, but their actions are unnaturally strange. How the PCs resolve this situation determines their next encounter, as well as how some of the denizens of the Gnarly may feel about them.

Encounter Six: A werebear of the Gnarley thanks the PCs for dealing with the black bears in a restrained way, and offers to befriend them. He accompanies them on the next stage of their journey, shows them where to find a lost horse and wagon, and shares information about the forest.

Encounter Seven: A brown bear of the Gnarley attacks the PCs as they try to recover a lost wagon. After defeating it, the PCs are able to follow the bear and his secret human companion if they choose.

Encounter Eight: During the night one or more of the PCs are tormented by a pixie.

Encounter Nine: The PCs must travel through a gauntlet of traps in order to get to the mysterious man they have learned about.

Encounter Ten: The PCs discover Yundi. How they deal with him determines the conclusion of the adventure, and perhaps more.

Conclusion: The characters are left with more questions than answers.

Encounter One: The Inn of the Welcome Wench

Read or paraphrase the following:

Today is another unusually cold winter day, but the historic Inn of the Welcome Wench in Hommlet is warm and comfortable. Famous throughout Verbobonc and beyond, even novice adventurers know something of its history.

Having arrived in town, and secured accommodations, all that remains is to rustle up some grub. Finding an open table in the common dining room was not hard.

The hard winter was forgotten for a time as you enjoyed a luncheon of roast venison steak, stuffed trout, poached salmon, boiled crawfish in drawn butter, kidney pie, or some other local delicacy. In other times, this would be considered standard fare, but with the loss of the Viscounty's food harvest late last year, it takes on a new meaning.

Several would-be heroes also visiting Hommlet share your table. Eventually all of your stomachs are full and your tankards, mugs, and goblets are empty. Ordering another round of drinks allows you and your lunch companions to continue your conversation.

Allow the characters to introduce themselves to each other and talk briefly among themselves.

Read or paraphrase the following:

After your drinks arrive, you look around to see the crowd has thinned and only a few customers remain in the dining room. It looks like it's going to be a quiet afternoon. Other than you, only a few other individuals are enjoying the hospitality of the Inn.

Warming themselves at a table near the fireplace are two obvious humans in winter traveling clothes.

An Oeridian man with a longbow sits near the door, his legs stretched out before him.

A lone figure sits reading a book and sipping from a small cup.

Not far from the bar, a man and woman sit quietly, picking at their food.

The innkeeper (a kind lady who earlier took your coin and showed you to your room) surveys the

whole of the dining area while talking with a man behind the bar.

All seem to be keeping to themselves.

This is the first of several opportunities the PCs have to talk with the locals in this famous town. Those currently present in the Inn of the Welcome Wench include.

Vesta Gundigoot: The innkeeper and hostess, Vesta Gundigoot is a warm and friendly human woman who welcomes all of the PCs to the Inn of the Welcome Wench.

If a PC approaches her she will smile in greeting.

What can I get for you, dearie?

In addition to providing general information about the town, Vesta knows a few specifics regarding current events and happenings:

If asked about the unhappy couple (or merchants from Sobanwych), or if asked about any worthy tasks for adventurers, read or paraphrase the following as appropriate.

"Oh yes, they were bringing a shipment of provisions to help us get through this dreadful winter. We're managing okay, but if we don't get them soon, we'll be out of food before long."

Vesta looks at you, a sparkle suddenly gleaming in her eye. "You all look like the sort to go off into the wild. If you could find some way to recover the supplies, I could see my way clear to take care of your room and board."

She offers to provide free rooms and meals (lifestyle) for the PCs if they recover the goods within a few days. Any longer and the food may be spoiled and worthless.

If asked about the missing Old Faith druid or the druid's grove:

"Jaroo Ashstaff was a wonderful man who looked after our town for years. It was a terrible blow to all when he was murdered a few years ago. Jaroo's young assistant Yundi tried to maintain the old grove for a while, but eventually he left town in frustration."

"You folks wouldn't know, but Yundi worked here at the Inn many years ago. He was a potboy back when my father ran the place. I was still a girl, but I remember how Yundi used to run errands for Jaroo. He admired Jaroo very much. Oh, I do hope he's well – wherever he is."

NOTE: If the players return for the evening meal or on a subsequent day, they may find most or all of the same patrons present. Individuals that appear in **Encounter Two** may be here also if the actions of the PCs make it necessary. In general the PCs should have a reasonable chance to find any listed NPC whom they seek.

Two Pilgrims: Two pilgrims, Darman and Melis, arrived here last night from Verbobonc City. If questioned, they say that they wanted to get away from the city after witnessing the terrible food riots earlier in the month. They chose to visit Hommlet because in their youth they heard of the beautiful druid's grove here. They hoped to meet other worshippers of the Old Faith and find peace for a time at the grove. Now they are very disappointed because it turns out their information was out of date. The druid is gone, the grove is abandoned, and they've met no one in Hommlet who still follows the Oak Father and Oerth Mother. It seems that all the townsfolk now worship at local churches. Even the temple to Ehlonna sees fewer people. It's all made for a very disheartening day.

A Hunter: A hunter, Bolivar Rho, is sipping warm soup and nursing some scratch wounds. If asked about them, he tells how a strangely aggressive wolf attacked him yesterday. The attack took place about a full days walk northeast of here (DC 10 Knowledge [Local-VTF] or Knowledge [Geography] to know this would be in the Gnarlery a few miles east of Nulb). He never has seen such a wolf in these parts before, and he's been hunting around here for years. In fact, these times are the hardest he's ever seen, and the pickings are slim for hunters. He has to range farther than ever into the woods to hunt enough game to make a living. Hunting like that is dangerous, because strange things can happen to folks who venture too deeply into the forest.

Man with a Book: The local sage Todoriche Nem is here reading and drinking tea. He is friendly enough, but is quite preoccupied with his reading and wants to get back to it. If asked, he reveals that he has lived in the town for a good many years now, but he spends most of his time reading and doesn't know many people. He does know (and can refer the party to) the cleric Nerris at the local Temple to Pelor, where he worships. If a party is willing to pay for his services, Todoriche is an expert in history, nature, geography, and arcane, and offers a +15 competence bonus to a single Knowledge check in any of these areas. This takes one hour for Todoriche to consult his books.

Husband and Wife: A husband and wife – Lor'kan and Julia – are picking at their half-eaten lunches. If questioned, they say that they're from Sobanwych, but they volunteer nothing else at first. They are too glum. If pressed to talk more, they say that they were bringing a wagonload of ale, wine, and foodstuffs here to the Inn of the Welcome Wench. It was their first ever trip through the forest, and they tried to save time by taking a shortcut along the old forest road. They stopped and made camp a few miles east of the ruined town of Nulb. Something attacked their camp last night (they describe balls of flashing lights akin to a Will-o-the-Wisp). They fled for their lives, leaving their cargo behind, and ran all the way here. Now they are tired, broke, hopeless, and desperate. Nearly everything they own was tied up in that shipment. They're too frightened to go back for their lost horse and wagon, but if a PC volunteers to recover it they perk up and immediately accept the offer. They offer to reward anyone who brings in the cargo with half the profits.

Encounter Two: Old Hommlet

The bright sunshine does nothing to warm you as you emerge from the Inn of the Welcome Wench. Winter's teeth sheer through your regular gear like paper, but the fresh air does feel good after hours inside the common room. Standing at the old crossroads in front of the inn you can see most of southeastern Hommlet.

Adjacent to the inn is the trading post that is older than the town itself. To the north, the road twists away towards three local churches, including the great Temple to Saint Cuthbert where Canoness Y'day presides. To the east, standing watch over the town, is Doomwatch Keep, home to noble Lords Rufus and Burne. To the southeast and directly across from the inn is a large open space overgrown with wild plant life. In a land battered by the harshest winter in memory, it looks to be the most forlorn and abandoned place of all.

PCs who look more closely toward the open space, or look around for people, notice a man standing across the road. He is unmoving and facing away from them, staring out towards the overgrown area.

Allow (or gently encourage :) the PCs to explore any of the following areas of the town. Most likely it is afternoon when they emerge, so they should have a few hours of useful daylight left before they return to the inn for dinner and a comfortable night's sleep (for which they've already paid, if they need a reminder).

At the abandoned druid's grove:

Tarim is a human male in his early fifties. For years he was the village woodcutter, but now his children run the business. He spends a lot of afternoons at the inn or visiting old friends. Sometimes (like today) he visits the overgrown grove and remembers the old times. He was a good friend of Jaroo back in the day, and grew to know and like Yundi when he was Jaroo's apprentice.

If asked, Tarim tells the PCs that for many years the local druid, Jaroo Ashstaff, beautifully maintained this grove. Jaroo once was the spiritual leader of the town, and he fought hard for many years to better the town. When Jaroo grew old he took on Yundi as his assistant. It was Yundi who maintained the beautiful grove in Jaroo's later years. Yundi was heartbroken when Jaroo was killed by the cult of the Elder Elemental Eye. After Jaroo's death, Yundi tried to maintain the grove and be a spiritual leader in the town. As the people of Hommlet continued to abandon the grove in favor of the newer temples, Yundi became discouraged and embittered. He left the town several years ago to become a hermit in the Gnarlley, and no one in Hommlet has seen him since. Tarim would like to see Yundi again and would help him in any way he could.

At Doomwatch Keep

A couple of Burne's Badgers will chat with them, but under no condition will PCs be admitted to the keep. If the PCs persist for a couple of rounds, Captain Bishop arrives and tells the wet-behind-the-ears adventurers to go away. The Lords have no time for such folk.

The PCs may notice a large cart of ipp wood waiting to be brought into the keep. If they ask, they're told that the ipp wood comes in trade from foresters in the Gnarlley. A lot of quality ipp-lumber has come from there in the last few years, although shipments have slowed in the last year or so.

At the Temple to Ehlonna

Jennithar Rhengold is a golden-haired half-elf cleric. She has been the lone cleric here for several years. She is reserved around anyone not of her faith. Not many human townfolk worship here, but some halflings and elves of the Gnarlley visit occasionally. For PC worshippers of Ehlonna only, Jennithar will cast any first-level divine spell from the *Player's Handbook*, or sell 1 *cure light wounds* potion for a donation equivalent to PHB price.

Ingrith the Gnarlley Ranger is visiting with Jennithar today. She is a female half-elf who has spent many years ridding the surrounding land of monsters and evil beasts. If a Protector of the Gnarlley talks with

her, Ingrith will share her sense that things are not well in the Gnarlley Forest. It's more than just the effects of a cold hard winter, but she can't explain what it is exactly that she senses. It seems unnatural somehow.

At the Temple to Pelor

The leader of this church is Yether the Keen but he is away for the day. PCs may speak with his assistant Nerris, a tall, thin, pale, balding human male. Anyone who makes an appropriate donation (matching prices listed in the *Player's Handbook*) can obtain as much as desired of holy water and/or scrolls of *bless*, *cure lights wounds* or *daylight*.

For PCs that worship Pelor, Nerris donates at no cost one item from the above list to a character that persuade him that they are doing something beneficial to Hommlet.

At the Temple to Saint Cuthbert

This is the oldest church in Hommlet, and the largest. Venerable Canoness Y'day presides here, but the PCs do not get to meet her without an appointment or very special circumstances. In normal circumstances their contact here is Derim, a cautious but helpful human male cudgeller. He'll meet with them in a small side room of the church that opens directly to the outside. PCs are left alone for a few minutes to stand or sit on hard benches. Religious texts and a poor box are left within easy reach while they wait. After a few minutes, Derim will return and meet with them. He offers no information about the town or the forest, but he will suggest that Saint Cuthbert helps best those who help themselves. PCs can obtain holy water, scrolls, and potions of 1st or 2nd level divine spells, as listed in the *Player's Handbook*. NPC casting of a 1st level divine spells can be obtained from Derim. Higher level NPC spellcasting can be obtained from Canoness Y'day per Living Greyhawk and Verbobonc campaign guidelines.

At the Old Trading Post

Joman Dart is the male halfling proprietor here, and has been for nearly a decade. Joman is courteous to all, but PCs who make purchases will find him willing to share information as well as courtesy. Since nearly everyone in town passes through here, Joman might know a lot. Also, any NPC in town might be found here and one time or another (though none are present when the PCs first enter). All standard gear and equipment can be bought and sold here per the LGCS.

Note: All standard cold weather gear and equipment is available for standard price, but Joman has to dig

around for “the last few” because “there’s been a real run on this stuff what with the hard winter and all.”

DM Tip: If this is one of the last stops the party makes, this encounter can be used to convey any essential info the party may have missed elsewhere in their investigation. If they visit here before the other town encounters, Joman is less revealing. He should give away no more than one piece of information that the party could discover elsewhere. Use this with restraint, but this is a good spot for well-meaning parties who need a push to get on track.

Encounter Three: Welcome to Nulb

The next day dawns cold and a little snowy. The nature lovers among you find it a good day for walking, at least for those with good boots and heavy cloaks. Your party sets off on an old and nearly forgotten route out of Hommlet. Your path takes you north toward the ruined ghost town of Nulb. Sensible folk don't travel this way any more, but as heroes on a mission you forge onward. The day ahead promises adventure and opportunity.

PCs without cold weather gear or other protections will suffer the standard effects of traveling for hours in sub-freezing weather.

The snowfall gradually increases throughout the morning. The day is nearly half-gone when your party rounds a bend to see the ruins of what once was a bridge. Pausing for a moment, you realize that the frozen water before you must be Imerdys Run, and just beyond it are the remains of the ghost town, Nulb. While there is very little bridge remaining, the water of the run is frozen solid and seems quite passable.

Allow the players to describe how they are crossing the ice. It is 40 feet across the ice, with ordinary snow-covered footing on either shore. When the lead PC has advanced 20-30 feet onto the ice (about the middle), read the following.

From the first ruined building across the frozen run you see a shape rise into the air and move toward you. As it gets closer you notice it has a small body and is flying with wings.

A successful Spot check DC 10 by any PC looking towards Nulb will see a second winged creature flying up to join the first one (it arrives one round after the first).

☛ Vargouilles (2) EL 4, see *Monster Manual*

Tactics: In the first round the lead Vargouille will fly close to the party and shriek, while the second appears behind it. In subsequent rounds the two Vargouilles attack normally.

Be sure to account for PCs moving on the icy surface of Imerdys Run.

Having defeated the winged terrors, you finish crossing the ice and stand on the edge of what once was the town of Nulb. People call it a ghost town now, and it looks the part. The forest has taken back this place almost entirely. Still, you can see where the old road passes through and continues on to the east.

Spot check DC 10 for each PC to see something shiny off the path.

In the ruined doorway of a crumbled building lies a dead body. Upon inspection you see that it is headless and has been ravaged by a few days in the wild. The armor still shines, but there is very little flesh on the bones inside. You also spot well-crafted weapons, a backpack, a coin purse, and some bits of jewelry.

The PCs may think this is an undead creature, but this is simply the body of a recently slain adventurer. This adventurer did not have good luck against the Vargouille, which is why the PCs encountered two of them. (A successful Knowledge [Religion] check reveals how vargouilles cause victims to lose their heads.)

It's a sad sight, but on the bright side, there's a good selection of quality adventurer gear left here that can be used by the next heroes who pass by. There is a necklace, a finger ring, a masterwork longsword, a masterwork battleaxe, masterwork chain armor, a backpack containing 50 feet of rope and some rations, and a pouch containing many coins of Verbobonc mintage.

Encounter Four: Thank You for Visiting Nulb

The remains of the old town are a depressing sight, but it's apparent that within a few years the forest will have reclaimed it all. It's still possible, however, to follow the old road as it makes its way through Nulb.

Spot or Listen check DC 10 to avoid surprise.

Twenty feet off the path the snow covered earth moves violently. Bursting forth come two gruesome

creatures. They appear more or less humanoid, but their eyes burn like hot coals in sunken sockets. They eye your party with ravenous desire and prepare to move toward you.

👁️ Ghouls (2) EL 2, see *Monster Manual*

Encounter Five: Three Bears

Your route now continues east, leaving the ruins of Nulb behind. Ahead looms the great Gnarley Forest, with ancient trees standing out in the background. Twisted oak intertwines with ipp creating a thick canopy, even in the wintertime. The edge of the forest is young, doubtless due to woodcutting in the past, with the thorns of bare yarpick trees creating a menacing wall through which one must fight to gain entrance to the forest proper.

The road becomes dark in the forest, but away from the road it quickly turns to black. The snow is heaviest in the path, but lessens under the thick canopy. The air is silent and crisp, with the occasional creaking of a tree being all that you hear. As the darkness closes in around you, you cannot help but wonder what else lurks in the silent dark.

The PCs travel for a bit into the forest before they encounter a young bear cub that has forsaken his hibernation (an unnatural act caused by chaos effects in the area) to see the world around him. He has lost his way and has been wandering for some time searching for his cave. At this point he is sitting in the middle of the path crying out in hopes that his mother will come find him.

At 100 feet have the PCs make a Listen check (DC 5) to hear the bear cub (Knowledge [Nature] DC 20 to know it is the cry of a bear cub). They cannot see it at this time because of a snowdrift in their way. At 50 feet have the PCs make a Spot check (DC 10) to see the cub (Knowledge [Nature] DC 11 to identify it as a bear cub). Also, at this time, the mother and father bears have heard the cry and are approaching. As soon as the first PC comes within 10 feet of the cub, the parents (Spot or Listen DC 20) enter the roadway 30 feet past the cub and move as fast as possible to either side of the cub. Enter initiative with the parents having moved in the surprise round.

PCs hear the cub:

The silence of the forest is broken by what seems to be the soft cry of an animal. Ahead of you is a

snowdrift and the noise is coming from the other side.

PCs spot the cub:

Cresting the snowdrift you see a black furry creature about the size of a dog sitting in the road. It is crying out continuously and shifts directions as if it is scanning the forest.

PCs approach within 10':

Two larger versions of this creature bound forth from the forest, roar and move quickly in your direction.

🐾 Black Bears (2) EL 4, see *Monster Manual*

A successful Knowledge [Nature] check will indicate that black bears are not normally hostile, the cub is too young to have been out and about alone, it's unusual for both parents to appear together to protect the cub, and all the bears should be hibernating at this time.

Tactics: The bears take no offensive actions except to defend themselves or the cub. They rush up to flank the cub in the surprise round. If the PCs move no closer, they hold their position and look menacing. They will not move from this location until all PCs have left their view. While flanking the cub they ready to attack anyone that comes within reach. Because of their chaotic state they interpret any recognizably direct action toward themselves or the cub as an attack. Once provoked they cannot be calmed, but they won't leave the spaces adjoining the cub. The agitated state they're in causes a -5 penalty to any Wild Empathy attempts, and they cannot be moved farther than Indifferent. Note that the cub has only 3 hp if a particularly cruel PC decides to attack it.

Encounter Six: Bear ... Were?

How the PCs handle the previous encounter is witnessed by a denizen of the Gnarley. If the party acts in a way respectful of the Gnarley, they earn a chance to talk with this creature and perhaps learn something that can help them later – maybe that there is a hermit druid nearby who sometimes helps those in the Gnarley. If there are Protectors of the Gnarley in the party, they may even be warned about the pit trap (first trap) on the way to the druid's place.

If the PCs avoid combat with the bears, a friend with some information will approach them.

A few minutes after your encounter with the black bears, a new sound is heard. Another set of feet crunches in step with yours. You look behind you and a large man with a shaggy, full beard follows your trail. His appearance is that of a lumberjack and his long strides cover nearly twice the distance of your own. He has a large axe on his back but otherwise seems quite underdressed for the cold weather.

Without waiting for you to acknowledge his presence, he speaks to you all. "I thank you for your patience back there. Not all adventurers would have stepped around when faced with a roaring bear. Things are not all what they used to be here in the forest, and I appreciate your restraint." He extends his massive hand to one of you (choose a small or timid PC traveling at the rear of the party) in greeting. "My name is Baer."

🐾 Baer, Werebear, EL 4 (will not do lethal damage to PCs even if attacked) see *Monster Manual*

Assuming the party takes no aggressive actions and speaks civilly with him, the werebear continues.

"I would show my thanks by helping good folks such as yourselves. I have knowledge of many a thing in the forest, and perhaps I may know a thing or two that you would find useful. If you like, I will accompany you for a ways and you may tell me about where you are traveling or what you may be seeking."

If the party is willing, Baer will accompany them for a while on their journey. He knows this part of the forest well, but hasn't been east of here for several days.

Baer is a werebear who has lived in the Gnarley Forest for years. He keeps mostly to himself but does what good he can for those who treat the forest and its creatures with respect.

He knows that the forest has been changing. However, he is not the sort to worry about such things, preferring to live each day as it comes. The "Protectors" (Gnarley Druids and Rangers) do a good job looking out for the forest, and he sometimes passes along to them anything he learns that might be useful.

If the PCs ask about the wagon, he hasn't seen it but is willing to guide them along the old road until they find it.

If the PCs ask about Yundi, Baer knows who he is. Baer doesn't know him very well, as he is young Protector and has lived in the Gnarley only a short

time (as such things are reckoned in the Gnarley). Baer knows he lives as a hermit a little ways east of here.

Accompanied by Baer, you travel for another hour or more without incident. Gradually the wind dies down and the snow stops falling.

Finally, stepping through some especially heavy growth, you step into a small clearing. It is set up as a camp, but everything is covered with a dusting of fresh snow. To one side you see a wagon loaded with good and covered by a tarp. Nearby stands a draft horse, covered by a blanket and whinnying.

The party, guided by Baer, eventually finds the hastily abandoned campsite, complete with horse and wagon. The horse is suffering from mild exposure and has emptied its feedbag, but is otherwise all right. The goods on the wagon seem to be in perfect shape, and in fact the cold has kept them perfectly preserved. Baer will help the party care for the horse. He also suggests that this is an excellent campsite, and reminds them that dark comes early in the Gnarley.

If no one has yet asked specifically about Yundi or a druid hermit, Baer will volunteer at this point that there is a hermit Protector who lives nearby and may have more information. He can give directions how to find him, but it's a couple of hours walk and it would be dangerous to travel there at night.

If the party includes a druid, ranger, or other Protector of the Gnarley, or the PCs have expressed a willingness to investigate what's going wrong in the forest, Baer will tell them to beware the pit trap on the route to Yundi's hidden hermitage. "Watch your step, for Yundi has funny friends," he will add with a wink.

After Baer helps the PCs care for the horse he bids the PCs goodbye and leaves them.

Encounter Seven: Bear ... Where?

This encounter only happens for parties who did not learn of the hermit via peaceful means in the previous encounter. This encounter puts the party at risk but will yield the needed information that there is a hermit druid nearby (sans helpful hints, of course).

You've followed the old road east for over an hour and seen no sign of a wagon or a horse. Of course, the Gnarley in winter is not the easiest place to find

something. At least the wind has died down and the snow has stopped falling.

Finally, stepping through some especially heavy growth, you step into a small clearing. It is set up as a camp, but everything is covered with a dusting of fresh snow. To one side you see a wagon loaded with goods and covered by a tarp. Nearby stands a draft horse, covered by a blanket and whinnying.

Give the PCs a few rounds to arrange themselves relative to the wagon. Everything is in the same shape as in Encounter 6A.

Suddenly your joy at finding the wagon dies in your throat. It's replaced by a feeling of dread as you hear a ferocious roar nearby. Turning, you see a great bear preparing to attack.

 **Brown Bear**, EL 4, see *Monster Manual*

A successful Knowledge [Nature] check tells a PC that this is a brown bear, which is naturally aggressive.

This brown bear was originally Jaroo's companion. It is old now but still quite ferocious. Yundi sometimes keep company with it, and has sent it to attack the PCs. He will not, however, allow it to be killed or seriously wounded in the battle. If the brown bear is in danger (half hit points or tactically in peril), Yundi will call it off, and both Yundi and the bear flee into the woods.

If the party succeeds in driving off the brown bear, it flees into the woods.

A successful Spot DC 10 indicates a shadowy humanoid figure covering its retreat and then following after it.

A Search DC 10 of the area where the figure was spotted turns up a battered wooden holy symbol. A successful Knowledge [Religion] check identifies it as that of the Oak Father.

Another Search or a Track (DC 10 for either) will find tracks in the snow. They can be followed easily, but if night is falling the DC will rise accordingly. The tracks will remain relatively undisturbed for three days, though the PCs will not know that.

The PCs have choices to make now so let them do so. The horse and wagon are safe here for now, though the PCs have no way of knowing that for sure. The horse will need some basic care to make it through another night in the woods, but if tended to it will be fine by morning.

Encounter Eight: Silent Night, Scary Night

This event occurs if the PCs make camp in the forest (likely in the same area as the merchant wagon). During the first watch a chaotic pixie spies on the camp and decides to have a little fun. The pixie casts Dancing Lights to mimic Will-o-Wisps in the distance, slowly moving closer. PCs on watch should make Spot DC 10 checks each round until the lights are noticed. Two rounds after any PC visibly reacts to the Dancing Lights, the pixie will cast Otto's irresistible dance on that PC before sneaking away. After these few moments of entertainment, the pixie leaves and the spells end.

Encounter Nine: Fey Gauntlet

The tracks in the snow lead the PCs along a narrow path that gradually becomes a narrow twisting ravine with steep sides. Single file is the only way to go. Along the route are three traps (the party may have a clue about the first, a pit trap). Eventually the path the PCs are taking will lead them alongside a cliff and begin to dip into a gorge.

The path leads you slowly alongside a growing cliff face. What little of a brook that isn't frozen, babbles with ferocity. The path runs directly into a narrow gorge running parallel to, but above the brook. The cliffs are rough and covered in snow. Beneath the snow, you catch the familiar sight of sandstone. Old trees line both sides of the gorge, seemingly creating a barrier against the rest of the forest. The ice of the brook breaks in several places for small waterfalls and rapids. Aside from the flowing water, the air continues to be still and silent.

The path the PCs are traveling along is 10' wide and runs 20' above the stream, 30' below the top of the cliffs. The path is not treacherous and should only require a balance check if a PC decides to attempt something acrobatic. The climb DC for the cliff is 15 (10 for surface with ledges, +5 for slippery)

Fool me once...

After about 30 minutes of travel within the gorge have the lead PC(s) make a Spot check (DC 24) to notice a camouflaged pit trap in the path. This is created by intentional and specific damage to the sandstone pathway and once triggered results in the collapse of a small portion of the path. The PCs will have to find a way across the gap.

✚ **Camouflaged Pit Trap**, EL 2: CR 2; mechanical; location trigger; no reset; Reflex save (DC 20) avoids; 20' deep (2d6, fall); Search DC 24; Disable Device DC 19. Note: The first 1d6 is non-lethal damage due to the snow, mud and water.

Fool me twice....

This occurs 40' beyond the pit trap. The path narrows to 5' wide, but still is not treacherous. The next trap is a hail of needles that spray down from a tree above when a PC enters the square. The trigger is a small tripwire. Allow and searching PCs to roll before reading the following text.

The path narrows slightly further up the gorge. The other side of the gorge is visible now around a shallow curve. The brook, through a series of waterfalls and rapids, has become almost level with the path and continues to ascend to the beginning of the gorge.

✚ **Hail of Needles**, EL 3: CR 3; mechanical; location trigger; manual reset; Atk +20 ranged (2d4); Search DC 22; Disable Device DC 22.

Fool me thrice...

This occurs 30' beyond the needle trap. The path is still 5' wide, but the brook (5' effective width) is the same level and is considered difficult terrain. The path is about to rise out of the gorge, but one last trap is placed here. Allow and searching PCs to roll before reading the following text.

Ahead, the path rises out of the gorge and beyond view. The brook has one last waterfall to climb before also disappearing beyond the edge of the gorge. The trees here seem much larger than at the beginning of the gorge. Gigantic ipp trees dwarf monstrous oak trees. The trees must be ancient in years beyond counting.

Just before making the last slope up out of the gorge, a pile of rocks is placed precariously such that the first person to pass that way will cause them to tumble into the lead 5' square and the 5' square directly behind it on the path.

Searching PCs can Spot DC 10 a small sack amongst the rocks. The sack was left by the pixie as bait, and as a reward for anyone who successfully disables the trap. If the trap is disabled the sack is recovered, otherwise it tumbles away with the rocks and is lost in the water. If the sack is recovered and opened, it is found to contain many coins of assorted mintage.

✚ **Rocks from Cliff**, EL 2: CR 2; mechanical; location trigger; manual reset; Atk +12 ranged (2d6, bricks); Search DC 20; Disable Device DC 20.

Once the third trap is sprung and/or bypassed, read the following text.

Ahead, you hear something giggling. "You big folks is funny," comes a voice from nowhere. The giggling continues, but begins to fade away into the forest. Climbing up out of the gorge and peering into the forest, you find no sign of the owner of the voice.

The giggling comes from the pixie that has been toying with the party for a night and a day now. He and his fey companions befriend Yundi, and they created the gauntlet of traps to help protect his privacy. Plus, it's always funny to watch blundering big folks stumble into traps.

Encounter Ten: A Really Gnarley Druid

The party will encounter Yundi muttering and addled. If they take time to listen, they may hear useful fragments interspersed with his ravings.

After leaving the gorge, the path turned sharply away from the brook. The constant babbling has been replaced with an eerie silence. The trees continue to be large and ancient, one after another; the tops shrouded in darkness.

The path makes yet another sharp turn, but this time you see something very, very different. Instead of continuing on, the path opens into a most unnatural looking clearing. All the area around you is open to the sky. The ground is broken by dozens of sawed off ipp tree stumps. It's obvious to even the most urban among you that this is a very unnatural situation.

Looking around the artificially created clearing, you see a man striding to and fro about 30 feet from you. He is waving his arms and appears to be alternately muttering and shouting. Trailing behind him as he walks back and forth is a large wolf.

PCs who stop for one round may attempt a Listen check to hear Yundi alternately muttering and yelling the following:

"...bah civilization!... forest will reclaim its own... curse all the temples... corruption of the people... my poor ipp trees... the ur-flan had the key... the

thing has come, it will come... curse the cudgeller and all his ilk... they began it all... they forget the oak father... twilight will come to twilight... the urn, the damn urn... d'imutto... alas for the return of the eye..."

☛ Yundi, EL 3, male human druid 3 with wolf companion, see Appendix

Yundi is currently mentally and emotionally unstable, so the PCs must approach him very carefully or he will fly into a rage and attack them with lethal force. Yundi begins this encounter as Unfriendly if the PCs have dealt peacefully with all residents of the forest to this point. If the PCs dealt lethal damage to the family of bears, have cut living wood, or done anything else destructive to the Gnarley during this adventure, Yundi begins the encounter as Threatening. (Note that Yundi knows of PC actions from his many forest friends.) If Yundi becomes Hostile he and his wolf attack the PCs in lethal combat to the best of their abilities.

NOTE: PC(s) who physically attack Yundi or his wolf (even nonlethal) automatically make him Hostile and trigger immediate and lethal combat.

The encounter is designed so that PCs who quickly and diplomatically provide more positive triggers than negative may calm or even befriend Yundi.

Yundi will react negatively to any of the following (-2 penalty to any Diplomacy checks for each trigger):

- PC(s) showing visible signs of the following churches: Tharizdun, St. Cuthbert, The Elder Elemental Eye, Lolth, Pelor, Iuz, Ehlonna (he calls them "traitors"), or any Elementalist worship.
- PC(s) who indicate they are from Twilight Falls.
- PC(s) who give any indication they support hunting, foresting, or any other atrocities that have been taking place in the Gnarley.
- PC(s) have previous Disfavor with Gnarley organizations or Old Faith.

On the other hand, Yundi will react positively to any of the following (+2 circumstance bonus to any Diplomacy checks for each trigger).

- PC(s) mention that they've been to the old grove, and that it's nice (or once must have been).
- PC(s) indicate they are recognized Protectors of the Gnarley.

- PC(s) speak well of Vesta Gundigoot.
- PC(s) speak well of Tarim.
- PC(s) express sorrow or admiration regarding Jaroo Ashstaff.
- PC(s) show evidence they worship the Oak Father and/or Oerth Mother.
- PC(s) have previous Favor with Gnarley organization or Old Faith.
- PC(s) express negative feelings or impressions about the town of Twilight Falls
- PC(s) express negative feelings or impressions about Church of St. Cuthbert or other "civilized" temples.

Development: The resolution of this encounter is up to the PCs. Any fight with Yundi will be to the death from his perspective (the PCs may fight to subdue him if they so choose), as he will be convinced that they are part of the corruption and must be eliminated at any cost. Capturing him by force and taking him alive from the forest will infuriate him (and his forest friends), and he (and they) will make every attempt to get free and flee into the heart of the Gnarley. PCs who move him to Friendly are safe, and may converse with him for up to one hour if they wish. If he becomes very friendly, the PCs may even convince him to return to Hommlet with them for a brief visit. If they part ways peacefully in the forest, the PCs will have some news to report back in Hommlet if they choose.

If the PCs have a peaceful (if somewhat irrational) discussion with Yundi, he will convey some or all of the following, as the conversation dictates:

- People of Twilight Falls have for several years been despoiling the forest by expansion, hunting, foresting, and trade. Though they have recently stopped their depredations, the damage has been done and is far too extensive to simply ignore.
- Last fall, the forest was further corrupted. Several groups of adventurer poured the contents of some strange and foreign goblet in many areas around the forest. Since that time, most animals have shunned the areas, and the animal and plant life that remains has been changed by the unnatural energy. Yundi followed several of the groups to Twilight Falls. He does not know if they live there, but given the town's reputation – he would not be surprised if it was the case.

- Other towns also are responsible for despoiling the forest, either directly or by trade. No doubt corrupt churches like the ones that “civilized” Hommlet lead all of those towns. The forest has suffered enough and will strike back against all the guilty, each in turn.
- There are secrets hidden deep within the Gnarley that others do not know. Long ago the Ur-Flan tried to corrupt the Gnarley and turn it against its people, but they were defeated and destroyed. The Gnarley lives on and is eternal despite all atrocities committed against it.
- The PCs should throw off their corrupt ways and learn to be one in harmony with the forest. It’s a great life, and when everything and everyone else has been destroyed the PCs will be on the winning side.

Conclusion

Read or paraphrase the following;

If the PCs leave Yundi in peace:

As you leave the crazed hermit behind and head back to Hommlet, you have a fresh perspective on the Gnarley Forest. You also have news to convey to those who live outside its borders.

If the PCs kill Yundi before learning any of his information:

It may be that you will never know what drove the crazy druid to fight you, but you’re glad to have escaped alive.

If the PCs bring Yundi back to Hommlet by force:

The crazy druid screams and curses at your attempts to restrain him by force. Around you, the animals of the forest respond to his screams with anger of their own and growls of protest reach your ears. With a howl of rage, a sudden burst of power throws all of you back several feet into the brush of the forest. Where Yundi once stood is nothing more than a pile of ash, but the howls of his unintelligible curses resound for several seconds in the deep forest before lapsing into silence.

The return through the forest is quiet. Though you are not attacked, an unease creeps into your mind – the certain dread that you are being watch and

have been marked as an enemy by those in the forest.

If Yundi accompanies the PCs willingly back to Hommlet:

Yundi is an interesting but unpredictable companion, but you are very safe traveling with him through the forest, which is nice. It never hurts to have another friend in the Gnarley Forest.

The End

Experience Point Summary

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

Encounter 3:

Defeat the two vargouilles.

APL 2: 120xp

Encounter 4:

Defeat the two ghouls.

APL 2: 60xp

Encounter 5:

Defeat or bypass the family of bears.

APL 2: 120xp

Encounter 6:

Buddy up with the werebear, or defeat the brown bear.

APL 2: 120xp

Encounter 8:

Bypass or survive the three traps.

APL 2: 210xp

(Trap #1 =60xp; Trap #2 =90xp; Trap #3 =60xp)

Encounter 9:

Survive or defeat or befriend Yundi.

APL2: 90xp

Discretionary role-playing & story award

APL 2: 180xp

Total possible experience:

APL 900xp

Treasure Summary

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

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

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

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter 3:

Loot the body of adventurer-turned-vargouille

APL 2: L: 300gp; C: 300gp; M: 0gp

Encounter 6:

Recover wagon and take goods to Hommlet

APL2: L: 0gp; C: 200gp; M: 0gp

Encounter 8:

Recover sack of coins in the rock trap.

APL2: L: 0gp; C: 200gp; M: 0gp

Total Possible Treasure

APL 2: Total: 800 gp (1000gp in mod)

Special Reward Notes

Favor of Tadariche Nem: Those that interact with Tadariche Nem and provide the sage with information or engage him in lively conversation receive this entry on the AR

Favor of Vesta Gundigoot: PCs who bring the wagonload of goods to The Inn of the Welcome Wench receive this entry on the AR

Influence with the Protectors of the Gnarley: PCs who deal peacefully with the family of bears receive this entry on the AR

Infamy with the Protectors of the Gnarley: PCs who deal any lethal damage to bears, or to Yundi or his wolf companion, receive this entry on the AR.

Friendship of Yundi: PCs who befriend Yundi receive this entry on the AR.

Ire of the Gnarleyfolk: PCs who try to remove Yundi by force receive this entry on the AR.

Gratitude of Lords Burne and Rufus: PCs who persuade Yundi to accompany them to Hommlet and visit his old friends receive this entry on the AR.

Appendix One: NPC Characters

Encounter 9: A Really Gnarley Druid

Yundi: Male Human Drd3; CR 3; Medium Humanoid (Human); HD 3d8+6; hp 24; Init +1; Spd 20 ft/x4; AC 14 (+3 armor, +1 dex), touch 11, flat-footed 13; Base Atk/Grapple +2/+3; Full Atk +4 Two-handed (1d6+1;20/x2, Masterwork quarterstaff); SA&SQ Restricted Spells, Spontaneous Casting, Animal Companion(Ex), Nature Sense(Ex), Wild Empathy(Ex), Woodland Stride(Ex), Trackless Step(Ex); AL CN; SV Fort +5, Ref +2, Will +5; Str 12(+1), Dex 12(+1), Con 14(+2), Int 8(-1), Wis 15(+2), Cha 8(-1);

Skills and Feats: Handle Animal +3, Heal¹ +5, Knowledge (nature) +6, Listen¹ +5, Spellcraft +0, Spot¹ +4, Survival¹ +8, Swim¹ -1; Augment Summoning, Spell Focus Conjunction), Track.

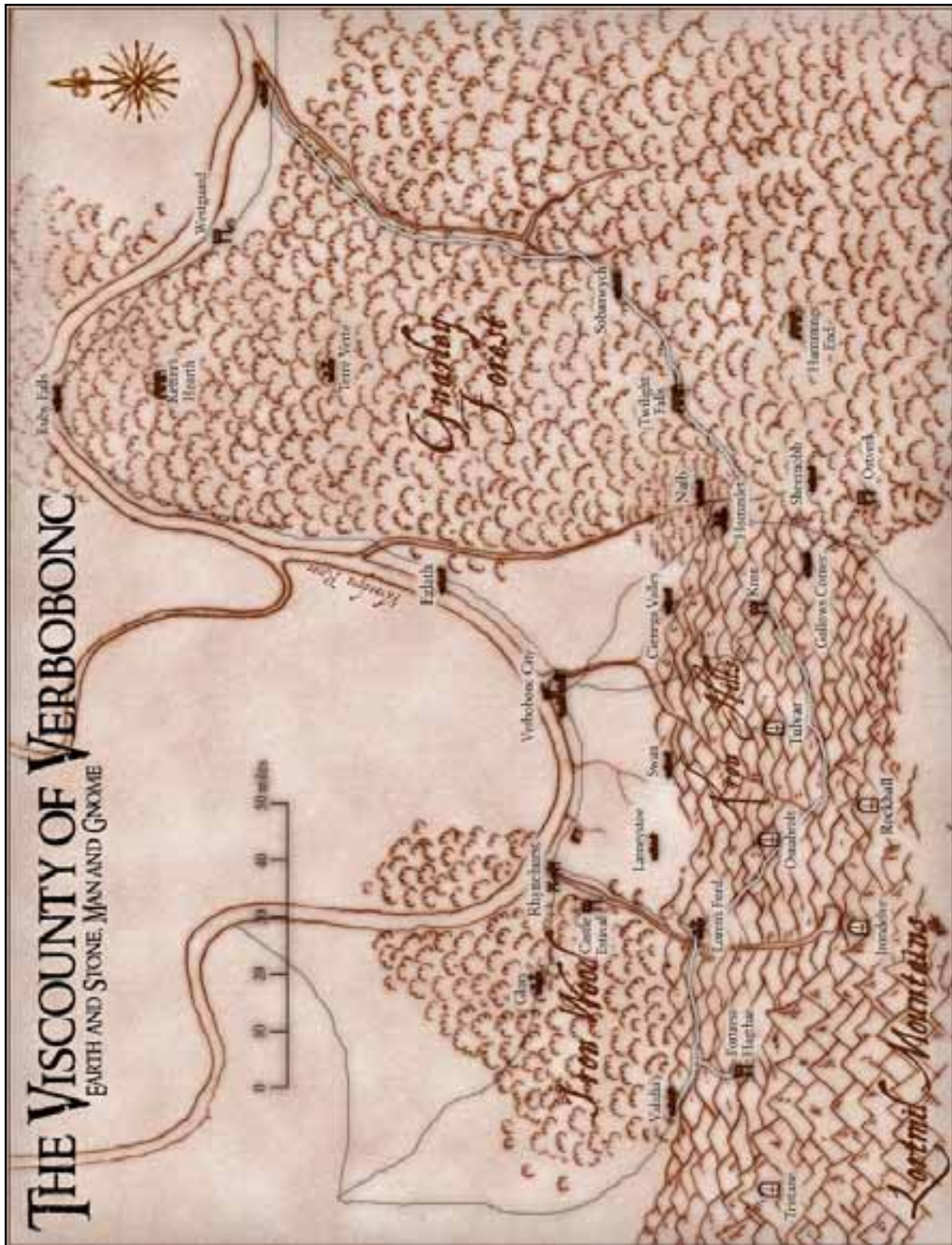
Possessions: Hide armor, masterwork, quarterstaff, masterwork, Sling, 10 sling bullets, *scroll of cure light wounds* (4), *scroll of magic fang*, 5 good berries, Backpack, Holly sprig, Dagger, hand axe

Spells (4/3/2) DC 14+spell level

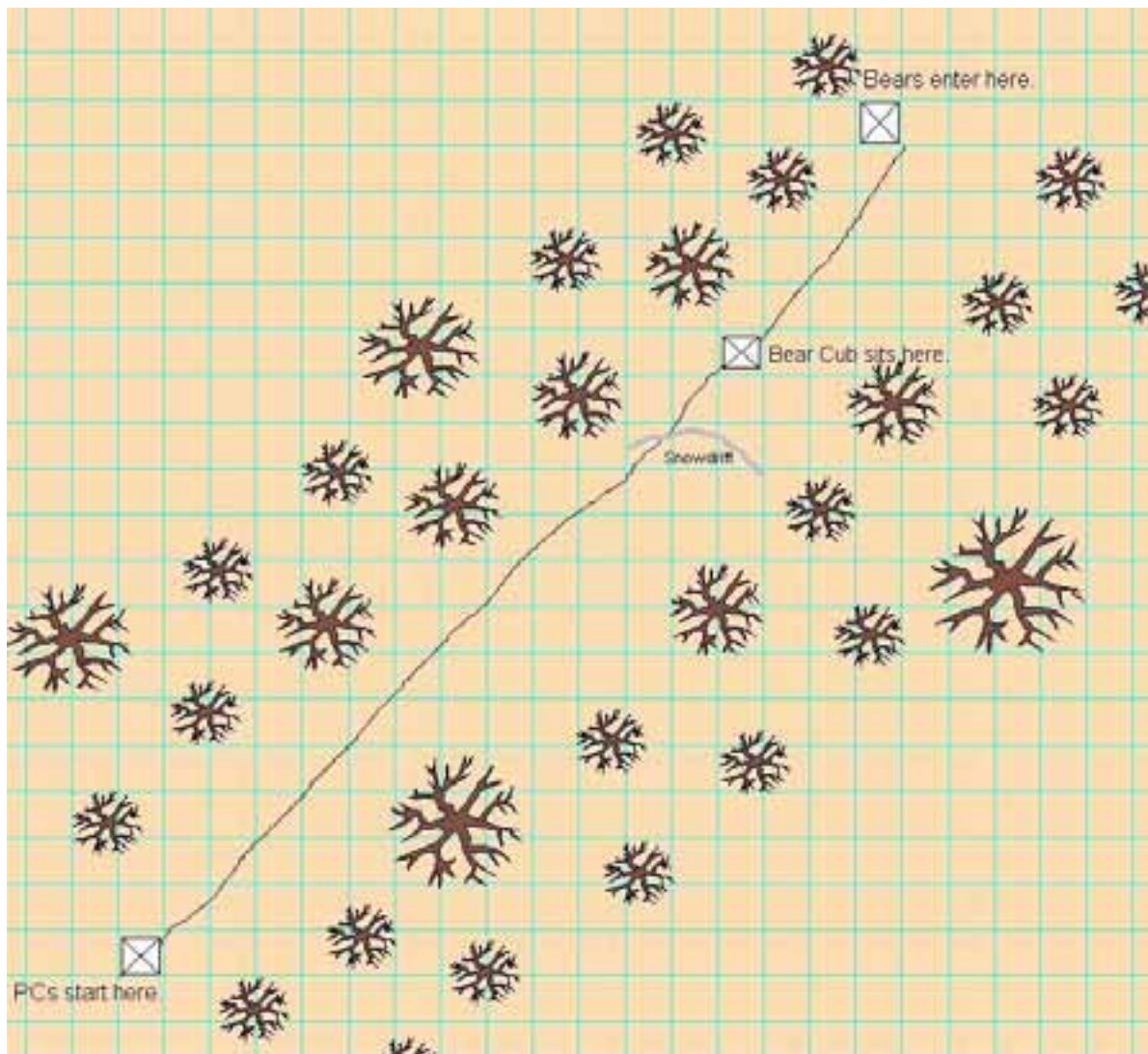
○ – *detect poison, purify food and water, detect magic, cure minor wounds*; 1st – *cure light wounds, entangle, shillelagh*; 2nd – *bull's strength, wood warp*

Appendix Two: Maps

Map of Verbobonc



Encounter Five



Encounter Eight

