

Strange Days in the Timberway

A One-Round Dungeons & Dragons® Living Greyhawk™ Regional Adventure set in Ratik

Version 1.3

by Greg Jones and Frank Mikes

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The Timberway keeps its secrets well but now those secrets are starting to emerge. Strange and bizarre creatures are coming out of the Timberway and people are beginning to notice. Why is this happening and what is behind it? Some important figures want you to find out. A one-round Regional adventure set in Ratik for characters level 1-11 (APLs 2-8).
Part One of the Heart of the Timberway.

Resources for this adventure [and the authors of those works] include *Complete Adventurer* [Jesse Decker], *Frostburn* [Wolfgang Baur, James Jacobs, George Strayton], *Monster Manual II* [Ed Bonny, Jeff Grubb, Rich Redman, Skip Williams, Steve Winter].

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This adventure retires from RPGA-sanctioned play on December 31, 2008.

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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 rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

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

Along with this adventure you'll find a 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).

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. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. 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. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in 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.

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.

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in Ratik. Characters from Ratik pay one (1) Time Unit per round, while all other characters pay two (2) Time Units per round.

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

House Keth has been plagued by a bad reputation and a shrinking economy. The Timberway Forest is no longer providing the bounty it once did, either in game or produce. Many people believe that the Forest is reacting to the over-hunting and over-logging that has been practiced under the influence of Lady Katharna Keth. Many people believe that the Keth areas of the Forest are cursed.

Fey creatures, normally fair and friendly are suffering from some form of foul blight as is the forest itself. This corruption is beginning to spill from the lands of House Keth into the rest of the Timberway and several strange occurrences have already been reported.

House Abonhoth was the first to notice this but made a poor choice in sending someone to investigate. Having received no report from their agent, Prondell the ranger, they are now turning to a stronger group to find out what is happening in the Timberway.

ADVENTURE SUMMARY

Introduction – PCs meet with Lady Harrina Abonhoth who hires them for this mission.

Encounter 1 – On the path to Reeswold, PCs encounter a flamboyant highwayman.

Encounter 2 – In the town of Reeswold, the PCs find that Prondell is there and willing to assist them in their investigations.

Encounter 3 – The PCs make camp and are attacked by one of the corrupted denizens of the forest.

Encounter 4 – Prondell leads the PCs into an ambush.

Encounter 5 – The PCs finally encounter the Hermit that Prondell was leading them towards. They may or may not find the information they were looking for.

Conclusion – The PCs get back to Abonhoth and report to Lady Harrina

PREPARATION FOR PLAY

This module contains several prominent NPCs that the GM should take care in portraying. Lady Harrina should be portrayed as an excited amateur at intrigue. Gallini the Highwayman should be played as supremely confident but friendly while Prondell should seem arrogant and unpleasant but basically co-operative – until he betrays the party of course.

Before starting this module, ask each of the players for their skill modifiers for spot, listen and sense motive (and anything else you want them to be paranoid about). Then have them roll 10 or more checks and write down the results. There are several instances in this mod, especially in regards to Prondell, where a PC's awareness needs to be checked but that the player should not know if they failed. Therefore, mark off the checks as the players use them in ambushes and while talking to Prondell.

It will also be necessary for the GM to understand the Diplomacy and Intimidate rules as outlined in the *Players Handbook*, pg 71-72 and pg 76.

INTRODUCTION

The PCs find themselves travelling through the lands of House Abonhoth. While staying the night at a local inn they are offered a job...

Winter is giving way to spring in Ratik and with the thaw people are beginning to travel more and some disturbing stories are coming out of the hinterlands of the Timberway.

You find yourselves travelling through the lands of House Abonhoth and are staying the night at the Kobold's Demise Inn. The sign above the door portrays a Kobold with a sword in it's chest and a very surprised expression on it's face. The inn itself is tidy and well kept and has a large common room

which is alive with travellers, entertainers and locals enjoying some excellent food and drink.

An older man with the clothing and smell of a trapper relates a story for everyone, his expression one of fear and amazement. "I seen it with my own eyes. I was up in the mountains I was and lightning came, not from the clouds but from a large stone. It hit down in the forest it did, about a hunnerd times. And each time it hit, the tree it struck turned into some foul, demonic thing. I run as fast as I could and hid in a crevice but them things is out there and they's unnatural."

"What were you doing way up in our mountains?" A dwarven trader asks sternly from a table.

"Are you tellin' me you dwarves are part o' this evil?" The man fairly accuses.

"No." The dwarf replies calmly, "however, some unscrupulous dwarven traders have been known to tell gullible Humans tradin' skins illegally for gold that they should seal the deal with a few drinks. Well, ain't no Human can out drink a dwarf and a Human trapper on dwarven ale is likely to see all sorts of things and then come down from the mountain with no skins or gold. He'd probably have to tell some wild story to cover his foolishness."

"You callin' me a liar!?" The man seems ready to start a fight.

"No. But give me a while and I might." The Dwarf replies calmly.

Before anyone else moves, a large and undeniably more sober trapper steps forward. He is pale and blond with more than a little Suel blood in his veins. "I too have seen strange things. Three nights ago, I kill a large mountain cat with three heads. This is not the strangest though."

Fight averted, stories continue and you are surprised to receive another round of drinks, despite not ordering them. The bar wench that brings them winks obviously several times and taps the coasters that she places the drinks on before moving off.

On the other side of the coasters is written: Finish your drinks and then come to room 3 upstairs. Knock once and then three times and bring the coasters.

If the PCs follow these guidelines they will soon be in the room with the tavern wench who looks bright and

cheerfully at them. It should be noted that if the PCs don't follow the instructions, the wench will become more and more obvious, annoyed and in the end virtually demand that the PCs come with her.

In the room, the wench looks around conspiratorially. "You may not believe this brave adventurers but I can assure you that I am actually Lady Harrina Abonhoth. I need your help and . . . oh, this is so exciting. You have no idea how dull my life usually is." She then gets back on track and continues, "anyway, there are many strange rumours of things coming out of the Timberway and my House needs someone to investigate this who isn't actually part of the House. In case it causes a problem you understand, so, will you do this for us?"

Answers to questions adventurers are likely to ask.

What will we be paid for this?

"Oh yes, I've heard you adventurers can be quite greedy. Well, it depends on what information you get for us. I'm willing to give you 10gp each to start with but you can expect much more if you find out what is going on in the forest and report back to us."

Why us?

"Why not? You are adventurers aren't you? I'd be terribly disappointed if you don't." She pouts prettily.

Why not send out the Order of the Heart or troops?

We can't afford to anger other Houses. Plus, our guards are needed for . . . well, guarding. You people are for hire are you not? Ready to fling spells of awesome power or cut things down with your sword." She waves her arms around for a second before becoming embarrassed and stops.

How do we contact you once we have the information?

Come to Abonhoth Castle and ask for me. I will wait there for you. People may notice if I spend the next week or two waiting here.

If the PCs ask where to start or if she has sent anyone else, read the following.

I suggest you move north along the road to Ulthek. About 15 miles along, you will cross a river and enter House Keth territory. Another five miles and you will find a narrow track to the west. It leads to the village of Reeswold. I've been there before, House Abonhoth hired a ranger there to look into this, a well recommended man named Prondell. Unfortunately, we haven't heard back from him but he was only one man. You are a whole party, surely you will succeed where he has failed?" She enthuses before continuing. "Remember, this has to be a little discrete, you cannot mention you are working for House Abonhoth to anybody other than Prondell. Also, remember that you are only after information.

Find out what is happening and return with the information and you will be rewarded."

What's happening with that village, Thellonsfield?
"Oh you've heard about that have you? Hmm, it is most perplexing and we are still investigating it. While the kidnapping of people is not unheard of, the stealing of a whole village, buildings and all, is most odd. We still have no idea of what motivated them to do so, but we hope to find out soon."

Have you rescued them yet?
"I don't know much about that, but no, not yet I don't believe. I've been told that the wait is to avoid doing something rash and making it worse for the poor unfortunates."

Treasure: The PCs receive the following payment from Lady Harrina:

All APLs: Loot 0 gp; Coin 10gp; Magic 0 gp; Total 10 gp.

ENCOUNTER ONE: SCARY SCARY, DON'T WE LOOK MEAN?

About five miles from the river, still inside Abonhoth territory and around an overgrown corner, the PCs will encounter Gallini the Highwayman. Actually, they have been spotted beforehand by Gallini from a nearby hilltop and he and Iselda have had some time to prepare. Gallini and Iselda are all bluff so it is important for the GM to play Gallini confidently.

You round a bend in the forest road and see the way before you is blocked. A green curtain, made of rope with branches woven through it makes an effective, if temporary barrier to your passage. However, the man in blue standing in front of this is even more of an oddity.

He is tall, blond, handsome and quite noticeable in a black tricorne hat whose brim is flanked by two large white feathers. Both his jacket and hose are rich blue and the rapier that he holds with practised ease in his right hand glows brightly in a similar colour with glowing, mystic runes dancing along the hilt. His other hand has two gleaming rings, one with a tracing of arcane writing upon it. The man smiles broadly at you, a small black mask with eyeholes is all that hides his identity.

"Greetings friends, I am afraid you have blundered into my trap. But fear not, for you may now brag to your friends that you too have been robbed by the great Gallini the Highwayman." He

then bows before continuing. "Please, don't reach for your weapons. Some of my men are nervous for my welfare, although I don't see why. With this rapier I am the greatest swordsman in the region, so you can see that you are quite in my power. There are fully a dozen crossbowmen cunningly hidden in the undergrowth. If you don't believe me I shall show you, second rank, fire in the air." As he says this, six crossbows fire and their bolts arc high in the air.

"If that wasn't enough to convince you, Iselda, an archer of skill only matched by her incredible beauty is hidden in the forest. I confess that I have to hide her away as more than one man has lost his heart to her with one brief glance at her face. She is known to never miss a target. Here." He tosses a wooden club to the nearest PC. "Throw that at my head."

If thrown, an arrow streaks out and hits the club, deflecting it out of the air.

"Now, as you can see, resistance would be sheer folly. Especially as I am only going to ask a mere 12gp from each of you. So, will you pay the road tax, or must I resort to force?"

Gallini and Iselda are more confidence tricksters than highwaymen. Gallini's sword has *light* cast on it as well as *arcane mark*. The ring on his hand also has *arcane mark* upon it. The crossbows are set up and fired by Iselda using a rope and *mage hand*. The illusion is further enhanced by a quiet *ghost sound* spell of a couple of quiet whispers coming from the brush near the crossbows.

Iselda, a Gnome Illusionist has *true strike* cast and is waiting to shoot the club.

Creatures: As Gallini and Iselda are relying upon bluff and are both only level one, this encounter offers no xp reward beyond APL4. It is designed for fun, and to illustrate the difference on the Keth side of the border.

All APLs (EL 2) (EL 0 at APLs 6 and 8)

♣ **Gallini:** male human bard 1; hp 5; Appendix 1.

♣ **Iselda:** female gnome wizard (illusionist) 1; hp 5; Appendix 1.

Tactics: If combat develops, Gallini will try to engage one PC at a time and will retreat if badly wounded. Iselda will also concentrate on PCs attacking Gallini but will attempt to hide and get away if possible.

Treasure: The PCs can gain the following treasure by looting Gallini and Iselda. Note that Iselda does not have her spellbook with her.

👑 **All APLs:** Loot 65 gp; Coin 5gp; Magic 8 gp; 2 x potion of cure light wounds (4 gp each); Total 78 gp.

Development: If the PCs paid Gallini the Highwayman, they receive the **Robbed by Gallini the Highwayman** AR reward.

ENCOUNTER TWO: THE VILLAGE OF REESWOLD

Once the PCs cross the river, the forest grows dark and somehow, eerie. Rangers and druids will feel this the most and the GM should tell ranger and druid players that their PCs feel something 'wrong'.

When the PCs turn down the track to Reeswold, the feelings get worse. The deeper they go into the territory of House Keth, the more menacing things become.

This forest feels wrong, quieter and darker than you feel is normal. As you travel down the track toward Reeswold, there is a sudden flash in the sky, momentarily piercing the perpetual gloom of the forest.

The PCs can look as much as they like but will find no source for the flash, although the GM should encourage fear and paranoia if time permits.

You have travelled down this path for miles and it seems to be getting thinner and thinner, the trees closing in on all sides. Is that dark shape just a bush or something . . . no, just a bush this time but you swear you saw something move behind it. However nothing is there now.

Just as you reach a large clearing where you can see the structures of the town, a large, howling growl erupts from the forest. The people in the town, already obviously armed and wary, raise weapons and look around. After a very tense silence, things return to normal. You have reached Reeswold.

Reeswold is a tiny village, housing no more than 60 people. There are less than a dozen buildings in all, and none of them look to be much better than hovels. The people that walk the street are dirty and hungry, in fact they appear to be watching you with the predatory look of hunters watching their prey.

The only building in town of any size is a small trading post. There are a few trade goods on the veranda, but nothing of any great value.

The PCs have a couple of options here, they can talk to the locals, go to the trading post, or they can ask about Prondell the Ranger. Queries about Prondell's location will result in the PCs being directed to the Trading Post.

If the PCs try talking to the folk of Reeswold, have them make a Gather Information check and consult the table below. GMs should apply a modifier of up to +5 based upon the PC's generosity (remember that these people are starving and dirt poor).

ASKING ABOUT THE FOREST:

DC₅ – There is almost no food left in the forest. Most people feel that this is due to the greed of Lady Katharna Keth.

DC₁₀ – Many strange creatures have been seen recently. Most of these creatures are touched by evil. They are vicious and will attack people. The meat from these creatures is often inedible.

DC₁₅ – It is not just the animals affected. There are strange and deadly plant creatures in the forest where there have never been before. These plant creatures are often poisonous.

DC₂₀ – The worst of the plant creatures look like orcs, but have no facial features. They attack children mostly, and take them off into the forest. One of the orc plants was killed; we used the body to fuel the fires.

DC₂₅ – The fairies are the worst. Fey can always be tricky, but now they are malevolent and cruel. Many of them look darker and more evil.

DC₃₀ – They say it is worse the further north you go. But then, they say that about a lot of things.

ASKING ABOUT PRONDELL:

DC₅ – You can find him at the Trading Post.

DC₁₀ – Prondell is a trapper by trade, but there isn't much to trap any more. However, he seems to have money.

DC₁₅ – Prondell is a rough man, it isn't wise to cross him. They say that he has killed men before.

DC₂₀ – Prondell is being paid by people in the south to find out why things are so bad. Probably won't be long before the Order of the Hart hears about it.

DC₂₅ – Prondell makes most of his money as a bandit. He has a band hidden in the forest that he often leads people to.

DC₃₀ – Prondell is wanted by the authorities in Keth. There is a reward for those that turn him in.

♦ **Villagers:** Most of the villagers are Suel commoners of between levels 1 and 4. There is no village priest and the

closest this village has to a mayor or leader is Gunter, the owner of the Trading Post.

Some names for the villagers are: Victor, Iselda, Gert, Ivan, Sventna, Wulfgar, Bjorn, Helga.

Development: If the PCs find out the last two pieces of information, it is possible that they may try to arrest Prondell. If they ask, the villagers will tell them that there is no law in town. However, if the PCs arrest Prondell they can keep him locked up until the reeve of Lady Keth's court comes through next fortnight.

ENCOUNTER THREE: THE TRADING POST

The trading post is the largest building in town, but is in poor repair. The owner, Gunter, is an evil little man who controls what little trade moves in and out of Reeswold. He also acts for Prondell as his fence.

Prondell can be found here, enjoying a quiet meal and some liquor. He does not know that he is wanted by the law, so will have no reason to be paranoid around the PCs. Prondell is foul, and a little arrogant, but will not knowingly antagonise the PCs.

The PCs can easily find Prondell, either by asking Gunter, the owner, or by looking around. Prondell is seated at a table eating a meal. As the PCs approach Prondell will be watching them.

The inside of the Trading Post is dark and gloomy, and smells of stale sweat and damp furs. Around the building you can see piles of grain, barrels of pickles and fruit, barrels of alcohol and various tools and equipment on shelves or resting next to the walls. A small wiry man with shifty eyes walks out to greet you, "Good day travellers. I am Gunter, and this here is my place. What can I get for you? Do you need travelling supplies, a meal, or are you looking for a place to stay for the night?"

Allow the PCs to answer. Gunter will point out Prondell if asked, and will sell the PCs rations and basic adventuring gear for triple the normal price. Times are hard in Keth!

Once the PCs have been directed to Prondell, or start looking for him:

Towards the back of the room, concealed by the gloom and the trade goods, you can see a man sitting at a small table eating a meal. He has noticed your entrance and watches you approach. When you get to his table, he stands, spits something from his mouth onto the floor and holds out his hand to you, "I'm Prondell, what are you wanting with me?"

If the PCs are here to talk to Prondell, go to 3A.

If the PCs are here to arrest Prondell, go to 3B.

3A: THE RANGER TALKS

Wait for the PCs to answer. If the PCs tell Prondell that they are working for House Abonhoth he will answer their questions (see below). If they don't identify themselves, he will be evasive and will soon try to leave.

Some possible questions the PCs might have:

What is going on in this forest?

I don't know exactly. But I have seen many strange creatures. Creatures that look corrupted by dark powers, and that attack people like rabid dogs would.

Why haven't you sent a report to House Abonhoth?

I've been out in the forest, looking for someone or something that might know more about what is going on. I just got back in today. I was about to write a letter asking them to send me more help.

Why would you need more help?

I heard about a crazy old hermit named Fyodr living to the north of here. He is said to know a great deal about this forest and everything that happens in it. But he's also said to be as mad as a cut snake and twice as deadly. I don't mind taking Abonhoth coin, but I am not going to die for it.

Can you take us to this hermit?

Sure, but I haven't been paid for a while. It will cost you 50gp.

Prondell is willing to negotiate on the price, as he is planning to rob them of everything anyway. Allow the PCs a DC 12 Sense Motive check to know that he is willing to negotiate the price. A DC 18 Sense Motive check reveals that he will go down to about half the requested amount. A DC 22 Sense Motive check reveals that he will not go below 20gp. A DC (20 + Prondell's Bluff modifier) Sense Motive will reveal that Prondell doesn't really care about the price, he is just going through the motions of negotiating.

Prondell will not go below 20gp, as he knows that the location of the hermit and the information the hermit has is worth at least that much. Prondell feels that if he accepts any less than 20gp it will look suspicious. GMs should feel free to inform the PCs that they realise that the location of the hermit and the information he has is worth at least 20gp.

Specifically, what sort of strange things have you seen?

I have seen: strange lights and flashes; weird howling noises; rabid animals; glowing, poisonous mosses and fungi; mutant and corrupted animals; sightings of small winged demons; evil, blood

drinking fey; and apparitions in the mist that can steal a mans soul.

Really, some of that sounds a little far fetched?

OK, I haven't seen any demons, blood-drinking fey or apparitions in the mist, but I have heard other folk speak of them.

When can we leave?

As soon as you are ready.

PCs can leave whenever they like. Gunter will allow them to sleep in the Trading Post if the PCs have purchased standard lifestyle of better for this module.

3B: THE RANGER FLEES

If the PCs try to arrest Prondell, ask them how they are approaching him. If they have weapons at the ready he will try to flee immediately. If they try talking, he will greet them as in 3a above.

Prondell's main aim is to get out of the Trading Post and into the forest. From there he will make his way back to where Trong is hiding.

Creatures: Prondell is trying to get away, not to fight or kill the PCs. Because of this, the EL of this encounter is 0, but the PCs still get full XP for encounter five whether they face Prondell and Trong together or separately.

APL 2 (EL 0)

♣**Prondell:** male human rogue 1/ranger 1; hp 12; Appendix 1.

APL 4 (EL 0)

♣**Prondell:** male human rogue 3/ranger 1; hp 22; Appendix 1.

APL 6 (EL 0)

♣**Prondell:** male human rogue 4/ranger 2; hp 34; Appendix 1.

APL 8 (EL 0)

♣**Prondell:** male human rogue 5/ranger 3; hp 46; Appendix 1.

Tactics: As stated above, Prondell is trying to get out of the Trading Post. His main aim is to get out of town to where Trong is so that he can get some help. He will fight as much as he must, but will not stay if he has a line of retreat.

Treasure: The PCs can gain the following treasure by looting Prondell:

👑**APL 2:** Loot 36 gp; Magic 112 gp; wand of cure light wounds (62 gp), 4 x elixir of love (12.5 gp each); Total 148 gp.

👑**APL 4:** Loot 27 gp; Magic 216 gp; wand of cure light wounds (62 gp), 4 x elixir of love (12.5 gp each), +1 chain shirt (104 gp); Total 244 gp.

👑**APL 6:** Loot 53 gp; Magic 550 gp; wand of cure light wounds (62 gp), 4 x elixir of love (12.5 gp each), +1 chain shirt (104 gp), gloves of dexterity +2 (333); Total 603 gp.

👑**APL 8:** Loot 53 gp; Magic 550 gp; wand of cure light wounds (62 gp), 4 x elixir of love (12.5 gp each), +1 chain shirt (104 gp), gloves of dexterity +2 (333); Total 603 gp.

Development: If Prondell gets away he can be tracked with a DC 10 Survival check by anybody with the Track feat (Players Handbook pg 101). Prondell is moving at full speed, so the PCs will need to add 5 to the DC of the check if they wish to keep up. PCs can take 10 on this check.

If none of the PCs have the Track feat, they can buy a hunting dog from the villagers for 250gp (the villagers know desperate when they see it). This can be bargained down to 200gp with a DC 15 diplomacy check, or to 125gp with a DC 30 diplomacy check. Use the stats for a small dog (Monster Manual pg 271). If the PCs cannot track, and refuse to pay that much for a 25gp dog, the adventure effectively ends here.

If the PCs capture Prondell they can question him and have him locked up until the reeve arrives. To get any information out of Prondell will require one of the following: magical coercion (*charm person, dominate person, etc.*); a promise of freedom, which Prondell will use his sense motive skill to judge if genuine; or a successful intimidate check (see Players Handbook pg 76). Remember that the PCs are on no time limit here, but that if they fail to intimidate him they cannot retry.

If the PCs succeed on coercing Prondell he will tell them that the hermit is genuine, is crazy and deadly, knows more about what is going on than Prondell does and has magical powers. Prondell will also give the location of the hermit, about 25 miles to the north on the edge of Lake Tynon.

ENCOUNTER FOUR: AN ORC IN THE BLACK FOREST

It will be a two day march through the forest to Lake Tynon to find the hermit. During that time the PCs will be able to see for themselves how bad this area of the Timberway has become.

Due to the flexible nature of Encounter Three, and the possibility that Prondell will not be with the party, some box text may need to be adjusted from this point

forth. Box text that should be dropped if Prondell is not present is enclosed in brackets below.

Ask the players for a marching order for a 10 ft. wide path. Prondell is NEVER at the front! He is always in the second or third rank. While the PCs are not going to be attacked until nightfall, they don't need to know that!

As you travel north from Reeswold you can see for yourself that all is not right in this forest. There are almost no creatures to be seen, whether large game, small game, birds or even small reptiles. Most of the trees and plants bear little or no fruit or flowers.

During the day you are kept on a constant edge by the long silences, periodically broken by strange howls from the forest. [Even Prondell, a native of this area, travels with his axe in hand and constantly on the lookout for trouble.]

As evening approaches you find a small clearing by the road in which to make camp. Once again you are struck by the eerie silence in the area.

The wortlings are waiting in the woods for the PCs to separate a little. They then attack the most isolated PC possible. If the players ask where Prondell is, mention casually that he is collecting wood.

Creatures: Normally wortlings travel in much larger packs, but the orcwort they are from is sick, and cannot produce any more 'fruit'.

When the PCs first see the wortlings they can attempt a DC 42 Knowledge (nature) check to know anything about these creatures. The DC is based on the Hit Dice of the orcwort (32 HD), of which the wortlings are but a fruit.

NOTE: Remember that the wortling sleep poison works as the spell. This means that affected PCs can be woken up by their fellows.

APL 2 (EL 3)

🐉 **Fiendish Wortling:** hp 18; Appendix 1.

APL 4 (EL 5)

🐉 **Fiendish Wortlings (2):** hp 18 each; Appendix 1.

APL 6 (EL 8)

🐉 **Advanced Fiendish Wortlings (2):** hp 49 each; Appendix 1.

APL 8 (EL 10)

🐉 **Advanced Fiendish Wortlings (4):** hp 49 each; Appendix 1.

Tactics: The wortlings are here for food. They will try to subdue a single PC, then carry them off into the woods to feed to the orcwort. The orcwort is several hundred yards away, so rescuing a subdued PC should not be difficult.

The wortlings do not run when carrying a sleeping victim, to do so would awaken them. As plants, wortlings are unaffected by the forest terrain, but for the PCs it counts as difficult terrain as normal.

ENCOUNTER FIVE: THE DOUBLE CROSS

Prondell is getting closer to his hide out, and to Trong. He starts to become more garrulous, partially to hide his nervousness, but also to alert Trong that he is approaching.

Once again, ask the PCs for a marching order, and ensure that Prondell is NOT in the front rank.

This second day of travel is little better than the first. As you travel you continue to be amazed by the lack of life in the forest. There was no dawn chorus to wake you and you have not seen a single creature all morning.

[Prondell is doing his best to point out the various types of corruption that are about. While talking he tells you a little about the crazy hermit he is taking you to see. "The hermit lives on the edge of a small lake, Lake Tynon, not far north of here. They say that he has been living there for years, and that he is at least 100 years old. He is as mad as a cut snake, living as a total recluse and surviving on the fish of the Lake as his only food source. Most people won't go near him. He is said to have magical powers, able to control the water and the fish that live in it.]

As you travel you can see many strange fungi growing on the trees and plants, and despite it being a lovely Spring day many of the plants are wilting and look sick. Several times you are forced to move off the path because of trees that have recently dropped across it.

Make Sense Motive checks for all the players against a DC of (10 plus Prondell's bluff modifier). Those that succeed notice that Prondell is even more nervous today than yesterday. Those that succeed by 5 or more are not flat-footed against Prondell in the first round of the combat.

If Prondell is with the party:

It is almost midday when Prondell stops and motions for quiet. "I think I can hear something up ahead," he whispers. As you pause you can hear a faint movement in the brush ahead. Suddenly, an orc steps out from behind a tree 60 ft. up the path

and charges you. Unlike the creatures you saw last night, this orc has facial features and is roaring as he charges.

If Prondell is NOT with the party:

It is almost midday, and you are hoping to find Lake Tynon within the hour, when you hear the sound of movement ahead. Suddenly, an orc steps out from behind a tree 60 ft. up the path and charges. Unlike the creatures you saw last night, this orc has facial features and is roaring as he charges.

Creatures: The orc is Trong, Prondell's partner in crime. If Prondell escaped in encounter three the PCs get to face him again now. The PCs still get full XP for this encounter whether they face Prondell and Trong together or separately.

When Trong steps out from behind the tree, everybody has a chance to react. Roll for initiative, and have Trong do his charge on his initiative turn. There is NO surprise round in this combat.

APL 2 (EL 3)

♣**Prondell:** male human rogue 1/ranger 1; hp 12; Appendix 1.

♣**Trong:** male orc barbarian 1; hp 11(13); Appendix 1.

APL 4 (EL 5)

♣**Prondell:** male human rogue 3/ranger 1; hp 22; Appendix 1.

♣**Trong:** male orc barbarian 2; hp 22(26); Appendix 1.

APL 6 (EL 7)

♣**Prondell:** male human rogue 4/ranger 2; hp 34; Appendix 1.

♣**Trong:** male orc barbarian 4; hp 44(52); Appendix 1.

APL 8 (EL 9)

♣**Prondell:** male human rogue 5/ranger 3; hp 46; Appendix 1.

♣**Trong:** male orc barbarian 6; hp 66(78); Appendix 1.

Tactics: Trong simply charges and hacks away at each opponent until he drops them. If the PCs still believe that Prondell is on their side, he will 'ready for the orc' in the first round, then step in and sneak attack after Trong charges. If the PCs are on to Prondell, he will tumble for flanks and try to fight his way out.

Treasure: The PCs can gain the following treasure by looting Trong. The treasure for looting Prondell can be found in encounter three.

♣**APL 2:** Loot 30 gp; Magic 150 gp; Quiver of Ehlonna (150 gp); Total 180 gp.

♣**APL 4:** Loot 30 gp; Magic 358 gp; Quiver of Ehlonna (150 gp), ring of sustenance (208 gp); Total 388 gp.

♣**APL 6:** Loot 30 gp; Magic 358 gp; Quiver of Ehlonna (150 gp), ring of sustenance (208 gp); Total 388 gp.

♣**APL 8:** Loot 30 gp; Magic 708 gp; Quiver of Ehlonna (150 gp), mithral breast plate (350 gp), ring of sustenance (208 gp); Total 738 gp.

Development: If the PCs capture Prondell and Trong they can question them. Trong has no useful information, but Prondell can be coerced into telling the PCs what he knows about Fyodr, the hermit.

Prondell can tell the PCs that Fyodr the hermit is genuine, is crazy and deadly, knows more about what is going on than Prondell does and has magical powers. Prondell will also give the location of the hermit, about 2 miles to the north on the edge of Lake Tynon.

ENCOUNTER SIX: THE HERMIT

It is a short journey from the site of the ambush to Lake Tynon. Once there they will see Fyodr sitting by the Lake. PCs are unlikely to just attack Fyodr, but they are welcome to do so. If they do attack him, he will not reveal anything he knows without magical coercion. Fyodr is fickle and suicidal, and will NOT help anyone after being attacked.

NOTE: Fyodr can only speak **Cold Tongue** and **Sylvan**. If none of the PCs can communicate in either of these languages, either normally or magically, then this encounter reverts immediately to combat.

As you walk into the clearing you can see the waters of Lake Tynon stretching out before. The Lake is still and quiet, waiting with a deathly patience for somebody to break the mirror-like finish of its surface.

All around the edge of the Lake you can see scum and rotting plant matter on the banks. Poking out of the water are reeds that look brown and dead. There are no birds, there are no sounds...

As you take this in an old man comes into sight from around a curve in the bank. He is 5'6", pot bellied and has long, lanky hair and a matted beard. His skin has a greenish tinge to it, and he holds a half-eaten raw fish in his hand.

As he comes closer, you can see that his eyes are black pits. Noticing you he pauses, throws the fish to the ground, and then approaches you.

Players will probably want to interrupt the description at this stage, so ask them what they want to do. Remember, if they attack, Fyodr will fight to the death with glee. Even if they subdue him, they will never get Fyodr to talk without magical coercion.

If the PCs try greeting Fyodr they will need to make a Diplomacy check. Fyodr begins with an attitude of Unfriendly, and the PCs need to shift his attitude to Indifferent (DC 15). It is not possible to shift Fyodr's attitude further than Indifferent at this stage of the encounter. If the PCs fail by less than 5 Fyodr will still talk to them, but the subsequent diplomacy check at the end of the encounter will be more difficult.

If the PCs fail by five or more, Fyodr becomes enraged at some imagined (or not so imagined) slight or insult and attacks the party.

If they succeed, Fyodr will respond in **Cold Tongue**. If nobody in the party can speak either **Cold Tongue** or **Sylvan**, either normally or via magic, then negotiations break down and Fyodr attacks.

If the PCs manage to communicate with Fyodr, they can ask him about what is going on. This is Fyodr's story:

"For many passings of the seasons I have lived at this Lake. Sometimes your kind would travel here and leave me gifts, and sometimes I would help some of your kind. But for the most part I lived alone, peaceful and happy.

"Recently though more people came to my lake for fish. They are always whining that there is no food, that there are no more animals in the forest. 'Fyodr, Fyodr', they would say 'Please help us we are hungry'. This would make me angry, and sometimes I kill these people, making it peaceful once again. But soon, I notice that there is rot in the trees, that the lake is dying, and that the fish are disappearing.

"It is the same on all banks of the lake, and for miles in every direction. I wonder why this is, but there is no answer. I can taste the dark magic on the wind, but it is never close enough for me to identify. Then one day a creature comes.

"This creature is foul, seeking only to bring corruption and filth, to destroy the natural order and to give power to the darkness. It tried to recruit me to its cause, and I refused. Naturally, we fought, and naturally I won. But in the fight I was wounded.

The wound has now healed, but the corruption that the creature carried is now inside me. The rage destroys my reason, and soon I will be as one with the darkness that will soon cover this land.

"If you wish to find this filth, to stop the darkness, you must seek the Heart of the Timberway. But beware, the Heart is the true power in this forest, the life and the centre of all that is pure. If they are corrupting it, as I believe, it will be guarded by many dark abominations."

Ask the PC that was talking to Fyodr to make a diplomacy check (see Players Handbook pg 71-72). Those PCs that can speak either Cold Tongue or Sylvan can try to assist. Add the APL to the DC of this Diplomacy check to represent the level to which Fyodr is corrupted, and the diminishing control he has over his rage.

If the PCs' diplomacy check leaves Fyodr with an attitude of Indifferent or worse, he will attack the party to the best of his ability.

If the PCs' diplomacy check moves Fyodr to Friendly, then he attacks the party, but will not try to drag them into the water and drown them, and (at APL 6&8) will not rage until he is down to his last 20hp.

If the PCs' diplomacy check moves Fyodr to Helpful, then he will ask the PCs to kill him, and end his misery. If the PCs refuse, then Fyodr's attitude shifts back to Friendly and he attacks them as above.

"And now it is time to end the corruption, it is time for Fyodr to die!"

If Fyodr's attitude is Friendly or worse, he attacks as detailed above. If it is Helpful:

"You can help end Fyodr's misery, stop him from joining the darkness. End Fyodr's life now, end it before Fyodr loses control." And so saying, Fyodr turns his back on you and bows his head, waiting for the death blow to land.

If the PCs refuse to kill Fyodr, he turns with a sneer and attacks them.

Creature: Fyodr is a corrupted fey. The corruption has shifted his alignment to evil, and APLs 6 & 8 he soon becomes lost in a rage-filled madness. Fyodr is essentially suicidal, but in the typical perversity of most life, cannot kill himself. Only the most diplomatic of PCs will prevent Fyodr from trying to take others with him (see above).

APL 2 (EL 4)

☛ **Fyodr:** male fiendish vodyanoi; hp 25; Appendix 1.

APL 4 (EL 6)

☛ **Fyodr:** male advanced fiendish vodyanoi; hp 45; Appendix 1.

APL 6 (EL 9)

☛ **Fyodr:** male advanced fiendish vodyanoi barbarian 3; hp 55(79); Appendix 1.

APL 8 (EL 11)

☛ **Fyodr:** male advanced fiendish vodyanoi barbarian 5; hp 75(103); Appendix 1.

Tactics: Fyodr attacks so that he can reach as many PCs as possible, and so that as many of them can reach him as possible. He is trying to die, and depending on how diplomatic the PCs were (see above), he is trying to take several PCs with him.

Treasure: The PCs can gain the following treasure by looting Fyodr.

👑**APL 2:** Magic 125 gp; brooch of shielding (125 gp); Total 125 gp.

👑**APL 4:** Magic 125 gp; brooch of shielding (125 gp); Total 125 gp.

👑**APL 6:** Magic 125 gp; brooch of shielding (125 gp); Total 125 gp.

👑**APL 8:** Magic 792 gp; brooch of shielding (125 gp), pale blue ioun stone (667 gp); Total 792 gp.

Development: With Fyodr's story, the PCs now have the information that House Abonhoth requires. If the PCs seem intent on running off to the Heart of the Forest at this time, remind them that they were asked to return with information, not deal with the whole matter themselves.

If the PCs wish to try and cure Fyodr, then they are going to have a hard time. A DC20 Knowledge (arcana), (nature), (the planes) or a DC15 Bardic Knowledge check will reveal that Fyodr's essential nature is being changed. In game terms this means he is acquiring a template, but the PCs don't know what sort of template. A DC30 Knowledge (nature) check reveals that he is being changed into an unseelie fey. In game terms he has acquired the fiendish template, and will soon have the half-fiend template.

There is no cure for Fyodr's slow corruption, other than a *wish* or a *miracle*.

If the PCs get the information before killing Fyodr, they receive the **Blessing of Fyodr**. If the attack Fyodr immediately, or are unable to communicate with him, then they don't receive his blessing. If the PCs capture Fyodr to take him back to House Abonhoth for questioning or healing then they do not receive Fyodr's blessing.

CONCLUSION

The PCs quickly return to Abonhoth lands, and are soon in the presence of Lady Harrina Abonhoth once more.

Your journey back to the lands of House Abonhoth is one of returning to the light. As you travel the forest becomes less dark and forbidding, until you cross the border back into Abonhoth. The land and the forest once again looks like it should in the bloom of Spring.

CONCLUSION A: THE PCS GOT THE INFORMATION FROM FYODR

If the PCs managed to get the information from Fyodr, read the following:

Arriving at Abonhoth Castle you are soon led in to see Lady Harrina. She is pleased to see you, and seems very excited. She asks you to tell her everything that happened, and hangs on every word as you tell your tale.

Finishing your tale, Lady Harrina sits for a moment, stunned by what you had to say. "This is incredible. We need to find out more about who is behind this, what the Heart of the Forest is and how to stop the corruption. Will you help to deal with the problem?"

Allow the PCs to answer as they choose. So long as they don't insult Lady Harrina, continue:

"We owe you a debt for what you have done, but you must understand that at this time House Abonhoth cannot publicly acknowledge your deeds. However, once this situation is dealt with I am sure that will change. For now I can only offer you a small reward from my own discretionary fund. I hope it is enough."

The PCs receive the **Gratitude of Lady Harrina**, the **Appreciation of House Abonhoth** and the **Blessing of Fyodr**.

If the PCs paid Gallini the Highwayman, they receive the **Robbed by Gallini the Highwayman** AR reward.

If the PCs captured Prondell, either in Reeswold or in the forest, and turn him over to the authorities of House Keth they earn the **Favour of House Keth**. There is no bounty for Prondell, as the House cannot afford to pay one.

CONCLUSION B: THE PCS DID NOT GET THE INFORMATION FROM FYODR

If the PCs attacked Fyodr before speaking with him, or were unable to otherwise speak to him, read the following:

Arriving at Abonhoth Castle you are soon led in to see Lady Harrina. She is pleased to see you, and seems very excited. She asks you to tell her everything that happened, but seems rather disappointed that you discovered so little.

Finishing your tale, Lady Harrina speaks, "It is a pity that you could not discover more about what is

happening inside the Keth border. We will need to investigate further before we are able to take action. If other agents are able to discover anything, will you help to deal with the problem?"

Allow the PCs to answer as they choose. So long as they don't insult Lady Harrina, continue:

"We owe you a small debt for what you have done, but you must understand that at this time House Abonhoth cannot publicly acknowledge your deeds. However, once this situation is dealt with I am sure that will change. For now I can only offer you my thanks, and the possibility of greater reward in the future."

The PCs receive the **Appreciation of House Abonhoth**.

If the PCs paid Gallini the Highwayman, they receive the **Robbed by Gallini the Highwayman** AR reward.

If the PCs captured Prondell, either in Reeswold or in the forest, and turn him over to the authorities of House Keth they earn the **Favour of House Keth**. There is no bounty for Prondell, as the House cannot afford to pay one.

CONCLUSION C: THE PCS CAPTURED FYODR AND RETURNED HIM TO HOUSE ABONHOTH

If the PCs could not talk to Fyodr, but captured him and returned him to House Abonhoth for questioning, read the following:

Arriving at Abonhoth Castle you are soon led in to see Lady Harrina. She is pleased to see you, and seems very excited. She asks you to tell her everything that happened, and hangs on every word as you tell your tale.

Lady Harrina spends some time questioning Fyodr in Cold Tongue. Upon the conclusion of his tale, Fyodr is led away and Lady Harrina relates his sad tale to you.

GMs should paraphrase the information from Fyodr's tale in Encounter Six.

Finishing the tale, Lady Harrina sits for a moment. "This is incredible. We need to find out more about who is behind this, what the Heart of the Forest is and how to stop the corruption. Will you help to deal with the problem?"

Allow the PCs to answer as they choose. So long as they don't insult Lady Harrina, continue:

"We owe you a debt for what you have done, but you must understand that at this time House Abonhoth cannot publicly acknowledge your deeds. However, once this situation is dealt with I am sure that will change. For now I can only offer you a small reward from my own discretionary fund. I hope it is enough."

The PCs receive the **Gratitude of Lady Harrina** and the **Appreciation of House Abonhoth**.

If the PCs paid Gallini the Highwayman, they receive the **Robbed by Gallini the Highwayman** AR reward.

If the PCs captured Prondell, either in Reeswold or in the forest, and turn him over to the authorities of House Keth they earn the **Favour of House Keth**. There is no bounty for Prondell, as the House cannot afford to pay one.

The End.

EXPERIENCE POINT SUMMARY

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

Encounter 1

Get past Gallini

APL 2	60 XP
APL 4	60 XP
APL 6	0 XP
APL 8	0 XP

Encounter 3

Arrest Prondell

APL 2	0 XP
APL 4	0 XP
APL 6	0 XP
APL 8	0 XP

Encounter 4

Defeat the wortlings

APL 2	90 XP
APL 4	150 XP
APL 6	240 XP
APL 8	300 XP

Encounter 5

Defeat Prondell and Trong

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

Encounter 6

Kill Fyodr

APL 2	120 XP
APL 4	180 XP
APL 6	270 XP
APL 8	330 XP

Story Award

Objective met: Get information from Fyodr

APL 2	90 XP
APL 4	135 XP
APL 6	180 XP
APL 8	225 XP

Total possible experience:

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1125 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

All APLs: Loot 0 gp; Coin 10gp; Magic 0 gp; Total 10 gp.

Encounter 1: Scary, Scary, Don't we Look Mean

All APLs: Loot 65 gp; Coin 5gp; Magic 8 gp; 2 x *potion of cure light wounds* (4 gp each); Total 78 gp.

Encounter 3: The Trading Post

APL 2: Loot 36 gp; Magic 112 gp; *wand of cure light wounds* (62 gp), 4 x *elixir of love* (12.5 gp each); Total 148 gp.

APL 4: Loot 27 gp; Magic 216 gp; *wand of cure light wounds* (62 gp), 4 x *elixir of love* (12.5 gp each), +1 *chain shirt* (104 gp); Total 244 gp.

APL 6: Loot 53 gp; Magic 550 gp; *wand of cure light wounds* (62 gp), 4 x *elixir of love* (12.5 gp each), +1 *chain shirt* (104 gp), *gloves of dexterity* +2 (333); Total 603 gp.

APL 8: Loot 53 gp; Magic 550 gp; *wand of cure light wounds* (62 gp), 4 x *elixir of love* (12.5 gp each), +1 *chain shirt* (104 gp), *gloves of dexterity* +2 (333); Total 603 gp.

Encounter 5: The Double Cross

APL 2: Loot 30 gp; Magic 150 gp; *Quiver of Ehlonna* (150 gp); Total 180 gp.

APL 4: Loot 30 gp; Magic 358 gp; *Quiver of Ehlonna* (150 gp), *ring of sustenance* (208 gp); Total 388 gp.

APL 6: Loot 30 gp; Magic 358 gp; *Quiver of Ehlonna* (150 gp), *ring of sustenance* (208 gp); Total 388 gp.

APL 8: Loot 30 gp; Magic 708 gp; *Quiver of Ehlonna* (150 gp), *mithral breast plate* (350 gp), *ring of sustenance* (208 gp); Total 738 gp.

Encounter 6: The Hermit

APL 2: Magic 125 gp; *brooch of shielding* (125 gp); Total 125 gp.

APL 4: Magic 125 gp; *brooch of shielding* (125 gp); Total 125 gp.

APL 6: Magic 125 gp; *brooch of shielding* (125 gp); Total 125 gp.

APL 8: Magic 792 gp; *brooch of shielding* (125 gp), *pale blue ioun stone* (667 gp); Total 792 gp.

Total Possible Treasure

APL 2: Loot: 131 gp; Coin: 15 gp; Magic: 395 gp; Total: 541 gp (max 450gp)

APL 4: Loot: 122 gp; Coin: 15 gp; Magic: 707 gp; Total: 844 gp (max 650gp)

APL 6: Loot: 148 gp; Coin: 15 gp; Magic: 1,094 gp; Total: 1,257 gp (max 900gp)

APL 8: Loot: 148 gp; Coin: 15 gp; Magic: 2,058 gp; Total: 2,221 gp (max 1,300gp)

Special

Blessing of Fyodr: For releasing Fyodr from his misery and corruption he has marked you with his blessing. This blessing can be seen by all fey creatures and gives you a +2 bonus on all Cha checks with fey. Also, you may use this favour to re-roll one failed saving throw with a +2 bonus, but doing so removes the blessing. Mark off this favour when used.

Appreciation of House Abonhoth: Though House Abonhoth appreciates what you have done for them, they cannot publicly acknowledge your efforts at this time. However, Lady Harrina promises that your efforts will be acknowledged in the future.

Gratitude of Lady Harrina: In gratitude of your efforts Lady Harrina has personally offered to either: provide a *choker of eloquence – lesser* at the cost of only 4,500gp (Access: Regional) or; to arrange access to have any one weapon upgraded with any +1 bonus Special Ability from

tables 7-14 and 7-15 of the DMG at the normal cost. Mark off this favour when used.

Favour of House Keth: For turning in the bandit Prondell you have earned one influence point with House Keth.

Robbed by Gallini the Highwayman: You were waylaid and robbed by Gallini the Highwayman. In your next Ratik adventure you may receive one TU of standard upkeep for free as you dine out on the tale. You are not sure if everyone is laughing with you though...

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 2:

- *Choker of eloquence - lesser* (Regional; CL 6th; Complete Adventurer; 4,500 gp)
- *Elixir of Love* (Adventure; DMG)
- *Quiver of Ehlonna* (Adventure; DMG)

APL 4 (all of APL 2 plus the following):

- *Brooch of Shielding* (Adventure; DMG)
- *Ring of Sustenance* (Adventure; DMG)

APL 6 (all of APLs 2-4 plus the following):

- *mithral breast plate* (Adventure; DMG)

APL 8 (all of APLs 2-6 plus the following):

- *Pale blue ioun stone* (Adventure; DMG)

APPENDIX 1: ALL APLS

1: SCARY, SCARY, DON'T WE LOOK

MEAN

GALLINI

CR 1

Male human bard 1

CN Medium Humanoid (Human)

Init +6; Senses Listen +0, Spot +0

Languages Common

AC 16, touch 12, flat-footed 14
(+2 Dex, +4 chain shirt)

hp 5 (1d6+1 HD);

Fort +1, Ref +4, Will +2

Speed 30 ft. in chain shirt armor (6 squares), base movement 30 ft.;

Melee mw rapier +2 (1d6+1)

Ranged dagger +2 (1d4+1)

Space 5 ft.; Reach 5 ft.

Base Atk +0; Grp +1

Special Options Bardic Music, Spells

Combat Gear mw rapier, dagger, chain shirt, potion of *cure light wounds*

Bard Spells Known (CL 1st):

0 (2/day)—Detect Magic, Light, Mending, Prestidigitation

Abilities Str 13, Dex 14, Con 12, Int 11, Wis 10, Cha 16

Feats Improved Initiative, Persuasive

Skills Bluff +9, Diplomacy +7, Disguise +7, Intimidate +7, Knowledge (local – NMR) +4, Perform (oratory) +7, Sense Motive +4

Possessions 2 x rings, 12gp

ISELDA

CR 1

Female gnome wizard (illusionist) 1

CN Small Humanoid (Gnome)

Init +2; Senses Listen +0, Spot +0

Languages Common, Gnome, Cold Tongue,

AC 17, touch 13, flat-footed 15
(+1 size, +2 Dex, +4 *mage armor*)

hp 5 (1d4+2 HD);

Fort +2, Ref +2, Will +2

Speed 20 ft. in no armor (4 squares), base movement 20 ft.;

Melee dagger +0 (1d3-1)

Ranged light crossbow +3 (1d6)

Space 5 ft.; Reach 5 ft.

Base Atk +0; Grp –5

Special Options Spells, Spell-like abilities

Combat Gear light crossbow (x10), bolts (x50), dagger, spell component pouch, potion of *cure light wounds*

Wizard Spells Prepared (CL 1st):

1st—mage armor †, true strike †, silent image †

0—detect magic, mage hand (x2), ghost sound

† Already cast

Spell-Like Abilities (CL 1st):

1/day—speak with animals, dancing lights, ghost sound, prestidigitation

Abilities Str 8, Dex 14, Con 14, Int 15, Wis 10, Cha 10

SQ gnome racial traits, low-light vision, summon familiar

Feats Point Blank Shot, Scribe Scroll

Skills Concentration +6, Knowledge (local – NMR) +6, Knowledge (arcana) +6, Spellcraft +6

Possessions combat gear

APPENDIX 1: APL 2

3: THE TRADING POST

PRONDELL

CR 2

Male human rogue 1/ranger 1
CN Medium Humanoid (Human)
Init +6; **Senses** Listen +6, Spot +6
Languages Common

AC 16, touch 12, flat-footed 14
(+2 Dex, +4 chain shirt)

hp 12 (1d6+1 plus 1d8+1 HD);

Fort +3, **Ref** +6, **Will** +1

Speed 30 ft. in chain shirt armor (6 squares), base movement 30 ft.;

Melee mw throwing axe +4 (1d6+2)

Ranged mw throwing axe +4 (1d6+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +3

Special Options Favored Enemy (humans) +2, Sneak Attack +1d6, Wild Empathy

Combat Gear mw throwing axe, dagger, chain shirt, wand of *cure light wounds*

Abilities Str 14, Dex 14, Con 12, Int 11, Wis 12, Cha 10

Feats Improved Initiative, Persuasive, Track

Skills Bluff +6, Hide +4, Intimidate +6, Knowledge (local – NMR) +4, Listen +6, Move Silently +4, Search +4, Spot +6, Survival +6, Tumble +4

Possessions Combat Gear plus furs, snares, bedroll, cooking gear, flint, pack, 4 x *elixir of love*

4: AN ORC IN BLACK FOREST

FIENDISH WORTLING

CR 3

NE Small Plant (augmented, extraplanar)

Init +6; **Senses** Listen +0, Spot +0

Languages None

AC 16, touch 13, flat-footed 14
(+1 Size, +2 Dex, +3 Natural)

hp 18 (3d8 HD);

Immune poison, sleep, paralysis, stunning, polymorphing

Resist cold 5, fire 5; **SR** 8

Fort +3, **Ref** +3, **Will** +1

Speed 30 ft. in no armor (6 squares), climb 15ft., base movement 30 ft.;

Melee claws (x2) +5 (1d3+2 plus poison)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +0

Attack Options Poison, Swarming, Smite good 1/day (+3 damage)

Abilities Str 15, Dex 14, Con 11, Int 3, Wis 11, Cha 6

SQ Plantmind, partial immunity to piercing, plant traits, woodsense, darkvision 60ft.

Feats Improved Initiative

Skills Climb +10, Hide +11, Move Silently +7

Possessions None

Poison (Ex): A wortling delivers its poison (Fortitude save DC 11) with each successful claw attack. The initial damage is sleep for 1 minute, and the secondary damage is sleep for 1d10 minutes. Both of these sleep effects work only against living creatures but otherwise function as the spell of the same name.

Swarming (Ex): Wortlings can swarm over and around each other with ease, so up to three of them can occupy the same 5-foot-by-5-foot space. They are likewise adept at attacking as a group; for every wortling that is grappling a foe (grapple bonus +0), every wortling gets a +1 competence bonus on attack rolls against that foe.

Plantmind (Ex): All wortlings within fifteen miles of their orcwort parent are in constant communication. If one is aware of a particular danger, they all are. If one in a particular group is not flat-footed, none of them are. No wortling in such a group is considered flanked unless they all are.

Partial Immunity to Piercing (Ex): Piercing weapons deal only half damage to orcworts, and wortlings. The minimum damage per hit with such a weapon is 1 point.

Plant Traits (Ex): An orcwort or wortling is immune to poison, sleep, paralysis, stunning, and polymorphing. It is not subject to critical hits or mind-affecting effects.

Woodsense (EV): And orcwort or wortling can automatically sense the location of anything within 60 feet that is in contact with vegetation, even objects or creatures that are not in contact with the same vegetation as itself

5: THE DOUBLE-CROSS

PRONDELL

CR 2

Male human rogue 1/ranger 1
CN Medium Humanoid (Human)
Init +6; **Senses** Listen +6, Spot +6
Languages Common

AC 16, touch 12, flat-footed 14
(+2 Dex, +4 chain shirt)

hp 12 (1d6+1 plus 1d8+1 HD);

Fort +3, **Ref** +6, **Will** +1

Speed 30 ft. in chain shirt armor (6 squares), base movement 30 ft.;

Melee mw throwing axe +4 (1d6+2)

Ranged mw throwing axe +4 (1d6+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +3

Special Options Favored Enemy (humans) +2, Sneak Attack +1d6, Wild Empathy

Combat Gear mw throwing axe, dagger, chain shirt, wand of *cure light wounds*

Abilities Str 14, Dex 14, Con 12, Int 11, Wis 12, Cha 10

Feats Improved Initiative, Persuasive, Track

Skills Bluff +6, Hide +4, Intimidate +6, Knowledge (local – NMR) +4, Listen +6, Move Silently +4, Search +4, Spot +6, Survival +6, Tumble +4
Possessions Combat Gear plus furs, snares, bedroll, cooking gear, flint, pack, 4 x *elixir of love*

TRONG

CR 1

Male orc barbarian 1
CE Medium Humanoid (Orc)
Init +2; **Senses** Listen +4, Spot +0
Languages Common, Orc

AC 17, touch 12, flat-footed 15
(+2 Dex, +3 studded leather, +2 heavy shield)
hp 11 (1d12+2 HD);
Fort +4, **Ref** +2, **Will** +0
Speed 40 ft. in studded leather armor (8 squares), base movement 40 ft.;
Melee mw throwing axe +7 (1d6+4)
Ranged javelin +3 (1d6+4)
Space 5 ft.; **Reach** 5 ft.
Base Atk +1; **Grp** +5
Special Options Rage
Combat Gear mw throwing axe, dagger, javelin (x18), studded leather, heavy wooden shield, *Quiver of Ehlonna*

Abilities Str 19, Dex 14, Con 14, Int 6, Wis 10, Cha 8
SQ Darkvision 60ft., light sensitivity, fast movement, uncanny dodge
Feats Weapon Focus (throwing axe)
Skills Listen +4, Survival +4
Possessions Combat Gear plus furs

TRONG (RAGING)

AC 15, touch 10, flat-footed 13
(+2 Dex, +3 studded leather, +2 heavy shield)
hp 13 (1d12+4 HD);
Fort +6, **Ref** +2, **Will** +2
Speed 40 ft. in studded leather armor (8 squares), base movement 40 ft.;
Melee mw throwing axe +9 (1d6+6)
Ranged javelin +3 (1d6+6)
Space 5 ft.; **Reach** 5 ft.
Base Atk +1; **Grp** +7
Abilities Str 23, Dex 14, Con 18, Int 6, Wis 10, Cha 8

6: THE HERMIT

FYODR

CR 4

Male fiendish vodyanoi
CE Medium Augmented Fey (Aquatic, Extra-planar)
Init +3; **Senses** Listen +10, Spot +10
Aura faint evil
Languages Cold Tongue, Sylvan
AC 17, touch 13, flat-footed 14
(+3 Dex, +4 natural)
hp 25 (5d6+5 HD); DR 5/magic
Resist cold 5, fire 5; **SR** 16

Fort +2, **Ref** +7, **Will** +6

Speed 30 ft. in no armor (6 squares), swim 30ft., base movement 30 ft.;
Melee 2 claws +6 (1d4+2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +4
Special Options *Control water*, *fish cloud*, improved grab, smite good 1/day (+5 damage)
Combat Gear *Brooch of Shielding*

Abilities Str 15, Dex 16, Con 12, Int 12, Wis 14, Cha 11
SQ Amphibious, low-light vision, darkvision 60ft.
Feats Weapon Finesse, Weapon Focus (claw)
Skills Bluff +13, Diplomacy +7, Disguise +0 (+2 acting), Hide +11 (+19 in water), Intimidate +10, Knowledge (nature) +3, Listen +10, Move Silently +11 (+19 in water), Spot +10, Survival +10, Swim +10 (can always take 10)
Possessions Combat Gear

APL 4

3: THE TRADING POST

PRONDELL

CR 4

Male human rogue 3/ranger 1
CN Medium Humanoid (Human)
Init +6; **Senses** Listen +8, Spot +8

Languages Common

AC 17, touch 12, flat-footed 15
(+2 Dex, +5 *chain shirt* +1)

hp 22 (3d6+3 plus 1d8+1 HD);

Fort +4, **Ref** +7, **Will** +2

Speed 30 ft. in chain shirt armor (6 squares), base movement 30 ft.;

Melee mw throwing axe +6 (1d6+2)

Ranged mw throwing axe +6 (1d6+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +5

Special Options Favored Enemy (humans) +2, Sneak Attack +2d6, Wild Empathy

Combat Gear mw throwing axe, dagger, +1 *chain shirt*, wand of *cure light wounds*

Abilities Str 14, Dex 15, Con 12, Int 11, Wis 12, Cha 10

Feats Dodge, Improved Initiative, Persuasive, Track

Skills Bluff +8, Hide +7, Intimidate +10, Knowledge (local – NMR) +6, Listen +8, Move Silently +7, Search +6, Spot +8, Survival +6, Tumble +7

Possessions Combat Gear plus furs, snares, bedroll, cooking gear, flint, pack, 4 x *elixir of love*

4: AN ORC IN BLACK FOREST

FIENDISH WORTLING

CR 3

NE Small Plant (augmented, extraplanar)

Init +6; **Senses** Listen +0, Spot +0

Languages None

AC 16, touch 13, flat-footed 14
(+1 Size, +2 Dex, +3 Natural)

hp 18 (3d8 HD);

Immune poison, sleep, paralysis, stunning, polymorphing

Resist cold 5, fire 5; **SR** 8

Fort +3, **Ref** +3, **Will** +1

Speed 30 ft. in no armor (6 squares), climb 15ft., base movement 30 ft.;

Melee claws (x2) +5 (1d3+2 plus poison)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +0

Attack Options Poison, Swarming, Smite good 1/day (+3 damage)

Abilities Str 15, Dex 14, Con 11, Int 3, Wis 11, Cha 6

SQ Plantmind, partial immunity to piercing, plant traits, woodsense, darkvision 60ft.

Feats Improved Initiative

Skills Climb +10, Hide +11, Move Silently +7

Possessions None

Poison (Ex): A wortling delivers its poison (Fortitude save DC 11) with each successful claw attack. The initial damage is sleep for 1 minute, and the secondary damage is sleep for 1d10 minutes. Both of these sleep effects work only against living creatures but otherwise function as the spell of the same name.

Swarming (Ex): Wortlings can swarm over and around each other with ease, so up to three of them can occupy the same 5-foot-by-5-foot space. They are likewise adept at attacking as a group; for every wortling that is grappling a foe (grapple bonus +0), every wortling gets a +1 competence bonus on attack rolls against that foe.

Plantmind (Ex): All wortlings within fifteen miles of their orcwort parent are in constant communication. If one is aware of a particular danger, they all are. If one in a particular group is not flat-footed, none of them are. No wortling in such a group is considered flanked unless they all are.

Partial Immunity to Piercing (Ex): Piercing weapons deal only half damage to orcworts, and wortlings. The minimum damage per hit with such a weapon is 1 point.

Plant Traits (Ex): An orcwort or wortling is immune to poison, sleep, paralysis, stunning, and polymorphing. It is not subject to critical hits or mind-affecting effects.

Woodsense (EV): And orcwort or wortling can automatically sense the location of anything within 60 feet that is in contact with vegetation, even objects or creatures that are not in contact with the same vegetation as itself

5: THE DOUBLE-CROSS

PRONDELL

CR 4

Male human rogue 3/ranger 1
CN Medium Humanoid (Human)

Init +6; **Senses** Listen +8, Spot +8

Languages Common

AC 17, touch 12, flat-footed 15
(+2 Dex, +5 *chain shirt* +1)

hp 22 (3d6+3 plus 1d8+1 HD);

Fort +4, **Ref** +7, **Will** +2

Speed 30 ft. in chain shirt armor (6 squares), base movement 30 ft.;

Melee mw throwing axe +6 (1d6+2)

Ranged mw throwing axe +6 (1d6+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +5

Special Options Favored Enemy (humans) +2, Sneak Attack +2d6, Wild Empathy

Combat Gear mw throwing axe, dagger, +1 *chain shirt*, wand of *cure light wounds*

Abilities Str 14, Dex 15, Con 12, Int 11, Wis 12, Cha 10

Feats Dodge, Improved Initiative, Persuasive, Track

Skills Bluff +8, Hide +7, Intimidate +10, Knowledge (local – NMR) +6, Listen +8, Move Silently +7, Search +6, Spot +8, Survival +6, Tumble +7
Possessions Combat Gear plus furs, snares, bedroll, cooking gear, flint, pack, 4 x *elixir of love*

TRONG

CR 2

Male orc barbarian 2
CE Medium Humanoid (Orc)
Init +2; **Senses** Listen +5, Spot +0
Languages Common, Orc

AC 17, touch 12, flat-footed 15
(+2 Dex, +3 studded leather, +2 heavy shield)
hp 22 (2d12+4 HD);
Fort +5, **Ref** +2, **Will** +0
Speed 40 ft. in studded leather armor (8 squares),
base movement 40 ft.;
Melee mw battle axe +8 (1d8+4)
Ranged javelin +4 (1d6+4)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +6
Special Options Rage
Combat Gear mw battle axe, dagger, javelin (x18),
studded leather, heavy wooden shield, *Quiver of Ehlonna*
Abilities Str 19, Dex 14, Con 14, Int 6, Wis 10, Cha 8
SQ Darkvision 60ft., light sensitivity, fast movement,
uncanny dodge
Feats Weapon Focus (battle axe)
Skills Listen +5, Survival +5
Possessions Combat Gear plus furs, *ring of sustenance*

TRONG (RAGING)

AC 15, touch 10, flat-footed 13
(+2 Dex, +3 studded leather, +2 heavy shield)
hp 28 (2d12+8 HD);
Fort +7, **Ref** +2, **Will** +2
Speed 40 ft. in studded leather armor (8 squares),
base movement 40 ft.;
Melee mw battle axe +10 (1d8+6)
Ranged javelin +4 (1d6+6)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +8
Abilities Str 23, Dex 14, Con 18, Int 6, Wis 10, Cha 8

6: THE HERMIT

FYODR

CR 6

Advanced male fiendish vodyanoi
CE Medium Augmented Fey (Aquatic, Extra-planar)
Init +7; **Senses** Listen +14, Spot +14
Aura moderate evil
Languages Cold Tongue, Sylvan
AC 17, touch 13, flat-footed 14
(+3 Dex, +4 natural)
hp 45 (9d6+9 HD); DR 5/magic

Resist cold 10, fire 10; **SR** 20

Fort +4, **Ref** +9, **Will** +8

Speed 30 ft. in no armor (6 squares), swim 30ft., base
movement 30 ft.;

Melee 2 claws +8 (1d6+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +6

Special Options *Control water, fish cloud*, improved
grab, smite good 1/day (+9 damage)

Combat Gear *Brooch of Shielding*

Abilities Str 15, Dex 17, Con 12, Int 12, Wis 14, Cha
11

SQ Amphibious, low-light vision, darkvision 60ft.

Feats Improved Initiative, Improved Natural Attack
(claws), Weapon Finesse, Weapon Focus (claw)

Skills Bluff +17, Diplomacy +7, Disguise +0 (+2
acting), Hide +15 (+23 in water), Intimidate +14,
Knowledge (nature) +3, Listen +14, Move Silently
+15 (+23 in water), Spot +14, Survival +14, Swim
+10 (can always take 10)

Possessions Combat Gear

3: THE TRADING POST

PRONDELL

CR 6

Male human rogue 4/ranger 2

CN Medium Humanoid (Human)

Init +7; **Senses** Listen +10, Spot +10

Languages Common

AC 19, touch 13, flat-footed 16

(+3 Dex, +5 *chain shirt* +1, +1 shield), Dodge, uncanny dodge

hp 34 (4d6+4 plus 2d8+2 HD);

Fort +5, **Ref** +10, **Will** +2

Speed 30 ft. in chain shirt armor (6 squares), base movement 30 ft.;

Melee mw throwing axe +8 (1d6+2) or 2 x mw throwing axe +6 (1d6+2/1d6+1)

Ranged mw throwing axe +9 (1d6+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +7

Special Options Favored Enemy (humans) +2, Sneak Attack +2d6, Wild Empathy, Combat Style

Combat Gear mw throwing axe (x2), dagger, +1 *chain shirt*, wand of *cure light wounds*, *gloves of dexterity* +2

Abilities Str 14, Dex 15(17), Con 12, Int 11, Wis 12, Cha 10

Feats Dodge, Improved Initiative, Persuasive, Track, Two-Weapon Fighting, Two Weapon Defense

Skills Bluff +9, Hide +11, Intimidate +9, Knowledge (local – NMR) +7, Listen +10, Move Silently +11, Search +7, Spot +10, Survival +9, Tumble +10

Possessions Combat Gear plus furs, snares, bedroll, cooking gear, flint, pack, 4 x *elixir of love*

4: AN ORC IN BLACK FOREST

ADVANCED FIENDISH WORTLING

CR 6

NE Small Plant (augmented, extraplanar)

Init +5; **Senses** Listen +0, Spot +0

Languages None

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 Natural)

hp 49 (7d8+7 HD); **DR** 5/magic

Immune poison, sleep, paralysis, stunning, polymorphing

Resist cold 5, fire 5; **SR** 12

Fort +6, **Ref** +3, **Will** +2

Speed 30 ft. in no armor (6 squares), climb 15ft., base movement 30 ft.;

Melee claws (x2) +10 (1d6+5 plus poison)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +9

Attack Options Poison, Swarming, Smite good 1/day (+7 damage)

Abilities Str 20, Dex 12, Con 13, Int 2, Wis 11, Cha 6

SQ Plantmind, partial immunity to piercing, plant traits, woodsense, darkvision 60ft.

Feats Augment Ability (poison), Improved Initiative, Improved Natural Attack (claws)

Skills Climb +10, Hide +11, Move Silently +11

Possessions None

Poison (Ex): A wortling delivers its poison (Fortitude save DC 16) with each successful claw attack. The initial damage is sleep for 1 minute, and the secondary damage is sleep for 1d10 minutes. Both of these sleep effects work only against living creatures but otherwise function as the spell of the same name.

Swarming (Ex): Wortlings can swarm over and around each other with ease, so up to three of them can occupy the same 5-foot-by-5-foot space. They are likewise adept at attacking as a group; for every wortling that is grappling a foe (grapple bonus +0), every wortling gets a +1 competence bonus on attack rolls against that foe.

Plantmind (Ex): All wortlings within fifteen miles of their orcwort parent are in constant communication. If one is aware of a particular danger, they all are. If one in a particular group is not flat-footed, none of them are. No wortling in such a group is considered flanked unless they all are.

Partial Immunity to Piercing (Ex): Piercing weapons deal only half damage to orcworts, and wortlings. The minimum damage per hit with such a weapon is 1 point.

Plant Traits (Ex): An orcwort or wortling is immune to poison, sleep, paralysis, stunning, and polymorphing. It is not subject to critical hits or mind-affecting effects.

Woodsense (EV): And orcwort or wortling can automatically sense the location of anything within 60 feet that is in contact with vegetation, even objects or creatures that are not in contact with the same vegetation as itself

5: THE DOUBLE-CROSS

PRONDELL

CR 6

Male human rogue 4/ranger 2

CN Medium Humanoid (Human)

Init +7; **Senses** Listen +10, Spot +10

Languages Common

AC 19, touch 13, flat-footed 16

(+3 Dex, +5 *chain shirt* +1, +1 shield), Dodge, uncanny dodge

hp 34 (4d6+4 plus 2d8+2 HD);

Fort +5, **Ref** +10, **Will** +2

Speed 30 ft. in chain shirt armor (6 squares), base movement 30 ft.;

Melee mw throwing axe +8 (1d6+2) or 2 x mw throwing axe +6 (1d6+2/1d6+1)

Ranged mw throwing axe +9 (1d6+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +7

Special Options Favored Enemy (humans) +2, Sneak Attack +2d6, Wild Empathy, Combat Style

Combat Gear mw throwing axe (x2), dagger, +1 chain shirt, wand of cure light wounds, gloves of dexterity +2

Abilities Str 14, Dex 15(17), Con 12, Int 11, Wis 12, Cha 10

Feats Dodge, Improved Initiative, Persuasive, Track, Two-Weapon Fighting, Two Weapon Defense

Skills Bluff +9, Hide +11, Intimidate +9, Knowledge (local – NMR) +7, Listen +10, Move Silently +11, Search +7, Spot +10, Survival +9, Tumble +10

Possessions Combat Gear plus furs, snares, bedroll, cooking gear, flint, pack, 4 x elixir of love

TRONG

CR 4

Male orc barbarian 4

CE Medium Humanoid (Orc)

Init +2; **Senses** Listen +7, Spot +0

Languages Common, Orc

AC 17, touch 12, flat-footed 15

(+2 Dex, +3 studded leather, +2 heavy shield)

hp 44 (4d12+8 HD);

Fort +6, **Ref** +3, **Will** +1

Speed 40 ft. in studded leather (8 squares), base movement 40 ft.;

Melee mw battle axe +11 (1d8+5)

Ranged javelin +6 (1d6+5)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +8

Special Options Rage 2/day

Combat Gear mw battle axe, dagger, javelin (x18), studded leather, heavy wooden shield, Quiver of Ehlonna

Abilities Str 20, Dex 14, Con 14, Int 6, Wis 10, Cha 8

SQ Darkvision 60ft., light sensitivity, fast movement, uncanny dodge, trap sense +1

Feats Power Attack, Weapon Focus (battle axe)

Skills Listen +7, Survival +7

Possessions Combat Gear plus furs, ring of sustenance

TRONG (RAGING)

AC 15, touch 10, flat-footed 13

(+2 Dex, +3 studded leather, +2 heavy shield)

hp 52 (4d12+16 HD);

Fort +8, **Ref** +3, **Will** +3

Speed 40 ft. in studded leather (8 squares), base movement 40 ft.;

Melee mw battle axe +13 (1d8+7)

Ranged javelin +6 (1d6+7)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +10

Abilities Str 24, Dex 14, Con 18, Int 6, Wis 10, Cha 8

6: THE HERMIT

FYODR

CR 9

Advanced male fiendish vodyanoi barbarian 3

CE Medium Augmented Fey (Aquatic, Extra-planar)

Init +8; **Senses** Listen +14, Spot +14

Aura moderate evil

Languages Cold Tongue, Sylvan

AC 18, touch 14, flat-footed 14

(+4 Dex, +4 natural)

hp 55 (9d6+9 plus 3d12+3 HD); DR 10/magic

Resist cold 10, fire 10; **SR** 23

Fort +7, **Ref** +11, **Will** +9

Speed 40 ft. in no armor (8 squares), swim 30ft., base movement 40 ft.;

Melee 2 claws +12 (1d6+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +9

Special Options Control water, fish cloud, improved grab, smite good 1/day (+9 damage), Rage 1/day

Combat Gear Brooch of Shielding

Abilities Str 15, Dex 18, Con 12, Int 12, Wis 14, Cha 11

SQ Amphibious, low-light vision, darkvision 60ft., fast movement, uncanny dodge, trap sense +1

Feats Improved Initiative, Improved Natural Attack (claws), Power Attack, Weapon Finesse, Weapon Focus (claw)

Skills Bluff +17, Diplomacy +7, Disguise +0 (+2 acting), Hide +16 (+24 in water), Intimidate +14, Knowledge (nature) +6, Listen +14, Move Silently +16 (+24 in water), Spot +14, Survival +19, Swim +14 (can always take 10)

Possessions Combat Gear

FYODR (RAGING)

AC 16, touch 12, flat-footed 12

(+4 Dex, +4 natural)

hp 79 (9d6+27 plus 3d12+9 HD); DR 10/magic

Resist cold 10, fire 10; **SR** 23

Fort +9, **Ref** +11, **Will** +11

Speed 40 ft. in no armor (8 squares), swim 30ft., base movement 40 ft.;

Melee 2 claws +12 (1d6+4)

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +11

Abilities Str 19, Dex 18, Con 16, Int 12, Wis 14, Cha 11

3: THE TRADING POST

PRONDELL

CR 8

Male human rogue 5/ranger 3

CN Medium Humanoid (Human)

Init +8; Senses Listen +12, Spot +12

Languages Common

AC 20, touch 14, flat-footed 16

(+4 Dex, +5 *chain shirt* +1, +1 shield) , Dodge, uncanny dodge

hp 46 (5d6+5 plus 3d8+5 HD);

Fort +5, Ref +11, Will +3

Speed 30 ft. in chain shirt armor (6 squares), base movement 30 ft.;

Melee mw throwing axe +9/+4 (1d6+2) or mw throwing axe +7/+2 (1d6+2) and mw throwing axe +7 (1d6+1)

Ranged mw throwing axe +11/+6 (1d6+2)

Space 5 ft.; Reach 5 ft.

Base Atk +6; Grp +8

Special Options Favored Enemy (humans) +2, Sneak Attack +3d6, Wild Empathy, Combat Style

Combat Gear mw throwing axe (x2), dagger, +1 *chain shirt*, wand of *cure light wounds*, *gloves of dexterity* +2

Abilities Str 14, Dex 16(18), Con 12, Int 11, Wis 12, Cha 10

Feats Dodge, Improved Initiative, Persuasive, Track, Two-Weapon Fighting, Two Weapon Defense, Endurance

Skills Bluff +10, Hide +13, Intimidate +12, Knowledge (local – NMR) +8, Listen +12, Move Silently +13, Search +8, Spot +12, Survival +12, Tumble +10

Possessions Combat Gear plus furs, snares, bedroll, cooking gear, flint, pack, 4 x *elixir of love*

4: AN ORC IN BLACK FOREST

ADVANCED FIENDISH WORTLING

CR 6

NE Small Plant (augmented, extraplanar)

Init +5; Senses Listen +0, Spot +0

Languages None

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 Natural)

hp 49 (7d8+7 HD); DR 5/magic

Immune poison, sleep, paralysis, stunning, polymorphing

Resist cold 5, fire 5; SR 12

Fort +6, Ref +3, Will +2

Speed 30 ft. in no armor (6 squares), climb 15ft., base movement 30 ft.;

Melee claws (x2) +10 (1d6+5 plus poison)

Space 5 ft.; Reach 5 ft.

Base Atk +5; Grp +9

Attack Options Poison, Swarming, Smite good 1/day (+7 damage)

Abilities Str 20, Dex 12, Con 13, Int 2, Wis 11, Cha 6

SQ Plantmind, partial immunity to piercing, plant traits, woodsense, darkvision 60ft.

Feats Augment Ability (poison), Improved Initiative, Improved Natural Attack (claws)

Skills Climb +10, Hide +11, Move Silently +11

Possessions None

Poison (Ex): A wortling delivers its poison (Fortitude save DC 16) with each successful claw attack. The initial damage is sleep for 1 minute, and the secondary damage is sleep for 1d10 minutes. Both of these sleep effects work only against living creatures but otherwise function as the spell of the same name.

Swarming (Ex): Wortlings can swarm over and around each other with ease, so up to three of them can occupy the same 5-foot-by-5-foot space. They are likewise adept at attacking as a group; for every wortling that is grappling a foe (grapple bonus +0), every wortling gets a +1 competence bonus on attack rolls against that foe.

Plantmind (Ex): All wortlings within fifteen miles of their orcwort parent are in constant communication. If one is aware of a particular danger, they all are. If one in a particular group is not flat-footed, none of them are. No wortling in such a group is considered flanked unless they all are.

Partial Immunity to Piercing (Ex): Piercing weapons deal only half damage to orcworts, and wortlings. The minimum damage per hit with such a weapon is 1 point.

Plant Traits (Ex): An orcwort or wortling is immune to poison, sleep, paralysis, stunning, and polymorphing. It is not subject to critical hits or mind-affecting effects.

Woodsense (EV): And orcwort or wortling can automatically sense the location of anything within 60 feet that is in contact with vegetation, even objects or creatures that are not in contact with the same vegetation as itself

5: THE DOUBLE-CROSS

PRONDELL

CR 8

Male human rogue 5/ranger 3

CN Medium Humanoid (Human)

Init +8; Senses Listen +12, Spot +12

Languages Common

AC 20, touch 14, flat-footed 16

(+4 Dex, +5 *chain shirt* +1, +1 shield) , Dodge, uncanny dodge

hp 46 (5d6+5 plus 3d8+5 HD);

Fort +5, Ref +11, Will +3

Speed 30 ft. in chain shirt armor (6 squares), base movement 30 ft.;

Melee mw throwing axe +9/+4 (1d6+2) or mw throwing axe +7/+2 (1d6+2) and mw throwing axe +7 (1d6+1)

Ranged mw throwing axe +11/+6 (1d6+2)

Space 5 ft.; Reach 5 ft.

Base Atk +6; Grp +8

Special Options Favored Enemy (humans) +2, Sneak Attack +3d6, Wild Empathy, Combat Style

Combat Gear mw throwing axe (x2), dagger, +1 chain shirt, wand of cure light wounds, gloves of dexterity +2

Abilities Str 14, Dex 16(18), Con 12, Int 11, Wis 12, Cha 10

Feats Dodge, Improved Initiative, Persuasive, Track, Two-Weapon Fighting, Two Weapon Defense, Endurance

Skills Bluff +10, Hide +13, Intimidate +12, Knowledge (local – NMR) +8, Listen +12, Move Silently +13, Search +8, Spot +12, Survival +12, Tumble +10

Possessions Combat Gear plus furs, snares, bedroll, cooking gear, flint, pack, 4 x elixir of love

TRONG

CR 6

Male orc barbarian 6

CE Medium Humanoid (Orc)

Init +2; **Senses** Listen +9, Spot +0

Languages Common, Orc

AC 19, touch 12, flat-footed 17

(+2 Dex, +5 mithral breast plate, +2 heavy shield)

hp 66 (6d12+12 HD);

Fort +7, **Ref** +4, **Will** +2

Speed 40 ft. in mithral breast plate (8 squares), base movement 40 ft.;

Melee mw battle axe +13/+8 (1d8+5)

Ranged javelin +8/+3 (1d6+5)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +10

Special Options Rage 2/day

Combat Gear mw battle axe, dagger, javelin (x18), mithral breast plate, heavy wooden shield, *Quiver of Ehlonna*

Abilities Str 20, Dex 14, Con 14, Int 6, Wis 10, Cha 8

SQ Darkvision 60ft., light sensitivity, fast movement, improved uncanny dodge, trap sense +2

Feats Improved Unarmed Attack, Power Attack, Weapon Focus (battle axe)

Skills Listen +9, Survival +9

Possessions Combat Gear plus furs, *ring of sustenance*

TRONG (RAGING)

AC 17, touch 10, flat-footed 15

(+2 Dex, +5 mithral breast plate, +2 heavy shield)

hp 78 (6d12+24 HD);

Fort +9, **Ref** +4, **Will** +4

Speed 40 ft. in mithral breast plate (8 squares), base movement 40 ft.;

Melee mw battle axe +15/+10 (1d8+7)

Ranged javelin +8/+3 (1d6+8)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +12

Abilities Str 24, Dex 14, Con 18, Int 6, Wis 10, Cha 8

6: THE HERMIT

FYODR

CR 11

Advanced male fiendish vodyanoi barbarian 5

CE Medium Augmented Fey (Aquatic, Extra-planar)

Init +8; **Senses** Listen +16, Spot +16

Aura moderate evil

Languages Cold Tongue, Sylvan

AC 18, touch 14, flat-footed 14

(+4 Dex, +4 natural)

hp 75 (9d6+9 plus 5d12+5 HD); DR 10/magic

Resist cold 10, fire 10; **SR** 25

Fort +8, **Ref** +11, **Will** +9

Speed 40 ft. in no armor (8 squares), swim 30ft., base movement 40 ft.;

Melee 2 claws +14 (1d6+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +12

Special Options *Control water, fish cloud*, improved grab, smite good 1/day (+9 damage), Rage 2/day

Combat Gear *Brooch of Shielding, Pale Blue Ioun Stone (str +2)*

Abilities Str 15(17), Dex 18, Con 12, Int 12, Wis 14, Cha 11

SQ Amphibious, low-light vision, darkvision 60ft., fast movement, improved uncanny dodge, trap sense +1

Feats Improved Initiative, Improved Natural Attack (claws), Power Attack, Weapon Finesse, Weapon Focus (claw)

Skills Bluff +17, Diplomacy +7, Disguise +0 (+2 acting), Hide +16 (+24 in water), Intimidate +14, Knowledge (nature) +6, Listen +16, Move Silently +16 (+24 in water), Spot +16, Survival +21, Swim +15 (can always take 10)

Possessions Combat Gear

FYODR (RAGING)

AC 16, touch 12, flat-footed 12

(+4 Dex, +4 natural)

hp 103 (9d6+27 plus 5d12+15 HD); DR 10/magic

Resist cold 10, fire 10; **SR** 23

Fort +10, **Ref** +11, **Will** +11

Speed 40 ft. in no armor (8 squares), swim 30ft., base movement 40 ft.;

Melee 2 claws +14 (1d6+5)

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +14

Abilities Str 19(21), Dex 18, Con 16, Int 12, Wis 14, Cha 11

APPENDIX 2: NEW RULES ITEMS

MAGIC ITEMS

Choker of Eloquence

Coveted by bards, singers, and public speakers, this beautiful necklace is carved from ivory and jade. There are two versions of these chokers. A *lesser choker of eloquence* grants a +5 competence bonus on Diplomacy, Bluff and Perform (sing) checks. A *greater choker of eloquence* increases the bonus to +10.

Moderate transmutation; CL 6th; Craft Wondrous Item, creator must be a spellcaster of at least 6th level; Price 6,000 gp (*lesser*), 24,000 gp (*greater*).

Source: *Complete Adventurer* 132.

CREATURES

Orcwort

An orcwort is a walking, blood-thirsty terror that prefers to make its home on the fringe of a populated area. This giant plant wanders by night until it finds an appropriate spot to settle, then sinks some of its roots into the ground, making it seem that an immense tree has grown up in the spot overnight. Over the course of the next week, the orcwort produces five to twenty pods that, when mature, break open to release mobile fruits called wortlings. The parent plant then sends out its wortlings in hunting parties to bring back warm-blooded sustenance—usually livestock and humanoids.

An orcwort is capable of devouring the entire population of a small village in a single feeding. Once it has stripped an area of warm-blooded animal life, it moves on in search of other population centers. Both the orcwort and its wortlings are effective combatants. They share the following qualities.

Partial Immunity to Piercing (Ex): Piercing weapons deal only half damage to orcworts, and wortlings. The minimum damage per hit with such a weapon is 1 point.

Plant Traits (Ex): An orcwort or wortling is immune to poison, sleep, paralysis, stunning, and polymorphing. It is not subject to critical hits or mind-affecting effects.

Woodsense (EV): An orcwort or wortling can automatically sense the location of anything within 60 feet that is in contact with vegetation, even objects or creatures that are not in contact with the same vegetation as itself.

Skills and Feats: Orcworts and wortlings gain skills and feats as though they were fey.

Wortling

Small Plant

Hit Dice: 3d8 (13 hp)

Initiative: +6

Speed: 30 ft., climb 15 ft.

AC: 16 (+1 size, +2 Dex, +3 natural), touch 13, flat-footed 10

Attacks: 2 claws +5 melee

Damage: Claw 1d3+2 plus poison

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Poison, swarming

Special Qualities: Partial immunity to piercing, plant mind, plant traits, woodsense

Saves: Fort +3, Ref +3, Will +1

Abilities: Str 15, Dex 14, Con 11, Int 2, Wis 11, Cha 6

Skills: Climb +10, Hide +11, Move Silently +7

Feats: Improved Initiative

Climate/Terrain: Temperate or warm plains, hills, and marsh

Organization: Band (5-20)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 4-9 HD (Medium-size)

Wortling

Wortlings are the manure fruits of the orcwort plant. When one of the orcwort's pods ripens, it falls to the ground and breaks open to release a wording.

When first "hatched," a wortling resembles a small, wrinkled, purple orc. Its body seems portly, and its arms and legs are somewhat lumpy compared with those of a real humanoid. Although its face resembles that of a humanoid, a wortling is blind and cannot speak, hear, or smell - its apparent sensory organs are merely blobs of plant tissue with no actual function.

A hungry orcwort dispatches up to twenty of its "ripe" wordings at a time to hunt food and bring it back. The wortlings navigate terrain using their woodsense. When on the prowl, wordings seek out Medium-size or smaller prey because such creatures are easier to transport back to the parent plant than larger creatures.

The average life span of a wortling is 1d4+1 days. If any wortlings are left alive when the parent plant is ready to move on, the orcwort commands them to arrange themselves well apart from each other at the extreme range of its telepathy and root themselves. If left undisturbed for one year, each of these wortlings grows into a new orcwort, which pulls up its roots and begins looking for food. During its maturation period, a rooted wortling is immobile and helpless.

Combat

Wortlings use very simple tactics - overwhelm, subdue, and return with the food. In melee, they prefer to gang up on one foe rather than attack separate enemies. They fight with a great sense of urgency, and when they do manage to bring down a foe, a few of them immediately carry off their prize to feed the orcwort, leaving any remaining wortlings to continue the hunt. They never willingly enter areas without natural vegetation because they are effectively blind in such places.

Poison (Ex): A wortling delivers its poison (Fortitude save DC 11) with each successful claw attack. The initial damage is sleep for 1 minute, and the secondary damage is sleep for 1d10 minutes. Both of these sleep effects work only against living creatures but otherwise function as the spell of the same name.

Swarming (Ex): Wortlings can swarm over and around each other with ease, so up to three of them can occupy the same 5-foot-by-5-foot space. They are likewise adept at attacking as a group; for every wortling that is grappling a foe (grapple bonus +0), every wortling gets a +1 competence bonus on attack rolls against that foe.

Plantmind (Ex): All wortlings within fifteen miles of their orcwort parent are in constant communication. If one is aware of a particular danger, they all are. If one in a particular group is not flat-footed, none of them are. No wortling in such a group is considered flanked unless they all are.

VODYANOI

Medium Fey (Aquatic)

Hit Dice: 5d6+5 (22 hp)

Initiative: +3

Speed: 30 ft. (6 squares), swim 60 ft.

Armor Class: 17 (+3 Dex, +4 natural), touch 13, flat-footed 14

Base Attack/Grapple: +2/+4

Attack: Claw +6 melee (1d4+2)

Full Attack: 2 claws +6 melee (1d4+2) Space/Reach: 5 ft./5 ft.

Special Attacks: Control water, fish cloud, improved grab

Special Qualities: Amphibious, low-light vision. spell resistance 16

Saves: Fort +2, Ref +7, Will +6

Abilities: Str 15, Dex 16, Con 12, Int 12, Wis 14, Cha 11
Skills: Bluff +8, Diplomacy +2, Disguise +0 (+2 acting), Hide +11*, Intimidate +10, Knowledge (nature) +3, Listen +10, Move Silently +11*, Spot +10, Survival +10, Swim +10

Feats: Weapon Finesse, Weapon Focus (claw)

Environment: Cold aquatic

Organization: Solitary

Challenge Rating: 3

Treasure: Standard

Alignment: Usually chaotic neutral

Advancement: 7-10 HD (Medium)

Level Adjustment: +5

This strange old man has a long beard and hair of green and yellow reeds. His wet skin has a greenish hue, and he has a round potbelly and long arms. His nails are long, thick, and dirty.

Vodyanoi are moody fey that dwell in the rivers and cold lands. Their powers allow them considerable control over their environment; they can alter a river's water level drastically and ensure that schools of fish

are plentiful or scarce. Vodyanoi act as both providers and destroyers to those who live near their domains.

Rarely seen by humans, vodyanoi appear as old men with potbellies and beards. Their hair is a messy tangle of green and yellow reeds. Their aged appearance belies their strength and agility, and their long nails are vicious claws. Vodyanoi can breathe air just as easily as water, but they do not often leave the comfort of their homes.

Villagers who live near a river or lake are careful to make sacrifices of fish or cattle to the local vodyanoi. Anyone whose trade depends on water makes offerings as well, from fishermen to millers who use the river to power a waterwheel. Vodyanoi that have been placated are more likely to provide schools of fish and keep the river from leaving its bed. They are known for their unpredictable natures, so regular sacrifices are no guarantee of their favor. On the other hand, a vodyanoi that is shown disrespect will probably retaliate by drowning a villager or fisherman. The angered fey might also pursue harsher actions, perhaps flooding an entire village or sweeping away bridges.

On rare occasions, a vodyanoi might attempt to trade with isolated locals (it will not stroll into the village market). It might offer fish or some treasure found in the river in exchange for a cow. Although it might seem obvious, folk-tales advise listeners that one could tell a strange trader was a vodyanoi if water puddles around his feet.

Vodyanoi speak Common and Sylvan.

COMBAT

Vodyanoi are wily fey, ready to ambush anyone who is already in the water or even at the water's edge. Sometimes a vodyanoi will use its power to sweep victims into a river by causing a sudden flood.

Control Water (Sp): A vodyanoi can use control water three times per day as a 10th-level sorcerer.

Fish Cloud (Sp): When submerged in water, a vodyanoi can summon a huge school of magic fish to provide concealment (similar to the fog cloud spell). This school of fish swims around the point the vodyanoi designates in a 20-foot radius. This cloud of fish obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). A strong current disperses the cloud of fish in 4 rounds. A very strong current disperses the fish in 1 round. The fish created by this spell are formed of magic; they are not real animals, and objects and energies pass through them as though they were not there.

A vodyanoi can summon a fish cloud three times per day. The fish cloud remains for 40 minutes or until dispersed or dispelled.

Vodyanoi sometimes use this ability to deceive villagers, making them think the vodyanoi have brought fish to their waters. When vodyanoi really

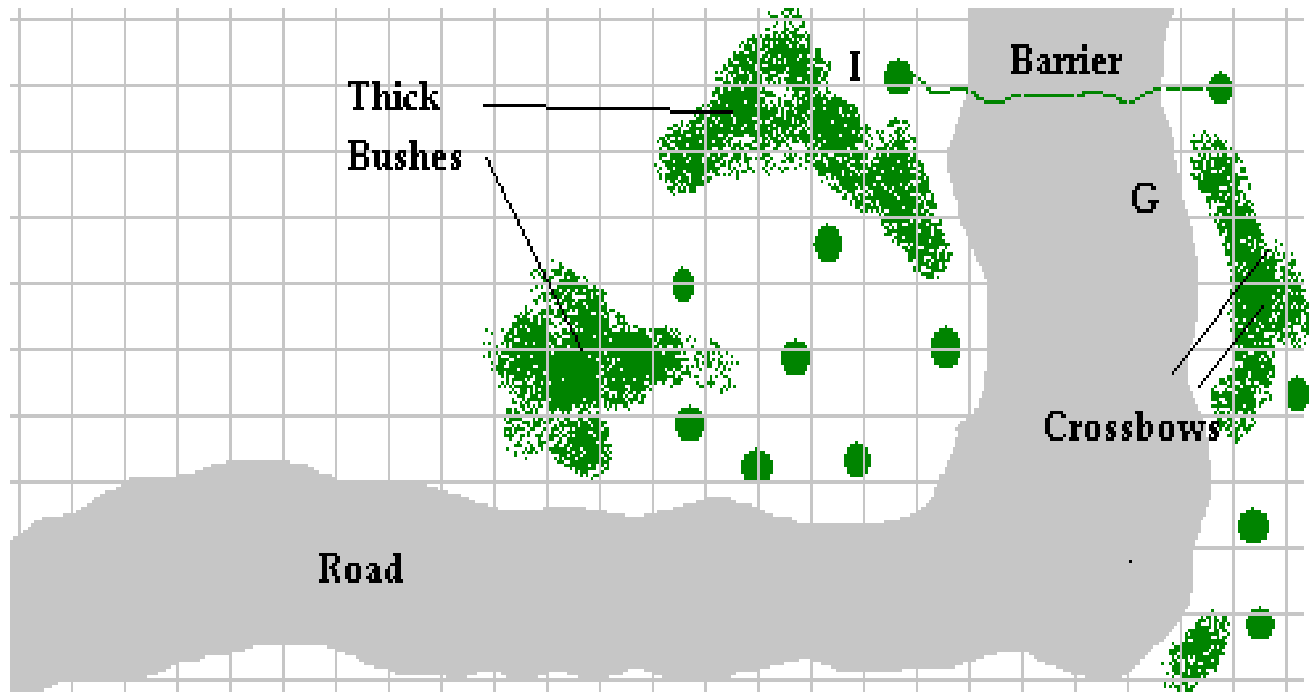
want to reward people with they use their Survival skill to lure fish into an area.

Improved Grab (Ex): To use this ability, a vodyanoi must hit a single foe of the same size or smaller with both claw attacks. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it gets a hold, the vodyanoi often attempts to pin a foe and hold him underwater until he drowns.

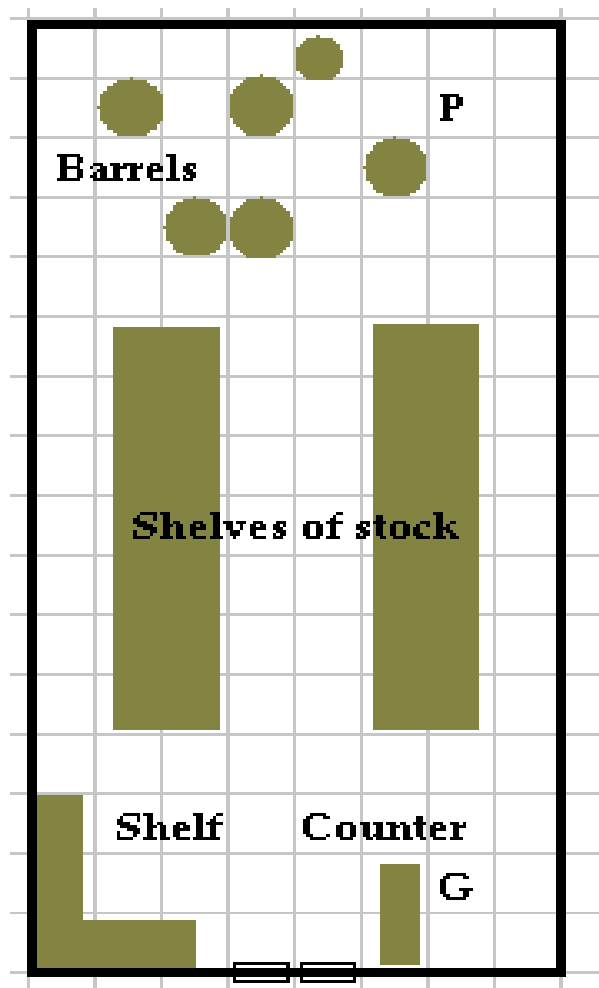
Amphibious (Ex): Although vodyanoi live in water, they can survive out of water indefinitely.

Skills: *Vodyanoi gain a +8 circumstance bonus on Hide and Move Silently checks when in contact with a body of water. A vodyanoi gains a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

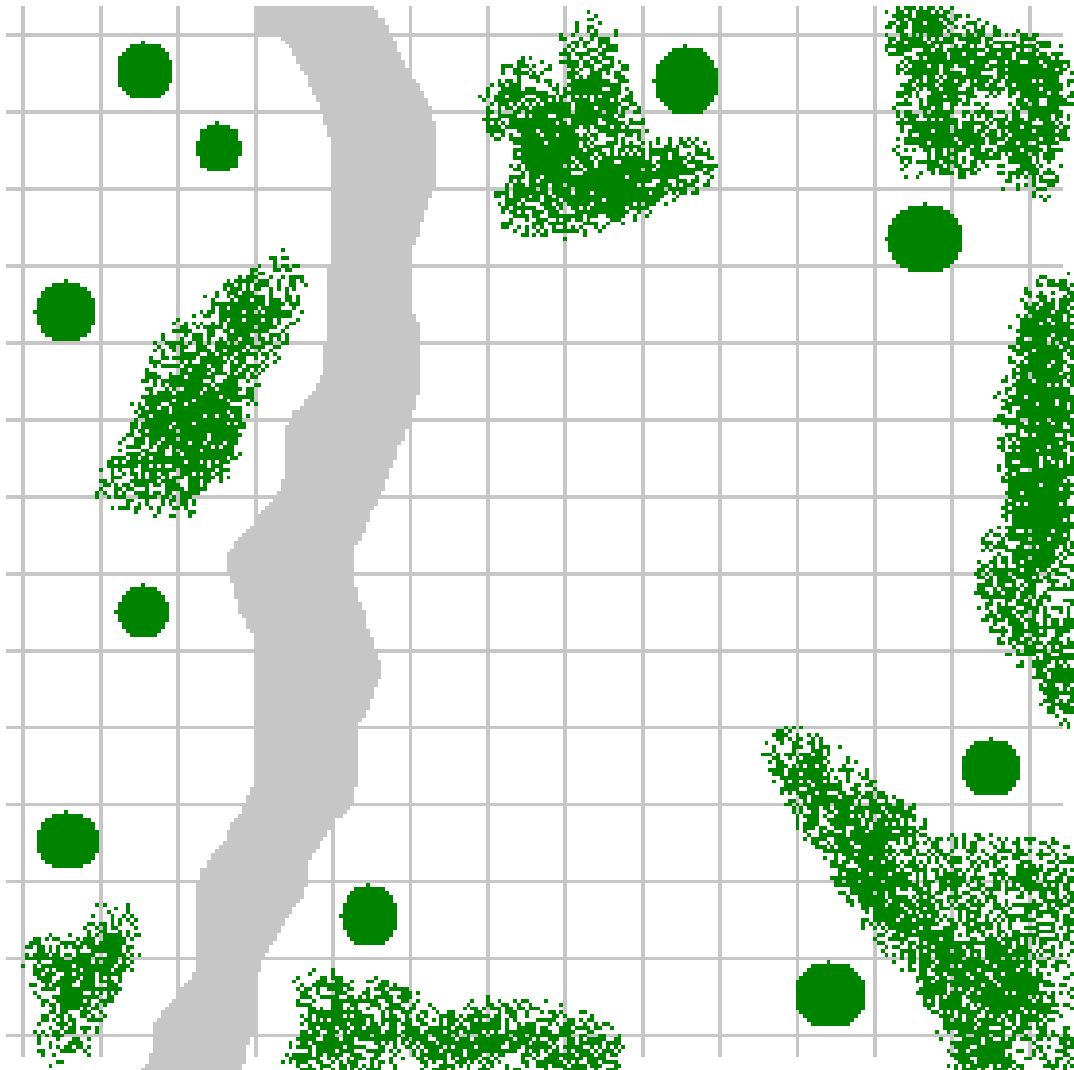
ENCOUNTER ONE MAP



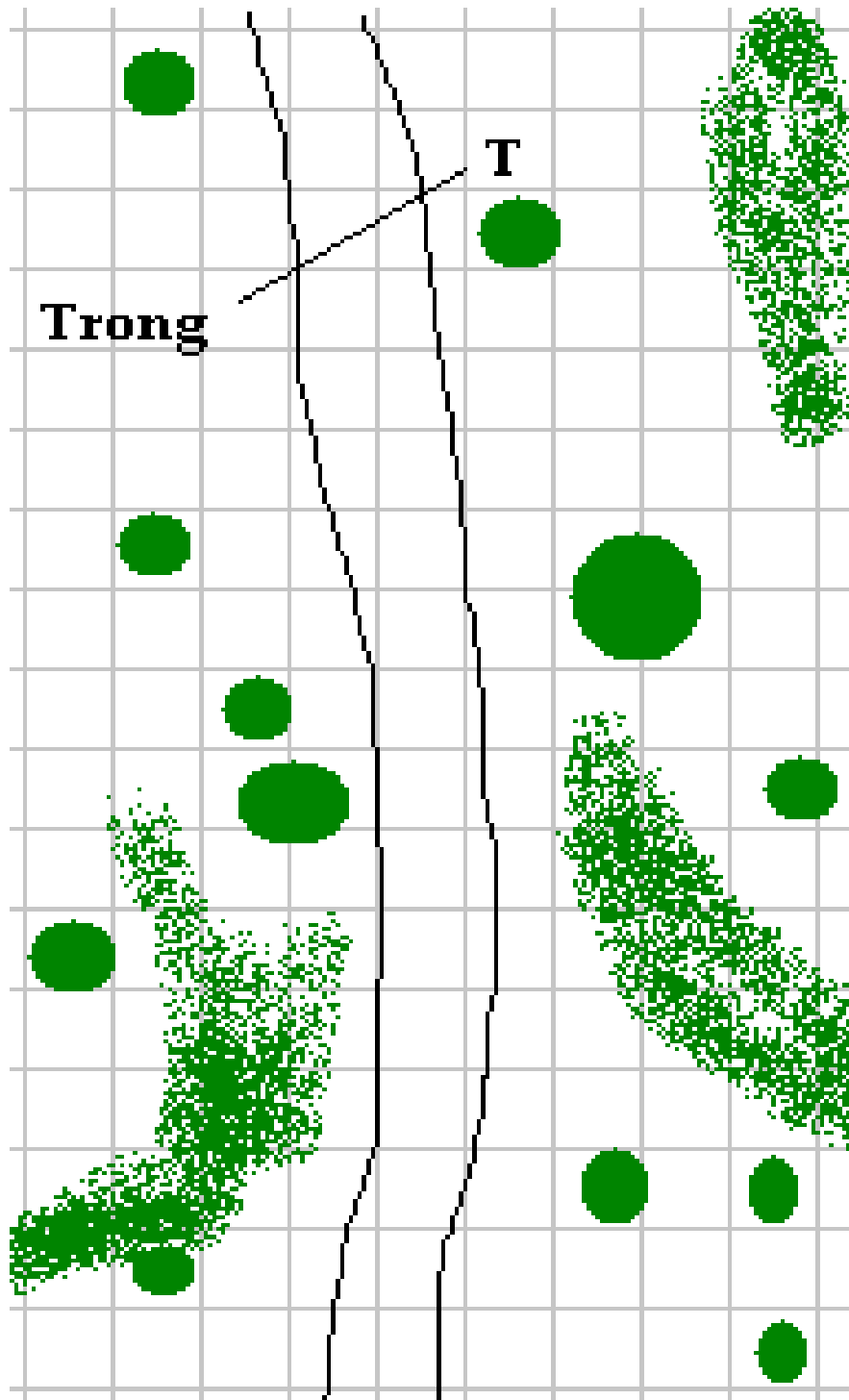
ENCOUNTER THREE MAP



ENCOUNTER FOUR MAP



ENCOUNTER FIVE MAP



ENCOUNTER SIX MAP

