

Over the River and Through the Woods

A One-Round Dungeons & Dragons® Living Greyhawk™
Iuz's Border States Metaregional Adventure

Version 1.1

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Hired to track a suspicious person, you travel to Stalmaer in Furyondy and cross the River into the Gnarley Forest, into the lands of Verbobonc. What or, more importantly, who will you find there? A one-round Iuz metaregional adventure set in Furyondy & Verbobonc for APLs 8-14.

Resources for this adventure include *The Marklands* and *Book of Vile Darkness*.

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

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

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

This adventure retires from RPGA-sanctioned play on December 31, 2007.

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to *Appendix 1* for full information on NPCs and monsters. For your convenience, *Appendix 1* is organized by APL

Along with this adventure, you'll find an RPGA Session 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). You need one copy of this for each participating player.

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.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

Based on their choice, use either the higher or the lower adjacent APL.

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round plus optional round Iuz Metaregional adventure, set in Furyondy and Verbobonc. All characters within the Iuz metaregion pay 1 or 2 Time Units. Out of metaregion characters pay 2 or 4 Time Units.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

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

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

ADVENTURE BACKGROUND

Recent events in the Gnarley Forest have forced creatures to move from their normal environs. Scared, frightened, and angry about being forced from their homes, they have moved north towards Furyondy. Because of this, certain forces have decided to use the

confusion and frustration being caused to their own advantage. A green dragon that has an affinity for undead has sent his chief lieutenant to find something within the environs of the Gnarley Forest.

During his search, the lieutenant, Xandre, found a buried site that once belonged to the Ur-Flan. The Ur-Flan had created a cauldron in an underground chamber that would allow them to create an undead army. However, only a few people knew of this place, and it was lost quickly when the Ur-Flan that knew of it were destroyed.

Xandre figured out how to access the small complex by using a holy symbol of Nerull. By sheer accident, he found that the protectors of the cauldron, a pair of Cadaver Collectors, would not attack him while he carried the symbol of Nerull. While researching how to use the cauldron and how to modify it to his lord's evil goals, he has sent the Collectors off to patrol the surrounding areas, kill anyone they find, and bring their bodies back to be used in the cauldron. Up to now, he has only collected orcs that have been moving northward.

ADVENTURE SUMMARY

Part 1: Over the River...

Introduction: PCs who are members of the Oathsworn Slayers meta-org are asked to grab some trustworthy individuals for a mission to track a suspected member of a cult and are given information about a possible lead. Discretion is very important, as the Oathsworn Slayers do not wish to tip their hand just yet.

Encounter 1: PCs are hired either directly by the Oathsworn Slayers or by another PC at the table who is a member of the Hunters meta-org. They are asked to 'quietly' check out a suspicious person in the southern reaches of Furyondy.

Encounter 2: PCs attempt to find their target while within the city or attempt to find out more about their target. Depending upon actions taken by the PCs, they may encounter some 'resistance' during Encounter 3.

Encounter 3: PCs follow their target out of town. If the target has become aware of the PCs presence because of who they asked, where they asked, etc. during Encounter 2, then the target has ordered 'thugs' to deal with the PCs. Either way, the PCs will then have to deal with tracking their target.

Part 2: And through the woods...

Encounter 4: As a precaution, the target's trail goes through some of the Gnarley Forest, where he has set some traps for those that might try and follow his tracks.

Encounter 5: The tracks lead to the current base of this portion of the cult. PCs will have to deal with guards if they wish to continue into the lair.

Part 3 (Optional): ...to Grandmothers house we go
Encounter 6: The PCs must solve a puzzle to get past the trap that blocks the way into the lair.

PREPARATION FOR PLAY

This scenario is broken up into 3 separate Parts for ease of game play. Part 1 is mostly role-play with a possible combat at the end, depending upon how well the PCs investigate their target. Part 2 is more combat intensive, with the PCs following the suspect into the forest, and through some of the wilderness that is the Gnarley forest. With luck, the PCs will end up at the entrance to a lair of some of the cultists.

At this point the 'main' adventure is over, but some PCs will want to go into the dungeon for even more information, or to clear out the 'threat'. That is when Part 3 begins, which is OPTIONAL.

At the end of part 2, players encounter some guardians of the caverns where the cultists are doing research. Take note of any holy symbols that the PCs may be openly wearing. If they are openly wearing a holy symbol of Nerull, the guardians will not attack them and they will also take orders from said PC.

SCENARIO FLOW

If time is an issue, such as during convention play, you should spend no more than 30 to 45 minutes on Encounter 2.

INTRODUCTION: YOU WANT ME TO DO WHAT?

Use this introduction if there are members of the Oathsworn Slayers meta-org at the table, otherwise use the information found here during Encounter One when a member of the Oathsworn Slayers, Gildor Arcanix, approaches the PCs. Anyone who has played IUZ 6-04 Acid Test or IUZ 6-06 Drach Treielabone might recognize him. Gildor is a shape-changed gold dragon.

"Greetings, Oathsworn. We believe that we may have found a lead on a base of Tiamat's followers. A man who has been going by the name of Xandre has been making regular stops in Stalmaer. Stalmaer is located on the banks where the Att River and Velderdyva River join. It's a small town that is also the original base of operations of the Green Jerkin Rangers.

"It was actually a Green Jerkin friend of ours, by the name of Sir Quill, that alerted us to the mysterious comings and goings of Xandre. Usually, Stalmaer is a quiet town, which occasionally sees adventurers passing through, but never staying for very long. This man, however, has made several stops there within recent months. From what we've

been told, he is portraying himself as a merchant, but he doesn't seem to be selling anything. Sir Quill has told us that he usually buys some supplies and then leaves town. He returns a few weeks later and buys more. This cycle has repeated enough to draw the attention of the Green Jerkins.

"The Green Jerkins have tracked him on at least one of his excursions. The tracks led into the Gnarley Forest, which is on the other side of the river from Stalmaer. Shortly after entering the forest they lost his tracks. That is all the information I have from Sir Quill at this moment.

"What we need you to do is to gather some people that you can trust, travel quickly to Stalmaer and investigate this possible lead. We can only provide minimal monetary compensation (25 gp x APL) for you or your companions, although if our suspicions are correct, you may feel free to keep anything off of the cultist members that would not be considered 'unusual' by our organization. If it is unusual, please see that it is returned to us. Good luck."

ENCOUNTER 1: TO HIRE OR NOT TO HIRE

Encounter Summary: PCs are approached by an urchin and asked to meet at a particular location (an inn within the region in which this adventure is being played) and asked to do some 'investigation' in Southern Furyondy of a suspected member of a new cult group that has started to appear across the Flanaess. Their contact is Gildor Arcanix. Any characters that have played IUZ 6-04 Acid Test or IUZ 6-06 Drach Treielabone will likely recognize him.

Alternatively, a PC member of the Oathsworn that is contacted privately by Gildor can hire the PCs.

Modify the text below based upon which region the PCs are starting from. If a PC "hires" the other PCs, allow the hiring PC to give information as he will.

"Thank you for coming on such short notice. My name is Gildor Arcanix and I am a member of a small organization that, for the time being, we will simply call 'The Oathsworn'. To put it simply, we 'hunt' down evil dragons and their cults and put an end to them. Well, we are spread thin right now, and word has come to me that a man going by the name of Xandre (Zan-Drey) has been making several stops in Stalmaer.

"Usually, Stalmaer is a quiet town that occasionally sees adventurers passing through, but never staying for very long. This man, however, has made several stops there within recent months. He seems to be masquerading as a merchant, but he doesn't seem to be selling anything. He usually buys some supplies, then leaves. He returns a few weeks

later to buy more. This cycle has repeated enough times to draw the attention of my contact there.

"My contact has tracked him on a few of his excursions. Each time they've lead into the Gnarlley Forest. Shortly after entering the forest, each time at a different location, they lose his tracks. That is all the information I have from my contact at this time.

"What we need you to do is to travel quickly to Stalmaer and investigate this lead. We can provide some monetary compensation for you or your companions, and if our suspicions are correct, you can feel free to keep anything off of them that would not be considered 'unusual' by our organization. Questions?"

Stalmaer

Knowledge (local - Iuz's Border States)

DC 5 – It is a small city on Furyondy's southern edge

DC 10 – It is located on the banks where the Att River and Velderdyva River join.

DC 15 – It is the city where the Green Jerkins set up their headquarters (members of the Green Jerkins meta-org know this automatically).

Green Jerkins

Knowledge (local – Iuz's Border States)

DC 5 – The Green Jerkins are self-proclaimed protectors of Furyondy's borders.

DC 10 – Over the last several years, they have taken to protecting more than just the southernmost borders.

What would you/your group find interesting?

"Anything having to do with evil dragons, dragon cults, or their goings on."

What can you tell us about the target?

"Not much, I'm afraid. I know he's male, of Flan descent, and that he's supposedly a merchant. His name is Xandre. I'd check with Sir Quill Kith Barden, a friend of mine in Stalmaer. He will likely know more."

Who is your Contact ?

"Sir Quill Kith Barden"

What can you tell me about your contact?

See information in Encounter 2

You say you believe he isn't a merchant. What do you believe he is?

"I do not know. My contact has not provided any additional information other than to ask for our assistance and provide the information that I have shared with you."

Why do you think there is something draconic involved?

"We don't know for sure, and that is why we are asking for your assistance instead of sending a person from our organization." If PCs push the issue:

"A red dragon scale was used recently to buy some goods. The message did not say what goods or from whom, but the dragon scale is the main reason as to why it was brought to our attention."

How much will you pay?

"Being a small organization we can't afford much. However, if you are successful and report back to us, I believe we could see a way to part with (25gp x APL) for each of you. Also, if you turn over to us anything that we might find 'interesting' then I'm sure other additional arrangements or compensations would be made."

ENCOUNTER 2: QUESTIONS & ANSWERS

Encounter Summary: The PCs go to Stalmaer, an uneventful trip, to investigate Xandre Lukianoff. They can contact the friend of the Gildor Arcanix, Sir Quill Kith Barden, head of the Green Jerkins; blindly ask around (general Gather Information checks); or talk to Thennek Eworcm, the merchant that Xandre does most of his business with while in Stalmaer.

As the GM, you will need to use your discretion to determine whether the PCs have drawn too much attention to themselves while investigating Xandre Lukianoff. If they are just using general Gather Information checks, asking around about Xandre Lukianoff, then the PCs were being obvious in their investigations. If the PCs only ask specific questions of specific people, like their Green Jerkin contact or those loyal to the Green Jerkins, then they are not being obvious in their investigations.

Green Jerkin HQ

Sir Quill Kith Barden is a knight, a member of the order of the Knightly Conclave, and one of the major leaders of the Green Jerkins. He is also the noble who sponsored the Green Jerkins to become an official Furyondian organization. He is highly respected and influential. What he knows:

- Xandre is seen here in town every 3 weeks. He never stays in town for more than two days, and usually leaves town the day after he arrives.
- Xandre should be in town now or arriving in the next day or two. (He actually arrived yesterday and is leaving today, but the Green Jerkins have not heard of his arrival just yet.)
- Xandre has been portraying himself as a merchant from Verbobonc, yet he never arrives with any wares to sell. He buys some supplies, enough to feed several people for about a week, and then leaves town. What got raised suspicions was that no one has actually purchased any wares from him.
- On his two most recent visits, Sir Quill had some of his Green Jerkins follow Xandre out of town. Xandre

took two different routes, which, in and of itself is not suspicious; however, when he tried to hide his tracks after a mile or so of woods, the trackers got suspicious. After a few more miles into the Forest, the tracks just simply disappeared.

- Gildor asked Sir Quill to keep an eye open for people attempting to be inconspicuous. Per his request, Sir Quill contacted Gildor about Xandre.
- If asked about Thennek Eworcm, Sir Quill explains that they let him stay in business because he provides information about what is 'going on' with cultists and other evil-doers. (In reality, Thennek is a Green Jerkin who has been undercover for several years. He uses pieces taken from criminals and sells them.)
- Sir Quill also knows most of the information that Thennek knows, although he might not think to share all that information without being asked. Sir Quill does not know that Xandre is currently in town.

Do you have any contacts in Verbobonc?

"We have some arrangements with the Mounted Borderers. Mostly we simply avoid stepping on each other's toes."

Can you show us where the Jerkins lost the trail?

"The jerkins who tracked him are not in town right now and won't be returning for at least two weeks."

Can we have access to someone who can track Xandre when he leaves town?

"I can probably spare someone for a day or so to track for you. Our ranks have been growing a bit of late, and we have some people with some basic tracking skills available." Sir Quill provides a 5th level ranger with a total Survival modifier of +10.

Where does he stay when he comes to town?

"He usually stays at a different inn each time."

Do you have resources to let us know where he is in town or when he arrives?

"If you are willing to wait a few hours, I can check my sources to see if they have seen anything as of yet. They usually check in when they've noticed him."

If the PCs wait or make no progress:

(1d4 hours) *hours later you are asked to come back to Green Jerkin HQ. Sir Quill asks you to sit down. "I am sorry to say, but I've just found out that Xandre left earlier today. He left roughly an hour or so ago."*

Any ideas who Xandre has been known to see when in town?

"Yes. The main merchant that Xandre sees is a rather shady man named Thennek Eworcm."

Shady Merchant

Thennek Eworcm (Then-nek E-war-come) is a merchant who deals in items that most people would disdain.

Here is a list of items and prices that the Shady Merchant is selling: Demon Armor (52,260 gp); Assassin's Dagger (18,302 gp); Dagger of Venom (8,302 gp); Mace of Terror (38,552 gp); Nine Lives Stealer (23,057 gp)

Thennek begins as Indifferent and must be made Friendly or Helpful before he will reveal the following information. He has a +11 bonus to rolls versus Intimidate checks. The PCs may also bribe Thennek, gaining a +2 Circumstance bonus to their Diplomacy check for every 50gp.

- *"Yeah, I've seen Xandre about. He arrived yesterday to purchase his usual supplies from some others."*
- *"He seemed to be low of funds this visit, but he paid me something even more valuable than gold to someone with my contacts."*
- *"He typically buys enough supplies to last six to eight people about one week. He never loads up a mule or a wagon though. Instead, he puts everything he buys into a bag that he keeps over his shoulder."*

Thennek must be made Helpful before he will reveal any of the following information. Alternatively, a purchase of any of his items will loosen his tongue.

- *"One visit, while he was digging through his coin purse, I saw something. It was a smallish symbol. Looked like a skull on a crescent moon. When he noticed it was visible, he quickly glanced at me, but I made him believe that I hadn't noticed it."* A DC 20 Knowledge (religion) check (increased due to the poor description) will realize that the item could be a holy symbol of Nerull.
- *"Xandre comes by to buy some 'odd' spell components."* The items Xandre buys are Liquid Pain, Humanoid Heart, Humanoid Brain, and Humanoid Finger.

If the PCs discover information about the spell components, a DC 25 Spellcraft check will reveal the following uses:

Agony (Liquid Pain): automatically increases by 2 the effective caster level of a single spell with the Evil descriptor (BoVD).

Humanoid Heart: a spell that has this applied to it has a 25% chance to have its effective caster level increased by 2 (BoVD).

Humanoid Brain: a spell that has this applied to it has a 50% chance to have its range doubled (BoVD).

Humanoid Finger: a spell that has this applied to it has a 40% chance to receive a +1 profane bonus on attack rolls (touch attacks only) (BoVD).

Some PCs may wish to arrest Thennek. If so, he accepts this and goes quietly with the PCs to jail. He knows that he will be out of jail within a day due to his connections.

If the PCs make Gather Information checks, they can find out the following information; however, Xandre is notified of the PCs interest in him. Each bribe of 50 gold grants the PCs a +1 Circumstance bonus on their Gather Information check.

DC 10 – *“Yeah, I’ve seen a person matching that description. He comes to town every so often.”*

DC 15 – *“He’s here about once a month, buying supplies.”*

DC 20 – *“On more than one occasion he has purchased something from a merchant by the name of Thennek Eworcm.”*

DC 25 – *“He mentioned that he was leaving town this afternoon. He made mention of traveling to Verbobonc City.”*

DC 30 – *“He was seen about an hour or so ago leaving town heading towards the docks on the Velderdyva River.”*

ENCOUNTER 3: FOLLOW THE YELLOW BRICK ROAD

Encounter Summary: Xandre has left town and gone back to his hideout. The PCs are attempting to follow his trail (or lack thereof) and will likely use divinatory magics. If this happens, use the information provided in the scenario as needed. Xandre has no special protections against divinations.

PCs may also attempt to cross the river and pick up a trail that they have heard about. At least once a month, Xandre purposely leaves a trail that leads from the forest edge directly up to the pit trap in this encounter, but uses spells to leave prior to triggering it. A DC 26 Survival check will find this set of tracks (base 15 for firm ground, +5 for attempting to hide tracks, +6 for the number of days since the tracks were made).

If the PCs attract attention while asking questions about Xandre, he will have ordered his thugs to deal with the PCs. If the PCs were discreet, they will surprise the thugs.

Eventually, the PCs will realize that Xandre has left town already and they will most likely want to follow him. Depending upon where they search for his tracks they may easily find them. There are many tracks that lead out of town towards the docks. Xandre’s tracks, and possibly the tracks of his ‘companions’ lead out of town, toward the docks, but then veer off near a copse of trees. If he is alone, he *dimension doors* himself, and possibly the thugs, across the river, walks for about half a mile, then teleports back to the hideout

There are several ways of getting across the river, including spells, hiring a boat, or using the Ferry. Xandre

uses a *Dimension Door* to cross the river if he knows he is being followed (with his thugs) as he wants them to get the PCs to stop ‘checking him out’ or ‘following him’ or he uses the spells *invisibility* & *fly* to cross on his own without the thugs. Use standard PHB prices for using a ferry or renting a boat. .

On the other side of the river there are only a few tracks that lead the Gnarley Forest. The ones that lead away from the river opposite the banks of Stalmaer number the following: ½ dozen minor undead (DC 5 Track), several hunters (DC 15 Track), and Xandre. The Track check for Xandre is different depending upon if the PCs were found out that they were questioning about Xandre. If they were found out, the check is only DC 15 as the multiple people following Xandre have left easier tracks to follow than Xandre alone. If the PCs were not found out, then the DC is XX.

If the PCs were noticed asking questions, Xandre has left some hired thugs that he figures can handle most anyone who attempts to follow him out of town. He doesn’t think overly much about the ability of anyone asking about him, so he’s only hired some ‘basic’ thugs.

Read or Paraphrase the following about 5 ‘in-game’ minutes after they breach the Gnarley Forest.

Stepping out from behind a couple trees are a pair of men, obviously brothers. Each of them is holding a billy club (sap) and each of them are rhythmically tapping it against the palm of their hand. As they look towards you, they begin to speak. “Afternoon, mate. Whatever it is you were searching for, we’d suggest searching elsewhere. Me and my buddy Vern here wouldn’t want to, uh, deter you.” However, the looks on either of their faces makes you quite sure that they would like nothing less than to use force to deter you from the path you are following.

If the PCs were discreet, Xandre has left his thugs in the forest as a precautionary measure. When the PCs find the thugs, the thugs will be in the process of setting up camp, unarmored and unarmed. Adjust their AC appropriately and have the thugs spend the first round of any combat moving to their weapons and picking them up. The thugs are not attempting to be quiet about things, so the PCs will hear them from quite far away, hammering and the like. If the PCs are even slightly stealthy, they can avoid this Encounter if they wish. If the thugs see the PCs, they will move to attack, as they have been told to take care of anyone that comes this way.

APL 8 (CR 8)

Stern & Vern: hp 47 each; Appendix 2.

APL 10 (CR 10)

Stern & Vern: hp 60 each; Appendix 3.

APL 12 (CR 12)

Stern & Vern: hp 81 each; Appendix 4.

APL 14 (CR 14)

Stern & Vern: hp 95 each; Appendix 5.

Treasure:

All APLs: Coin 0 gp; Loot 0 gp; Magic 1786 gp – 2 +1 chain shirts (104 gp each), 2 +1 bucklers (97 gp each), 2 +1 saps (192 gp each), 2 bracers of draconic strength +2 (500 gp each); Total 1786 gp.

Tactics: These guys are simply bruisers and were hired to 'stop' the PCs from continuing. They have no clue that they are out-classed by the PCs. They are fighting with saps in order to subdue the PCs. If the PCs use lethal force at any time, Vern & Stern will surrender. Typically, Stern & Vern try to open up with Intimidate against their foes.

ENCOUNTER 4: OVER THE RIVER & THROUGH THE WOOD

Note: This Encounter only happens in the Verbobonc portion of the Gnarley Forest. If PCs use divinatory magics to avoid going into the Verbobonc portion of the forest then skip this encounter.

Encounter Summary: While following Xandre's tracks into the Verbobonc portion of the Gnarley Forest, the PCs fall right into the trap that he has set in place for anyone skilled enough to track him or anyone attempting to follow him.

Travel through the Gnarley Forest is fraught with general perils to those not prepared to handle what it contains. Xandre has traveled these woods many times over the last several months and has discovered where many possible problems are. He uses these 'problems' to slow down any possible pursuers.

Due to certain events happening in other parts of the Gnarley Forest, many creatures have moved northward to escape the happenings in the southern portion of the forest. Xandre has found traps that some of these creatures have set throughout the forest and modified them for his own use.

APL 8 (CR 8)

Well Camouflaged Pit Trap: CR 8; mechanical; location trigger; repair reset; DC 20 Reflex save avoids; 100 ft. deep (10d6 fall); Search DC 27; Disable Device DC 18; Market Value 16,000 gp

APL 10 (CR 10)

At the bottom of the pit is an *acid fog* trap that triggers when someone gets within 30' of the bottom.

Wide-Mouth Pit Trap: CR 9; mechanical; location trigger; manual reset; DC 25 Reflex save avoids; 100 ft. deep (10d6 fall); multiple targets (all targets within a 10-ft.-by-10-ft. area; Search DC 25; Disable Device DC 25; Market Value 40,500 gp

Acid Fog Trap: CR 7; magic device; proximity trigger (alarm); automatic reset; spell effects (*acid fog*, 11th level wizard, 2d6/round acid for 11 rounds); Search DC 31; Disable Device 31; Market Value 33,000 gp

APL 12 (CR 12)

At the bottom of the pit is an *incendiary cloud* trap that triggers when someone gets within 30' of the bottom. As soon as the camouflage is removed (either through a PC falling through it or removing it to look down) a *blade barrier* goes off surrounding the pit, as does an *Evard's black tentacles*, centered on the center of the pit.

Wide-Mouth Pit Trap: CR 9; mechanical; location trigger; manual reset; DC 25 Reflex save avoids; 100 ft. deep (10d6 fall); multiple targets (all targets within a 10-ft.-by-10-ft. area; Search DC 25; Disable Device DC 25; Market Value 40,500 gp

Incendiary Cloud Trap: CR 9; magic device; proximity trigger (alarm); automatic reset; spell effects (*incendiary cloud*, 15th level wizard, 4d6/round for 15 rounds; DC 22 Reflex save half damage); Search DC 33; Disable Device 33; Market Value 60,000 gp

Blade Barrier Trap: CR 7; magic device; proximity trigger (alarm); automatic reset; spell effects (*blade barrier*, 11th level cleric, 1d6 slashing, DC 19 Reflex save half damage); Search DC 31; Disable Device 31; Market Value 33,000 gp

Evard's Black Tentacles Trap: CR 7; magic device; proximity trigger (alarm); no reset; spell effects (*Evard's black tentacles*, 7th level wizard, 1d4+7 tentacles, atk +7 melee (1d6+4, tentacle); multiple targets (up to six tentacles per target in each of two adjacent 5-ft squares); Search DC 29; Disable Device 29; Market Value 1,400 gp

APL 14 (CR 14)

At the bottom of the pit is a *transdimensional incendiary cloud* trap that triggers when someone gets within 30' of the bottom. As soon as the camouflage is removed (either through a PC falling through it or removing it look down) a *blade barrier* goes off surrounding the pit, as does a *wail of the banshee*, centered on the center of the pit. Remember that all creatures in the area of effect are targets, including familiars and mounts.

Poisoned Spiked Pit Trap: CR 10; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 50 ft' deep (5d6 fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 plus poison each); Poison (purple worm poison, DC 24 Fortitude save resists, 1d6 Str/2d6 Str); Search DC 16; Disable Device DC 25; Market Value 19,700 gp

Transdimensional Incendiary Cloud Trap: CR 10; magic device; proximity trigger (alarm); automatic reset; spell effects (*incendiary cloud*, 15th-level wizard, 4d6/round acid for 15 rounds; DC 22 Reflex save half damage); Search DC 33; Disable Device 33; Market Value 60,000 gp (Also effects incorporeal creatures, creatures on the Ethereal Plane, or the Plane of Shadow, and creatures within an extradimensional space in the trap area such as *rope trick*, *portable hole*, or *familiar pocket*.)

Maximized Blade Barrier Trap: CR 10; magic device; proximity trigger (alarm); automatic reset; spell effects (*blade barrier*, 11th-level cleric, 66 slashing, DC 19 Reflex save half damage); Search DC 31; Disable Device 31; Market Value 33,000 gp

Wail of the Banshee Trap: CR 10; magic device; proximity trigger (alarm); automatic reset; spell effects (*wail of the banshee*, 17th-level wizard, DC 23 Fortitude save negates); multiple targets (up to 17 creatures); Search DC 34; Disable Device 34; Market Value 76,500 gp

After some searching around, the PCs will be able to pick up a trail that leads directly to the glade in the next encounter. A DC 21 Survival check will find this set of tracks (base 15 for firm ground, +6 for the number of days since the tracks were made). These are easier to find, as Xandre no longer tries to hide his tracks.

ENCOUNTER 5: OK, WE'RE HERE...WHAT NOW?

Encounter Summary: The PCs find the location of Xandre's hideout. While they are checking out the clearing, the Cadaver Collector is returning from patrol. When he returns, he normally moves up to the holy symbol of Nerull and touches it with his foot. He will even do this in combat, following orders to notify Xandre that he has returned.

After crossing the river yet again, and traveling for several more miles, you've come to a point where the trail has seemed to end. You are now standing in a copse of trees that appear, at first glance, to be dead. Looking more closely, you see that the trees are not dead; it's just the trunks and bark that appear to be so.

A DC 15 Knowledge (local – Iuz's Border States) or Knowledge (history) check, or any adventurer that played any 591 CY Furyondy events will notice that the trees seem to be suffering from something similar to the plague that swept through Furyondy during that time. The plague infecting the trees is magically resistant to curing and was altered to become the plague that ravaged Furyondy in 591 CY.

A DC 5 Knowledge (nature) check will also reveal that the trees and parts of the clearing have some burn marks on them. If a PC notices this, a DC 23 Spellcraft

check will indicate that a *fireball* spell has gone off in the clearing on multiple occasions.

The version of decay on the trees and within the clearing is quite localized. It is centered upon a rune in the precise center of the 'deadness'. The rune is a depression of the holy symbol of Nerull of the Old Faith, and is covered by some leaves. A DC 12 Search check in the clearing will find the depression. Because of the antiquity of the symbol and the fact that it is reversed from how one would normally see the symbol, the PCs need to make a DC 20 Knowledge (religion) check to properly identify it.

Anyone who touches the depression, without first inserting a holy symbol of Nerull, triggers the trap.

ALL APLs

Fireball Trap: CR 4; magic device; touch trigger; automatic reset (1 round later); spell effects (*fireball*, 5th level wizard, 5d6, DC 14 Reflex save half damage) and (*alarm*, mentally notifies Xandre); multiple targets (all within a 20' radius of rune); Search DC 28; Disable Device 28; Market Value 7,500 gp

Upon triggering the trap and, thus, triggering the *alarm* spell, Xandre's assistant, a doppelganger that changes shape to look like Xandre, goes up to collect the Collector. He arrives at the top of the fifth round AFTER the Collector triggers the trap.

Upon insertion of a symbol of Nerull into the depression, the PC and everyone/everything touching the PC are affected by a *dimension door* spell. There is no save or spell resistance for the person touching the Rune; however, anyone else may make a DC 14 Will save, if they wish. The PC(s) are transported to location A on the dungeon map.

Patrolling this area is one of the guardians that the cult found in the caverns below. The guardians are used to help protect the current location and the research that is being done here and to collect corpses for research. They will not attack anyone who is openly wearing a holy symbol of Nerull. In addition to not attacking anyone openly wearing a symbol of Nerull, the guardians will also follow any orders given by such a person.

This guardian has been sent to collect bodies and is just returning with his prey.

Note: The EL of this encounter is lowered by one because the collector is wounded and several spikes are already taken up by creatures, thus weakening one of the creature's major attacks.

APL 8 (CR 11)

Cadaver Collector: hp 86; *Appendix 2*.

APL 10 (CR 13)

Advanced Cadaver Collector: hp 127; *Appendix 3*.

APL 12 (CR 15)

Greater Cadaver Collector: hp 149; Appendix 4.

APL 14 (CR 17)

Supreme Cadaver Collector: hp 180; Appendix 5.

Treasure: On one of the bodies on the Cadaver Collector's spikes is the following:

APL 8: Loot 0 gp; Coin 250 gp; Magic 1541 gp – bead of force (250 gp), lens of detection (291 gp), goggles of night (1000 gp); Total 1791 gp.

APL 10: Loot 0 gp; Coin 250 gp; Magic 3333 gp – bracers of armor +3, light fortification (1333 gp), minor cloak of displacement (2000 gp); Total 3580 gp.

APL 12: Loot 0 gp; Coin 250 gp; Magic 3171 gp – scabbard of keen edges (1333 gp), luck blade (0 wishes) (1838 gp); Total 3421 gp.

APL 14: Loot 0 gp; Coin 250 gp; Magic 4799 gp – goggles of night (1000 gp), stone of good luck (1666 gp), oathbow (2133 gp); Total 5049 gp.

Tactics: The first action the Collector takes is to move to the depression in the middle of the clearing and touch it with the bottom of his foot. This notifies Xandre that the Collector has returned, but also sets off the fireball trap. After taking this action, he will move on to attack any nearby foes. The doppelganger will arrive at the top of the fifth round after the Collector triggers the trap.

The Collector has 3 creatures (an orc, goblin, and dwarf that were caught while moving north through the Gnarley) already impaled on its back. Two of the creatures on the Cadaver Collector's back are medium and one is small. This means that the collector has room for 1 additional medium and 3 more small creatures, or a total 7 small creatures. One of the two medium creatures is "Lucky" Gorn Silverbeard, a dwarf who just happened to run afoul of the Cadaver Collector on his way north towards Libernen. A DC 15 Knowledge (local – Iuz's Border States) or Bardic Knowledge check will recognize "Lucky" Gorn as a well known and respected dwarven bard and adventurer.

If they are defeated or if the PCs retreat without all of their comrades' bodies, the remaining bodies are used in the cauldron in the complex below.

ALL APLs

Doppelganger: hp 22; Monster Manual 67.

If the doppelganger arrives during combat, he will join the fight. If the doppelganger arrives outside of combat, he will begin to monologue, if allowed.

"Well done. Not only have you followed a trail that I thought was nigh impossible, you've defeated one of my pets that was assisting me in my 'collection.' I've been using this spot since it was out of the way and easy to find, due to the unique nature of the trees here. It was quite easy to focus my magical energies to this place. Now that you've found this spot, I will

have to stop using it. Luckily I have other locations that I have been preparing for just such an eventuality.

"Well, don't just stand there like the blubbing idiots that I know you must be. Do tell me how you were able to overcome my trail dead-ending in a rather ingenious set of traps! Inform me how you were able to successfully find this glade! Did you do it yourself or did you have to ask the gods for help? Come on, speak up!"

Allow the PCs to answer if they wish. Once the doppelganger feels that he has all the information from the PCs that they are willing to share, he will say the following:

"Well then, since you are unwilling to share any more information with me, I will leave you to celebrate your victory. Good day peons."

The doppelganger then pulls out a scroll, as if to cast a spell. Instead, he uses his shape change abilities to create a symbol of Nerull on the bottom of his boot, which he slips into the trap to *dimension door* back into the complex, if allowed. Roll Sleight of Hand and Bluff checks for the doppelganger to hide both his foot movement and the intention behind the scroll. A DC 15 Spellcraft check will identify that the doppelganger did not appear to cast a spell.

Development: This is the end of the main adventure. They have found the 'end' of the trail, know that the person they were hired to track is using a creature to collect corpses, and they might know that Xandre is using 'components' to empower his spellcasting. They have the information they were asked to gather (investigated a lead) and their job is done.

However, many PCs may want to investigate the glade further. If they do this, they may find out that the holy symbol of Nerull leads them to an underground complex. If they continue into the complex, inform them that it will cost an additional 1 TU for in-region characters and an additional 2 TUs for out of region characters. Proceed to Encounter 6 if they wish to continue.

ENCOUNTER 6 (OPTIONAL): LOOK WHAT WE'VE FOUND!

Encounter Summary: The ruins into which the PCs delve are Ur-Flan and were built upon older, Yaheete, ruins. Inside the ruins Xandre is doing research into the construction of a "cauldron of zombie spewing" (BoVD), as well as using and modifying the one that he found here. The complex is 50 ft. underground. While exploring, the PCs will encounter zombies and another Cadaver Collector; Xandre has hastily fled the ruins.

Location A: Entrance way

This is where the PCs appear after they put the holy symbol of Nerull into the depression. Carved into the floor is the symbol of Nerull although it is odd looking. A DC 20 Knowledge (religion) check will inform the PCs that there is a second symbol interweaved with the symbol of Nerull.

The 2nd, deeper, symbol is a symbol of the Ur-Flan. A DC 30 Knowledge (history) check will recognize it. On the northern wall is another depression of the Nerull symbol. This is the PCs means of escape.

When anyone unexpectedly steps foot on the large symbol of Nerull in the entrance way (most likely will happen when the PCs use the symbol to *dimension door* down here unless they are flying), Xandre is notified (silent *alarm* spell). He casts *improved invisibility* and investigates. Seeing that the PCs have defeated one Collector and his doppelganger, Xandre decided to flee the ruins and inform his boss of whom he has seen.

Location B: Roving Patrol

When the first PC arrives, a patrol is moving towards the entranceway (starting from either location B on the map). It simply patrols the main passageway of the complex and attacks anyone who does not openly wear/carry holy symbols of Nerull. It was told to ignore the rooms off of the main corridor with the exceptions of the entranceway (Location A on the Map) and the main temple complex (Location D on the Map). Any PCs that move into location C during combat will be ignored by the patrol, but they will have to deal with the creatures in those rooms. The Collector will follow the orders of anyone openly wearing holy symbols of Nerull.

APL 8 (CR 12)

Cadaver Collector: hp 123; Appendix 2.

APL 10 (CR 14)

Advanced Cadaver Collector: hp 177; Appendix 3.

APL 12 (CR 16)

Greater Cadaver Collector: hp 199; Appendix 4.

APL 14 (CR 18)

Supreme Cadaver Collector: hp 232; Appendix 5.

Tactics: This Cadaver Collector does not have any creatures impaled on its back and is unwounded. The collectors are traded with the ones above ground every so often in order to easily build an undead army.

Location C: Zombie Rooms

Within these rooms are several dozen moving bodies. They appear to have small bits missing from their bodies and some of them appear to have holes in their head.

On the southern most portion of the room are stacks of corpses. They appear to be stacked like

cordwood against the wall. At a glance, you see more than fifty corpses stacked there.

A DC 12 Knowledge (religion) check recognizes the creatures as a form of zombie orc, although there is something odd about them.

A DC 15 Knowledge (arcana) check recognizes that there is a draconic taint to the creatures, probably from a green dragon. The taint is not enough to change the zombies mechanically, but it is noticeable.

If the zombies notice the PCs and if they do not see any holy symbols of Nerull, they immediately attack.

ALL APLs (EL 9)

Each room:

Draconic Zombie Orcs (50): hp 16 each; Appendix 1.

Location D: Main temple room

Taking up the center of this room is a contraption of strange tubes, bubbling glass containers, and liquid filled troughs, all focused around a gigantic black cauldron roughly 13 feet in diameter. Positioned around the cauldron are 6 smoking urns. The smoke seems to be siphoned into various tubes around the cauldron.

If the PCs managed to sneak up on the occupants of the main temple room, read or paraphrase the following:

Stationed throughout the room are several zombies that are tending the urns and cauldron in the middle of the room. You see one of them pouring ingredients into several of the urns (feel free to choose which ones). Another of the zombies seems to be stirring the cauldron, as if cooking something.

If the PCs were detected as they approached, read or paraphrase the following:

As you peer into the main chamber you see Zombies are looking at you with looks of hatred.

APL 8 (EL 3)

Troglodyte Zombies (3): hp 29 each; Monster Manual 266.

APL 10 (EL 4)

Bugbear Zombies (2): hp 42 each; Monster Manual 267.

APL 12 (EL 5)

Ogre Zombies (2): hp 55 each; Monster Manual 267.

APL 14 (EL 6)

Ogre Zombies (3): hp 55 each; Monster Manual 267.

Tactics: The creatures here want to destroy the PCs. As before, any PCs visibly showing holy symbols of Nerull will be obeyed.

PCs may want to destroy the cauldron. Should they desire to do so, the cauldron has hardness 10, 250 hp, and a break DC of 35. However, the glass portions and tubing can be destroyed much more easily (hardness 1, 20 hp, break DC 12).

Should the PCs try to move or take the cauldron, it weighs 5,000 lbs.

There are 2 hidden rooms off of the entryway to the main temple room. A DC 25 Search check will find each door.

The room on the left is where the doppelganger sleeps. The room on the right belongs to Xandre, and contains items left behind in Xandre's hasty departure. It should be obvious to the PCs that whomever was here left only moments before (and was, therefore, not Xandre).

Treasure:

All APLs: Loot 0 gp; Coin 1743 gp; Magic 1641 gp – ring of arcane supremacy (1000 gp), helm of comprehend languages and read magic (433 gp), tome of research (208 gp); Total 3384 gp.

CONCLUSION

Conclusion A:

Read the following if the PCs found the clearing and destroyed the doppelganger but did not pursue the issue of the hideout, and report back to Gildor.

Once again you've stopped a would-be conqueror from destroying what some innocents would call home. After destroying the Cadaver Collector and Xandre, you return to the city that started this adventure and report back to Gildor. Even before you begin telling your story you notice that Gildor does not seem pleased at something, let alone the information that you had to share with him.

"It seems that you have destroyed this leader; however, new information has come to me that seems to be linking many of the cults together. Once I have done some additional verification of what I have deduced I will share it with you. Until then, keep an eye out for any signs of draconic cults in your travels. If you hear of any, please contact us immediately."

And with that, Gildor stands and says "thank you for what you have done for us. I am sure you will be contacted in the near future." He lifts his cup towards you, downs the last of his contents, and leaves your table.

The PCs gain Influence Point with the Oathsworn Slayers.

Conclusion B:

Read the following if the PCs found the clearing but did not destroy either the doppelganger or the Cadaver Collector.

As you sit down with Gildor Arcanix and explain the circumstances that lead to your withdrawal and of Xandre getting away, you notice that he seems a bit distracted.

"That is most unfortunate news. Now, with this new menace on the loose, and the recent news of other cults cropping up around the Flanaess, I fear that they may somehow be linked to one another. Once I have done some additional verification of the information that I obtained, I may share it with you. Until that time, please keep an eye out for any news, or any signs, of evil draconic cults."

And with that, Gildor stands and, with disappointment etched across his face, says "thank you for investigating this lead for us. We may contact you again in the future. Here's to hoping that we don't need to though." He lifts his cup towards you, downs the last of its contents, and leaves your table.

Conclusion C:

Read the following if the PCs found the clearing, destroyed the doppelganger, and investigated the hideout.

Yet again in your career as an adventurer you have stopped another would-be conqueror from destroying what some innocents would call home. After destroying the Cadaver Collector and Xandre, you investigated the complex that Xandre was using as a base of operations within Furyondy and, finding information that you know Gildor would like to have, you return to the city that started this adventure and report back to him. After telling Gildor your tale he seems somewhat pleased, but also distracted.

"Thank you very much for what you have found and for what you have done. You've taken a big step towards helping us destroy draconic cults throughout the Flanaess. This group was not alone. News has come to me that there are other draconic cults out there. Hopefully, we can find out what they are up to before it's too late. Do me a favor please? Keep an eye out for any news or signs of draconic cults in your travels. If you hear of any, please contact me immediately."

And with that, Gildor stands and, with great satisfaction etched across his face, says "again, thank you for investigating this lead for us. You can be assured that we will contact you again in the future. I look forward to working with you again." He lifts his cup towards you, downs the last of his contents, and leaves your table.

The PCs gain Influence Point with the Oathsworn Slayers and Invitation to Join the Oathsworn Slayers.

Conclusion D:

Read the following if the PCs found the clearing, destroyed the doppelganger, began investigating the hideout, but were unable to find/destroy the cauldron.

Yet again in your career as an adventurer you have stopped another would-be conqueror from destroying what some innocents would call home. After destroying the Cadaver Collector and Xandre, you began to investigate the complex that Xandre was using as a base of operations within Furyondy. Being forced out, however, you returned to the city that started this adventure and report back to Gildor. After telling him your tale he seems somewhat pleased, a little disappointed, and a bit distracted.

"Thank you very much for what you have found and for what you have done. You've helped us take a step towards destroying draconic cults throughout the Flanaess. This group was not alone. News has come to me that there are other draconic cults out there. Hopefully we can find out what they are up to before it's too late. Do me a favor please? Keep an eye out for any news or signs of draconic cults in your travels. If you hear of any, please contact me immediately."

And with that, Gildor stands and, with great satisfaction etched across his face, says "again, thank you for investigating this lead for us. You can be assured that we will contact you again in the future. I look forward to working with you again." He lifts his cup towards you, downs the last of its contents, and leaves your table.

The PCs gain Influence Point with the Oathsworn Slayers.

ADDITIONAL CONCLUSIONS

Additional Conclusion A

Read the following if a PC bought any items from Thennek, belong to any of the meta-orgs listed, and do not immediately turn over said items to said metaorganization. Be sure to ask the PC what they intend to do with the item.

The organization that you find yourself part of has contacted you and requested that you come in to speak with them. Returning to your headquarters, you find yourself being shunned by those with whom you once worked. As you stand before your superiors, they look down upon you with disappointment in their eyes.

"Word has reached us of your recent actions in Stalmaer. We've given you time to come to us, but you haven't. Thus, we must inform you that we are rescinding your membership. You are no longer welcome within our ranks. Perhaps, in time, you can rejoin our ranks, but for now, please leave us; you are not welcome here."

The PC(s) gain Known to Those in Power.

Additional Conclusion B

Read the following if the PCs took "Lucky" Gorn Silverbeard back to town and raised him from the dead.

"Thank you very much for bringing me back to life! I really appreciate you doing this for me. It's been a while since I've faced something that could defeat me as easily as that monstrosity did! Perchance did you find my equipment on the creature? I'd really like to get back to my life as quickly as possible."

For bringing Gorn back to life, they gain Famous!. If the PCs also give Gorn his equipment, read or paraphrase the following:

"Oh! Thank you very much! I was hoping you had found this stuff. It's taken me years to accumulate these items. Luckily I still have contacts and I can put you in touch with them if you'd like. They have many of the items for sale that I use. I'm sure they will help you after I put in a good word for you."

For returning Gorn's equipment, PCs gain Favor of Gorn Silverbeard. Be sure to deduct Gorn's equipment from Encounter 5 in the Treasure Summary section.

EXPERIENCE POINT SUMMARY

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

Encounter 3

Defeat or avoid thugs

APL 8	240 XP
APL 10	300 XP
APL 12	360 XP
APL 14	420 XP

Encounter 4

Encounter traps

APL 8	240 XP
APL 10	300 XP
APL 12	360 XP
APL 14	420 XP

Encounter 5

Defeat cadaver collector

APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP

Encounter 5

Encounter traps

All APL's	120 XP
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Discretionary roleplaying award

APL 8	195 XP
APL 10	240 XP
APL 12	285 XP
APL 14	330 XP

Total possible experience for Scenario:

APL 8	1125 XP
APL 10	1350 XP
APL 12	1575 XP
APL 14	1800 XP

OPTIONAL ENCOUNTERS

Encounter 6A

Discover Ur-Flan ties to research facility

APL 8	100 XP
APL 10	125 XP
APL 12	150 XP
APL 14	175 XP

Encounter 6B

Defeat or knowingly avoid Patrol

APL 8	360 XP
APL 10	420 XP
APL 12	480 XP
APL 14	540 XP

Encounter 6C

Defeat/Destroy undead

All APL's	270 XP
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Encounter 6D

Destroy cauldron guards

APL 8	90 XP
APL 10	120 XP
APL 12	150 XP
APL 14	180 XP

Encounter 6D

Destroy cauldron

APL 8	100 XP
APL 10	125 XP
APL 12	150 XP
APL 14	175 XP

Encounter 6

Discover cultist ties to a dragon

APL 8	100 XP
APL 10	125 XP
APL 12	150 XP
APL 14	175 XP

Total possible experience for optional:

APL 8	562 XP
APL 10	675 XP
APL 12	787 XP
APL 14	900 XP

TREASURE SUMMARY

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

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

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

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

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

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

Introduction OR Encounter 1:

APL 8: Loot 0 gp; Coin 200 gp; Magic 0 gp; Total 200 gp.

APL 10: Loot 0 gp; Coin 250 gp; Magic 0 gp; Total 250 gp.

APL 12: Loot 0 gp; Coin 300 gp; Magic 0 gp; Total 300 gp.

APL 14: Loot 0 gp; Coin 350 gp; Magic 0 gp; Total 350 gp.

Encounter 3:

All APLs: Coin 0 gp; Loot 0 gp; Magic 1786 gp – 2 +1 chain shirts (104 gp each), 2 +1 bucklers (97 gp each), 2 +1 saps (192 gp each), 2 bracers of draconic strength +2 (500 gp each); Total 1786 gp.

Encounter 5:

APL 8: Loot 0 gp; Coin 250 gp; Magic 1541 gp – *bead of force* (250 gp), *lens of detection* (291 gp), *goggles of night* (1000 gp); Total 1791 gp.

APL 10: Loot 0 gp; Coin 250 gp; Magic 3333 gp – *bracers of armor* +3, *light fortification* (1333 gp), *minor cloak of displacement* (2000 gp); Total 3580 gp.

APL 12: Loot 0 gp; Coin 250 gp; Magic 3171 gp – *scabbard of keen edges* (1333 gp), *luck blade (0 wishes)* (1838 gp); Total 3421 gp.

APL 14: Loot 0 gp; Coin 250 gp; Magic 4799 gp – *goggles of night* (1000 gp), *stone of good luck* (1666 gp), *oathbow* (2133 gp); Total 5049 gp.

Total Possible Treasure

APL 8: Loot 0 gp; Coin 450 gp; Magic 3327 gp; Total 3777 gp (max 1300 gp)

APL 10: Loot 0 gp; Coin 500 gp; Magic 5119 gp; Total 5619 gp (max 2300 gp)

APL 12: Loot 0 gp; Coin 550 gp; Magic 4957 gp ; Total 5507 gp (max 3300 gp)

APL 14: Loot 0 gp; Coin 600 gp; Magic 6585 gp; Total 7185 gp (max 6600 gp)

OPTIONAL ENCOUNTERS

Encounter 6D:

All APLs: Loot 0 gp; Coin 1743 gp; Magic 1641 gp – *ring of arcane supremacy* (1000 gp), *helm of comprehend languages and read magic* (433 gp), *tome of research* (208 gp); Total 3384 gp.

Total Possible Treasure

APL 8: Loot 0 gp; Coin 1743 gp; Magic 1641 gp; Total 3384 gp (max 650 gp)

APL 10: Loot 0 gp; Coin 1743 gp; Magic 1641 gp; Total 3384 gp (max 1150 gp)

APL 12: Loot 0 gp; Coin 1743 gp; Magic 1641 gp; Total 3384 gp (max 1650 gp)

APL 14: Loot 0 gp; Coin 1743 gp; Magic 1641 gp; Total 3384 gp (max 3300 gp)

ADVENTURE RECORD ITEMS

Bracers of Draconic Strength: These specially made bracers were crafted from a green dragon skin and given to the twin brothers Vern & Stern as gifts. The bracers grant an Enhancement bonus to Strength and can be upgraded by spending the difference in cost. For example, *bracers of draconic strength* +2 could be upgraded to +4 by spending 12,000 gp. Moderate transmutation; CL 6th; Craft Wondrous Item; *bull's strength*; Price 6,000 gp (+2), 18,000 (+4), 42,000 (+6); Weight 1 lb

Known to Those in Power: Word has spread to your superiors that you have willingly purchased an item considered “evil”. The following organizations will no longer allow you within their ranks: Brotherhood of the Sundered Axe, Den Zauber Guild, Green Jerkins, Hammerstrike Clan, Helping Hands of Ehlonna, Knights

of the Hart, Knights of the High Forest, Moskol's Legion, The Old Kerk, Stargazers, Voormannsgardt, Worshipers of the Hidden Shrine to Pelor in Hallorn, and most good aligned temples (Check with your metaorganization coordinator).

A PC may remove this black mark from their record in the following ways: 1) Spend 3 favors directly related to the metaorganization; 2) Spend 1 favor and turn the item over to their meta-org at some future time, removing it from their MII and receiving no compensation; 3) Immediately turn the item over to their metaorganization after purchasing it, receiving no compensation.

For immediately turning over the item to your superiors, you have gained one influence point with your organization (must be listed above).

Organization: _____

Favor of Gorn Silverbeard: You have done a great kindness in resurrecting “Lucky” Gorn Silverbeard and returning his equipment. You gain Metaregional access and a 10% discount on all items marked with a *.

Famous!: Your deeds have been spoken of throughout the metaregion by “Lucky” Gorn Silverbeard, dwarven bard extraordinaire. Because of this, you gain a +1 Circumstance bonus to Charisma related skills when dealing with good NPCs throughout the Iuz's Border States metaregion and a –1 Circumstance penalty to Charisma related skills when dealing with evil NPCs throughout the Iuz's Border States metaregion.

Influence Point with the Oathsworn Slayers

Item Access

APL 8:

- *Assassin's dagger* (Adventure; DMG) †
- *Bead of force* (Adventure; DMG)*
- *Bracers of draconic strength* +2 (Adventure; See above; 6000 gp)
- *Dagger of venom* (Adventure; DMG) †
- *Demon armor* (Adventure; DMG) †
- *Goggles of night* (Adventure; DMG)*
- *Lens of detection* (Adventure; DMG)*
- *Mace of terror* (Adventure; DMG) †
- *Nine lives stealer* (Adventure; DMG) †

APL 10 (all of APL 8 plus the following):

- *Bracers of armor* +3, *light fortification* (Adventure; DMG; 16,000 gp)*
- *Cloak of displacement, minor* (Adventure; DMG)*

APL 12 (all of APLs 8-10 plus the following):

- *Scabbard of keen edges* (Adventure; DMG)*
- *Luck blade (0 wishes)* (Adventure; DMG)*

APL 14 (all of APLs 8-12 plus the following):

- *Stone of good luck* (Adventure; DMG)*
- *Oathbow* (Adventure; DMG)*

† These items may be purchased only on this AR.

OPTIONAL ADVENTURE RECORD ITEMS

Ring of Arcane Supremacy: 3/day as a free action, this ring allows the wearer to reroll a caster level check to overcome spell resistance with an arcane spell or invocation. You must take the second result, even if it's worse than the original. Frequency: Adventure. Faint abjuration; CL 3rd; Forge Ring, *true casting* CM, Price 12,000 gp.

Tome of Research: Whenever used in conjunction with a Knowledge (religion) check concerning Nerull or a Knowledge (history) check concerning Ur-Flan, taking at least one minute to peruse this book provides a +5 Competence bonus. Frequency: Adventure. Faint divination; CL 1st; Craft Wondrous Item, *divine insight*, Price 2,500 gp

Strange Green Dragonscale: The bearer of this scale and all allies within 30' gain a +2 luck bonus to attacks against dragons. This item only works for creatures able to cast arcane spells without preparation and does not take up an item slot. Frequency: Adventure. Faint abjuration; CL 3rd; Antidragon Aura DRA, Craft Wondrous Item, Dragon Hunter Bravery DRA; Price 3,000 gp; Weight 1 lb.

Invitation to Join the Oathsworn Slayers: For your continued pursuance of an evil draconic cult, you have been noticed and invited to join the Oathsworn Slayers metaorganization. This grants you a +5 bonus to your Affiliation Score with the Oathsworn Slayers.

Item Access

All APLs:

- *Boots of speed* (Adventure; DMG)
- *Brooch of shielding* (Adventure; DMG)
- *Circlet of persuasion* (Adventure; DMG)
- *Cloak of charisma* +6 (Adventure; DMG)
- *Elixir of sneaking* (Adventure; DMG)
- *Goggles of night* (Adventure; DMG)
- *Helm of comprehend languages and read magic* (Adventure; DMG)
- *Lesser metamagic rod, silent* (Adventure; DMG)
- *Ring of arcane supremacy* (Adventure; See Above; 12,000 gp)
- *Tome of research* (Adventure; See Above; 2,500 gp)

APPENDIX 1: ALL APLS

Sir Quill Kith'Barden

CR 15

Male human ranger 12 / Knight of Furyondy 3

NG Medium humanoid (human)

Init +4; Senses Spot +21, Listen +16

Languages Common, Orc

Skills Diplomacy +10, Handle Animal +5, Hide +24, Jump +11, Knowledge (geography) +6, Knowledge (local – IUZ) +6, Knowledge (nature) +11, Knowledge (nobility and royalty) +6, Listen +16, Move Silently +20, Ride +21, Spot +21, Survival +16

Sir Quill Kith'Barden suffers a -2 circumstance penalty to all social skills with the following organizations or nations: Perrenland, Dyvers, Nyrond, the Knights of Holy Shielding, and the Knights of the Watch. The exception is Sense Motive, which is instead at a +2 circumstance bonus in these social situations.

Background:

Sir Quill Kith'Barden is one of the senior Rangers in the Green Jerkins and their representative in the Knightly Conclave. Ranger guilds tend to be loosely organized and low-key, lying somewhere between a spy network and a military force, with operatives mostly acting independently or in small groups to patrol and safeguard a region. Still, there is leadership and ranking among the members, and Quill is definitely one of the highest ranked if not the effective leader of the Green Jerkins.

The Green Jerkins have a small circle of the most senior Rangers driving the organization, with each one watching over a different part of Furyondy. This group meets regularly at certain times of the year to report on their regions and discuss issues facing the organization and Furyondy, but otherwise act separately unless some important need arises.

Sir Quill Kith'Barden, being a knight and a member of the Knightly Conclave, is the most well known of the Green Jerkins's leaders, if not the only one publicly known. As a ranger, he watches over the Gold County, where the Green Jerkins are based out of Stalmaer. As a knight, he acts as the voice for the Green Jerkins on the Knightly Conclave and as the coordinator for operations in support of the Furyondy Military. He is highly respected and influential in both aspects.

Xandre Lukianoff (Real): CR 14; Medium human; HD 14d4; hp 35; Init +6; Spd 30; AC 12, flat-footed 10, Touch 12; Atk +6 melee; Grp +6; Atk +6 melee (1d4-1, dagger); Full Atk +6/+1 (1d4-1, dagger); +9 ranged touch (ray); 5 ft. x 5 ft.; AL CE; SV Fort +4, Ref +6, Will +9; Str 8, Dex 15, Con 10, Int 10, Wis 10, Cha 26.

Skills and Feats: Bluff +28, Concentration +17, Spellcraft +17; Dodge, Improved Initiative, Mobility, Point Blank, Shot on the Run, Silent Spell.

Spells Known (9/5/5/4/4/3/2/1; base DC = 18 + spell level): 0 – read magic, detect magic, light, ghost sound, mending, message, disrupt undead, acid splash, open/close; 1st – alarm, shield, magic missile, ventriloquism, ray of enfeeblement; 2nd – false life, ghoul touch, command undead, blur, see invisibility; 3rd – haste, dimension door, dispel magic, fireball; 4th – Invisibility, Greater, enervation, animate dead, wall of ice; 5th – teleport, blight, cloudkill; 6th – Create Undead, Circle of Death; 7th – Control Undead

Spells per Day (6/6/6/6/6/6/5/3)

Equipment: Boots of Speed, Brooch of Shielding (101), Circlet of Persuasion, Cloak of Charisma +6, Elixir of Sneaking, Goggles of Night, Holy symbol of Nerull, lesser metamagic rod, silent

Languages: Common, Ur-Flan, Draconic

Draconic Zombie Orc: CR 1/2; Medium Undead Humanoid (Orc); HD 2d12 (Humanoid); hp 16; Init +0; Spd 30; AC 15, flat-footed 15, Touch 9; Atk +8 melee; Grp +8; Atk +8 melee (1d6+7, slam); Full Atk +1 melee (1d6+7, slam); SQ: Darkvision 60', Low-light vision, Single actions only, undead traits; AL NE; SV Fort +1, Ref +0, Will +3; Str 25, Dex 8, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Toughness.

ENCOUNTER THREE

Vern & Stern: CR 6 Male Human Ftr 6; HD 6d10+12 hp 47; Init +4; Spd 30 ft.; AC 17 (+5 armor, +2 shield), touch 10, flat-footed 17; Base Atk +6; Grp +10; Atk +12 melee (1d6+5 sap); Full Atk +12/+7 melee (1d6+6); AL CN; SV Fort +7, Ref +2, Will +1; Str 19, Dex 10, Con 14, Int 8, Wis 8, Cha 13.

Skills and Feats: Intimidate +13, Swim +13; Blind-fight, Clever Wrestling, Close-Quarters Fighting, Combat Reflexes, Improved Initiative, Improved Unarmed Strike, Skill Focus (Intimidate), Weapon Focus (sap).

Languages: Common

Equipment: +1 chain shirt, +1 buckler, +1 sap, bracers of draconic strength +2.

ENCOUNTERS FIVE & SIX

Cadaver Collector: CR 12 Large Construct; HD 17d10+30 hp 123; Init +4; Spd 40 ft.; AC 29 (-1 size, +20 Natural), touch 9, flat-footed 29; Base Atk +12; Grp +26; Atk +22 melee (4d8+10 slam); Full Atk +22/+22 melee (4d8+10, 2 slams); 10 ft. x 10 ft.; SA breath weapon, impale, improved grab, trample 4d8+16; SQ Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL LN; SV Fort +5, Ref +5, Will +8; Str 31, Dex 10, Con -, Int 5, Wis 16, Cha 14.

Skills and Feats: Listen +15, Spot +15; Alertness, Cleave, Improved Initiative, Improved Natural Attack (slam), Power Attack, Weapon Focus (slam).

Languages: Understands Ur-Flan

Breath Weapon (Su): 30 ft. cone, once every 1d4 rounds, paralyzing gas. Reflex DC 18 negates.

Trample (Ex): Reflex DC 28 half.

See Appendix 6 for more details about this creature.

ENCOUNTER THREE

Vern & Stern: CR 8 Male Human Ftr 8; HD 8d10+16 hp 60; Init +4; Spd 30 ft.; AC 17 (+5 armor, +2 shield), touch 10, flat-footed 17; Base Atk +8; Grp +13; Atk +15 melee (1d6+8 sap); Full Atk +15/+10 melee (1d6+8); AL CN; SV Fort +8, Ref +2, Will +1; Str 20, Dex 10, Con 14, Int 8, Wis 8, Cha 13.

Skills and Feats: Intimidate +15, Swim +16; Blind-fight, Clever Wrestling, Close-Quarters Fighting, Combat Reflexes, Improved Initiative, Improved Unarmed Strike, Skill Focus (Intimidate), Weapon Focus (Sap), Weapon Specialization (Sap).

Languages: Common

Equipment: +1 chain shirt, +1 buckler, +1 sap, bracers of draconic strength +2.

ENCOUNTERS FIVE & SIX

Advanced Cadaver Collector: CR 14 Large Construct; HD 25d10+30 hp 177; Init +4; Spd 40 ft.; AC 29 (-1 size, +20 Natural), touch 9, flat-footed 29; Base Atk +19; Grp +33; Atk +29 melee (4d8+11 slam, 19-20); Full Atk +29/+29 melee (4d8+11, 2 slams, 19-20); 10 ft. x 10 ft.; SA breath weapon, impale, improved grab, trample 4d8+15; SQ Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL LN; SV Fort +8, Ref +8, Will +11; Str 32, Dex 10, Con -, Int 6, Wis 16, Cha 14.

Skills and Feats: Listen +17, Spot +17; Alertness, Cleave, Combat Reflexes, Improved Critical (slam), Improved Initiative, Improved Natural Attack (slam), Improved Sunder, Power Attack, Weapon Focus (slam).

Languages: Understands Ur-Flan

Breath Weapon (Su): 30 ft. cone, once every 1d4 rounds, paralyzing gas. Reflex DC 22 negates.

Trample (Ex): Reflex DC 33 half.

See Appendix 6 for more details about this creature.

ENCOUNTER THREE

Vern & Stern: CR 10 Male Human Ftr 10; HD 10d10+20 hp 81; Init +4; Spd 30 ft.; AC 17 (+5 armor, +2 shield), touch 10, flat-footed 17; Base Atk +10; Grp +15; Atk +17 melee (1d6+8/19-20, sap); Full Atk +17/+12 melee (1d6+8/19-20, sap); AL CN; SV Fort +8, Ref +2, Will +1; Str 20, Dex 10, Con 14, Int 8, Wis 8, Cha 13.

Skills and Feats: Intimidate +17, Swim +18; Blind-fight, Clever Wrestling, Close-Quarters Fighting, Combat Reflexes, Improved Critical (Sap), Improved Initiative, Improved Unarmed Strike, Power Critical (Sap), Skill Focus (Intimidate), Weapon Focus (Sap), Weapon Specialization (Sap).

Languages: Common

Equipment: +1 chain shirt, +1 buckler, +1 sap, bracers of draconic strength +2.

ENCOUNTERS FIVE & SIX

Greater Cadaver Collector: CR 16 Large Construct; HD 29d10+30 hp 199; Init +4; Spd 40 ft.; AC 31 (-1 size, +2 Dex, +20 Natural), touch 11, flat-footed 29; Base Atk +21; Grp +39; Atk +35 melee (4d8+14 slam, 19-20); Full Atk +35/+35 melee (4d8+14, 2 slams, 19-20); 10 ft. x 10 ft.; SA breath weapon, impale, improved grab, trample 4d8+21; SQ Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL LN; SV Fort +9, Ref +11, Will +13; Str 38, Dex 14, Con -, Int 7, Wis 18, Cha 14.

Skills and Feats: Listen +18, Spot +18; Alertness, Cleave, Combat Reflexes, Improved Critical (slam), Improved Initiative, Improved Natural Attack (slam), Improved Sunder, Power Attack, Power Critical, Weapon Focus (slam).

Languages: Understands Ur-Flan

Breath Weapon (Su): 30 ft. cone, once every 1d4 rounds, paralyzing gas. Reflex DC 24 negates.

Trample (Ex): Reflex DC 38 half.

See Appendix 6 for more details about this creature.

ENCOUNTER THREE

Vern & Stern: CR 12 Male Human Ftr 12; HD 12d10+24 hp 95; Init +4; Spd 30 ft.; AC 17 (+5 armor, +2 shield), touch 10, flat-footed 17; Base Atk +12; Grp +17; Atk +20 melee (1d6+10/19-20, sap); Full Atk +20/+15/+10 melee (1d6+10/19-20, sap); AL CN; SV Fort +10, Ref +4, Will +3; Str 21, Dex 10, Con 14, Int 8, Wis 8, Cha 13.

Skills and Feats: Intimidate +19, Swim +20; Blind-fight, Clever Wrestling, Close-Quarters Fighting, Combat Reflexes, Greater Weapon Focus (sap), Greater Weapon Specialization (Sap), Improved Critical (Sap), Improved Initiative, Improved Unarmed Strike, Power Critical (Sap), Skill Focus (Intimidate), Weapon Focus (Sap), Weapon Specialization (Sap).

Languages: Common

Equipment: +1 chain shirt, +1 buckler, +1 sonic sap, bracers of draconic strength +2.

ENCOUNTERS FIVE & SIX

Supreme Cadaver Collector: CR 18 Huge Construct; HD 35d10+40 hp 232; Init +3; Spd 40 ft.; AC 32 (-2 size, +1 Dex, +23 Natural), touch 9, flat-footed 31; Base Atk +26; Grp +50; Atk +40 melee (6d8+16 slam); Full Atk +40/+40 melee (6d8+16, 2 slams); 15 ft. x 15 ft.; SA breath weapon, impale, improved grab, trample 6d8+24; SQ Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL LN; SV Fort +13, Ref +14, Will +15; Str 43, Dex 12, Con -, Int 7, Wis 18, Cha 14.

Skills and Feats: Listen +26, Spot +26; Alertness, Cleave, Great Cleave, Improved Bull Rush, Improved Initiative, Improved Natural Attack (slam), Improved Overrun, Improved Sunder, Lightning Reflexes, Power Attack, Weapon Focus (slam).

Languages: Understands Ur-Flan

Breath Weapon (Su): 30 ft. cone, once every 1d4 rounds, paralyzing gas. Reflex DC 27 negates.

Trample (Ex): Reflex DC 43 half.

See Appendix 6 for more details about this creature.

APPENDIX 6: NEW RULES ITEMS

CREATURES

Cadaver Collector: CR 12 Large Construct; HD 17d10+30 hp 123; Init +4; Spd 40 ft.; AC 29 (-1 size, +20 Natural), touch 9, flat-footed 29; Base Atk +12; Grp +26; Atk +22 melee (4d8+10 slam); Full Atk +22/+22 melee (4d8+10, 2 slams); 10 ft. x 10 ft.; SA breath weapon, impale, improved grab, trample 4d8+16; SQ Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL LN; SV Fort +5, Ref +5, Will +8; Str 31, Dex 10, Con -, Int 5, Wis 16, Cha 14.

Skills and Feats: Listen +15, Spot +15; Alertness, Cleave, Improved Initiative, Improved Natural Attack (slam), Power Attack, Weapon Focus (slam).

*This massive, hunched creature built of stone and metal looms over you. Its long, heavily plated arms nearly drag on the ground from shoulders flanking a flat-featured, oblong head, but its back draws your eye. Spikes of various sizes—all barbed and covered in gore dried and fresh—sprout from the plates of metal on its back. A few bodies remain impaled on the spikes
their mouths open in silent screams.*

Cadaver collectors were originally built to serve exactly the purpose their name implies. Those with an interest in collecting the dead would deploy the constructs to bring bodies back from a battlefield.

Corpses gathered in this fashion are often used by generals to provide information on an enemy's forces, as well as to fuel magical or medical research.

Most often, though, cadaver collectors were dispatched to gather bodies for the creation of undead. This activity after a battle typically resulted in retaliation from either or both sides, as few armies want to see their dead return to walk the land in undeath.

In times of peace, cadaver collectors usually sit idle, finding out-of-the-way locations near the site of their last great battle to wait for a new master to give them new orders. Others find employment performing their grisly task for masters who are not so discriminating about where corpses are collected. Still others have found, through a certain perverse twist of logic, that if no battle can be found, they can find ways to start a conflict so that bodies become available and they can realize their purpose once more. Some have just ceased to function correctly. With a lack of purpose, they are unable to distinguish between bodies living or dead, and collect each indiscriminately.

A cadaver collector, even hunched over, stands about 12 feet tall and weighs about 4,000 pounds. They do not speak but understand one language, usually Common, known to their creator.

A cadaver collector typically begins a battle with its breath weapon, then grabs any paralyzed opponents and impales them on its spikes to die before turning to

deal with other foes. If enemies prove resilient to its breath, it doesn't hesitate to snatch up and impale any enemy it can reach.

Breath Weapon (Su): 30-foot cone, once every 1d4 rounds, paralyzing gas, Reflex DC 18 negates. The save DC is Constitution-based. The duration of the paralysis for the cadaver collector's breath weapon is 1 minute, or until the paralyzed creature takes lethal damage.

Impale (Ex): If a cadaver collector has successfully grappled a Medium or smaller creature, it can attempt to impale the creature on its back spikes by making a successful grapple check. Doing so is a standard action that does not provoke attacks of opportunity.

If the collector successfully impales a creature, the creature takes 4d8+15 points of damage and is considered pinned. Each round, the creature takes another 2d8 points of damage as the movement of the cadaver collector causes additional pain to the impaled creature.

The creature cannot break free unless it makes a DC 28 Strength check. Success indicates the creature is free of the spike but takes an additional 2d8 points of damage in the process. Failure means the creature takes 4d8 points of damage and remains pinned in place. An ally can try to free an impaled creature with a DC 20 Strength check.

Once a cadaver collector has a creature or creatures impaled on its back spikes, it is no longer considered to be in a grapple and can attack other opponents without penalty. It cannot use its slam attacks against impaled opponents.

Creatures that get free of a cadaver collector become its immediate and most urgent targets. It typically pursues such creatures exclusively if it has any chance of catching and impaling them again.

A cadaver collector's back spikes can hold up to 4 Medium creatures, 16 Small creatures, or 64 Tiny creatures. Creatures smaller than Tiny are too miniscule to be impaled on the collector's back spikes, although the collector can still deal 4d8+15 points of damage to such opponents by grinding them into its back spikes with a successful grapple check once it has them grappled.

Improved Grab (Ex): To use this ability, a cadaver collector must hit with a slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can attempt to impale the following round.

Trample (Ex): Reflex DC 28 half. The save DC is Strength-based.

Immunity to Magic (Ex): Like golems, cadaver collectors are especially resilient to magic. However, this resilience takes a slightly different form in the cadaver collector.

A cadaver collector is immune to any spell or spell-like ability that allows spell resistance. In addition, spells of 3rd level or lower that target a cadaver collector automatically rebound back at their caster as if the collector were under the effects of an unbeatable *spell turning* effect.

This effect cannot be dispelled or suppressed, except against spells that deal electricity damage (see below). Spells that deal rust damage or alter stone penetrate the immunity to magic. Other spells and effects function differently against the creature, as noted below.

A magical attack that deals sonic damage slows a cadaver collector (as the *slow* spell) for 3 rounds, with no saving throw. Sonic spells of 3rd level or lower are absorbed by the collector and not reflected.

A magical attack that deals electricity damage is absorbed rather than reflected. Such an attack breaks any *slow* effect on the collector and heals 1d6 points of damage for every 6 points of damage the attack would otherwise deal. If the amount of healing would cause the collector to exceed its full normal hit points, it gains any excess as temporary hit points. A cadaver collector is affected normally by rust attacks. In addition, magical attacks that alter the nature of stone, such as *transmute rock to mud*, deal 1d6 points of damage per spell level to the cadaver collector.

FEATS

Transdimensional Spell [Metamagic]

You can cast spells that affect targets lurking in coexistent planes and extradimensional spaces whose entrances fall within the spell's area.

Benefit: A transdimensional spell has its full normal effect on incorporeal creatures, creatures on the Ethereal Plane or the Plane of Shadow, and creatures within an extradimensional space in the spell's area. Such creatures include ethereal creatures, creatures that are *blinking* or *shadow walking*, manifested ghosts, and creatures within the extradimensional space of *rope trick*, *portable hole*, or *familiar pocket*.

You must be able to perceive a creature to target it with a transdimensional spell, but you do not need to perceive a creature to catch it in the area of a burst, cone, emanation, or spread.

A transdimensional spell uses a spell slot one level higher than the spell's actual level.

Normal: Only force spells and effects can affect ethereal creatures, and no Material Plane attack affects creatures on the Plane of Shadow or in an enclosed extradimensional space. There is a 50% chance that any spell other than a force effect fail against an incorporeal creature.

Source: Complete Arcane 84

CLEVER WRESTLING [GENERAL]

You have a better than normal chance to escape or wriggle free from a big creature's grapple or pin.

Prerequisites: Small or Medium size, Improved Unarmed Strike.

Benefit: When your opponent is larger than Medium, you gain a circumstance bonus on your grapple check to escape a grapple or pin. The size of the bonus depends on your opponent's size, according to the following table.

Opponent Size Bonus:

Large +2; Huge +4; Gargantuan +6; Colossal +8

CLOSE-QUARTERS FIGHTING [GENERAL]

You are skilled at fighting at close range and resisting grapple attempts.

Prerequisites: Base attack bonus +3.

Benefit: You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you extra attacks of opportunity during a round or allow you to make an attack of opportunity when you would be denied one for being surprised, helpless, or in a similar situation.

For example, an ogre attempts to grapple Tordek. Tordek gains an attack of opportunity, hits, and causes damage. Since the ogre does not have any sort of grappling special ability or feat, it fails to start a grapple. Then an ankheg—a creature with the improved grab special ability—attempts to grapple Tordek. He takes an attack of opportunity, hits, and deals 10 points of damage to the creature. Tordek then adds +10 to his opposed check to resist being grappled.

Normal: Creatures with Improved Grapple, improved grab, or similar feats or special abilities do not provoke attacks of opportunity when they attempt to start a grapple. **Special:** A fighter may select Close-Quarters Fighting as one of his fighter bonus feats.

POWER CRITICAL [GENERAL]

Choose one weapon, such as a longsword or a greataxe. With that weapon, you know how to hit where it hurts.

Prerequisites: Weapon Focus with weapon, base attack bonus +4.

Benefit: When using the weapon you selected, you gain a +4 bonus on the roll to confirm a threat.

Special: A fighter may select Power Critical as one of his fighter bonus feats.

You can gain Power Critical multiple times. Each time you take the feat, it may be with a different weapon or the same weapon. If you take it with the same weapon, the effects of the feats stack.

ABOUT STALMAER & THE GREEN JERKINS

Stalmaer:

Stalmaer is a small town located at the junction of the Att and Volverdyva Rivers. Stalmaer is a watchpost for events in the Gnarley Forest and beyond. It is also a trade town for goods shipped up from Ryemend/Verbobonc and downriver from Libernen.

Stalmaer is a leading marketplace for the seed oil for which the Gold County trades with the Reach, Verbobonc, and all points south. Twenty gallon barrels of this oil are sold in batches of six at auction every Starday and Waterday during Goodmonth and Harvester at Fenker's Auction House in the great marketplace. Customers are invited to inspect the goods on the previous day. This is almost like wine tasting, except that buyers obviously don't drink the stuff.

There are few adventurers or mercenaries here, and those encountered will likely only be passing through. The town is the main base of the Green Jerkin Rangers, named for the green and brown gear they wear. These elite scouts know much about the events in the Gnarley Forest and the Kron Hills, and may speak guardedly of them to fellow rangers.

The Green Jerkin Rangers that started as 40, but have grown larger over the last several years (including several multi-classed rangers, and reportedly a few newly initiated rogues and clerics), who patrol the uppermost reaches of the Gnarley Forest and the nearby small river port town of Stalmaer. They work with the local druids and serve as protectors of the Gleaming Glades. They are skilled archers and elite scouts, and have access to a variety of powerful magics. They are a tightly knit group, but outside rangers who earn their respect may be invited to join their ranks – a definite honor for a skilled forester.

The Green Jerkins, known as such for the green and brown gear they wear, are ever watchful for humanoid incursions into the Gleaming Glades. They also keep a watchful eye out for signs of a return of the Cult of Elemental Evil. They enjoy meeting with travelers and learning of customs from other regions, as they tend to stay within the confines of this area. The Greenjerkins pride themselves on diplomacy and intelligent actions whenever possible. Rarely, the local people will even call upon the rangers to settle disputes between neighboring homesteads.

The Green Jerkins:

The Green Jerkins, also known as the Furyondy Ranger's Guild, is an order of rangers and woodsmen dedicated to protecting the open lands and frontiers of Furyondy. Named for their forest-colored clothing, the Green Jerkins watch over wilderness areas and patrol the roads between towns.

Based out of Stalmaer in the Gold County, the Green Jerkins were originally formed to watch over the northern reaches of the Gnarley Forest. Comprised of

about 40 to 50 rangers, the Green Jerkins worked with the local druids, acting as protectors of the Gleaming Glades and policing the local area. The guild also kept a look out for humanoid incursions into the forest and any possible signs of a revival of the Cult of Elemental Evil.

In 592 CY, Sir Quill Kith'Barden, a Green Jerkin Ranger and Knight of Furyondy, sponsored legislation in the Knightly Conclave calling for an expansion of the Green Jerkins to help patrol the roads of Furyondy. The Conclave was overall very supportive of the move, as it would provide extra defense of the heartlands and the occasional patrol of the borders of Furyondy. With a resurgence of warfare with Iuz looming, many politicians saw the Green Jerkins as an elite guard capable of defending needed supplies on the move in Furyondy. King Belvor was easily convinced that empowering this ranger force, coincidentally outside the political machinations of any provincial lord, was an excellent idea. Belvor put his seal of approval on the project and plans for drafting some of the best recruits into the Royal Furyondy Navy.

The proposal called for the Green Jerkins to protect wilderness areas as well as the roads and paths between the towns and settlements of Furyondy. The Green Jerkins would also work to train and domesticate a small number of animals for use by the Kingdom and sometimes for sale. Occasionally, bounties would be given to the Guild to apprehend villains and enemies of the crown.

Expanding their operations throughout all of Furyondy required more manpower than the Green Jerkins had at the time, so a lesser division, the "Scouts," was created to support the Rangers. Their primary role would be to patrol roads, dealing with bandits or marauding beasts and reporting any signs of larger problems. They would also be called upon should a threat require significant manpower to deal with. The requirements to become a Scout were less stringent than those for becoming a full Ranger, and thus the Guild was able to recruit enough individuals to meet their needs. Rank within the Green Jerkins is indicated by simple jeweled clasps in the shape of a silver maple leaf. Scouts clasps use simple dark colored stones (mostly brown) while Rangers clasps use green gemstones.

Today, the Green Jerkins can be found throughout Furyondy, keeping the roads and their travelers free of danger and protecting remote settlements. They also guard over particularly dangerous areas, such as the lands surrounding Bronzewood Keep, making sure that both the unwary and foolish are kept out.

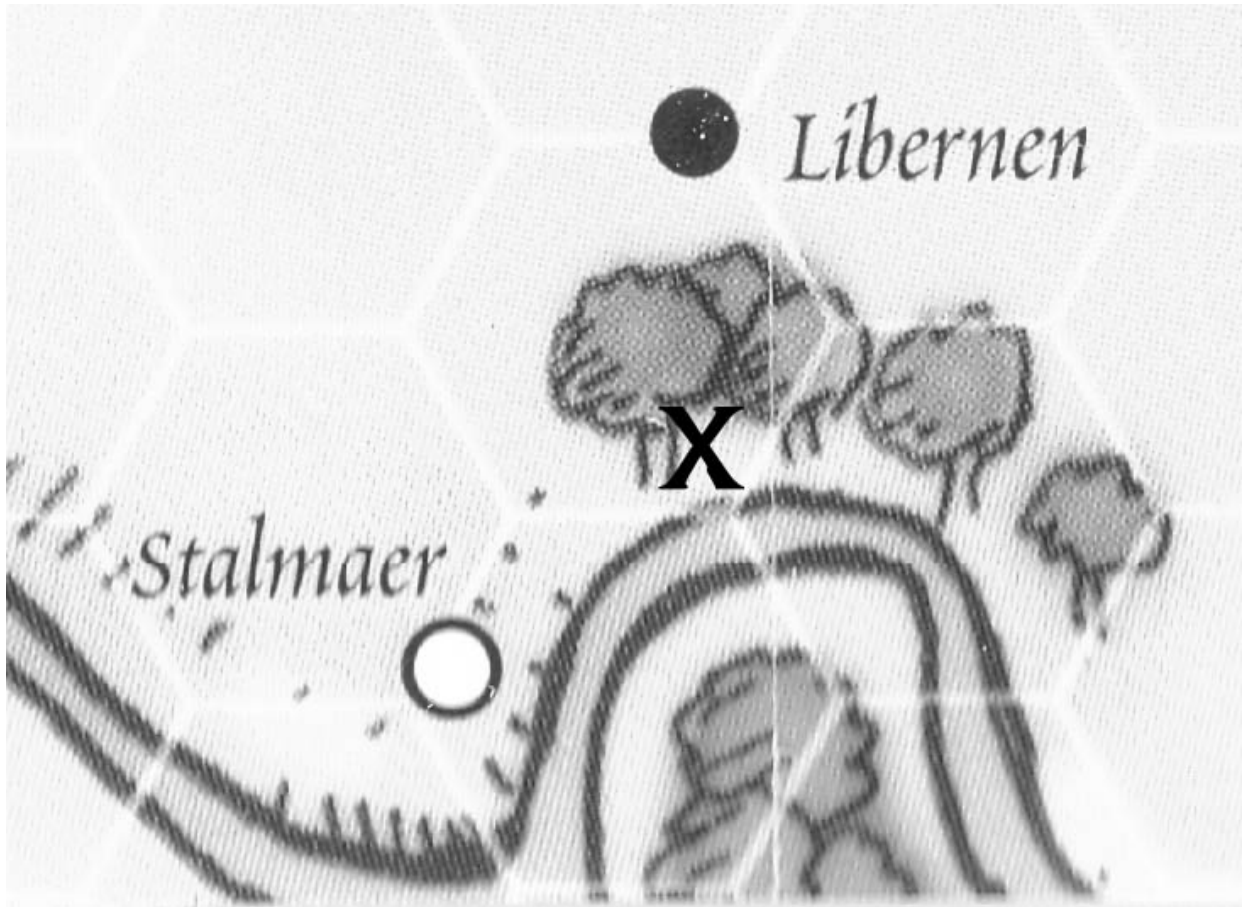
The Green Jerkins pride themselves on diplomacy and intelligent actions whenever possible, and are sometimes called upon to settle disputes between neighboring homesteads. Individual members of the Furyondy Ranger's Guild are often hired by travelers to

act as guides between various towns in the heartlands. Such requests are welcomed by the Green Jerkins, as the duties of the Guild rarely extend beyond the borders of Furyondy and these jobs provide opportunities for members to learn the cultures and customs of other regions as well as gather information on events outside of Furyondy.

With the recently renewed military campaign against Iuz, the Green Jerkins play a vital role in protecting Furyondy's resources and supply lines as well as acting as additional eyes on the lookout for spies. Some members participate more directly in the war effort, providing reconnaissance for the Royal Army or serving in the Royal Navy as archers or landing troops.

The Green Jerkins are well respected by the people of Furyondy. However, all is not perfect within the Ranger's Guild. The difference in skill and training between the Rangers and the Scouts is significant, and while some Scouts aspire to become full Rangers, many do not have the ability or simply do not wish to make the sacrifices. Some of the older Rangers worry that the Scouts represent a weakness that the enemies of Furyondy could exploit, while some of the Scouts see the Rangers as overly paranoid and disconnected from the world outside of their forests. Differences in strategies and commitment between the die-hard Rangers and the less rugged Scouts have led to some internal disputes and there are slight but growing feelings of frustration and resentment on both sides.

LOCATION OF HIDEOUT



The 'X' is where the hideout actually is within the Gnarley Forest. Xandre purposefully goes through the Gnarley forest within Verbobonc to throw off any body that decides to track him.

MAP OF NERULL TEMPLE COMPLEX

