

GEO1-08

FLOATING DOWN THE RIVER

A One-Round D&D LIVING GREYHAWK®
Geoff Regional Adventure

Version 1

by James Trainor

The Army of Liberation is on the move and has established a foothold on the west bank of the Javan River. The Giants won't sit still for this. We expect their counterstroke any day. Report to newly built Caer Rhiniog immediately! An adventure for character levels 1-6.

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

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

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

SCORING

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

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" among the group, or when the adventure is run in tournament format with winners and prizes.

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

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

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

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

DETERMINING AVERAGE PARTY LEVEL (APL)

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

- 1) Determine the character level for each PC participating in the adventure.
 - 2) If PCs bring animals that have been trained for combat (most likely war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e., animal companions, familiars, paladin's mounts, etc.) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
- | CR | 1 | 2 | 3 | 4 |
|-------------|---|---|---|---|
| 1/4 and 1/6 | 0 | 0 | 0 | 1 |
| 1/3 and 1/2 | 0 | 0 | 1 | 1 |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 4 | 5 | 6 |
| 4 | 4 | 5 | 6 | 7 |
- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure—round up.
 - 4) If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the

APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

- 1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Mialee, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

If you are using a 591 CY adventure (campaign year 1) that uses the old APLs, assume that the APL multiplied by 2 is the APL suitable for that encounter.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

LIFESTYLE

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle Cost	Skill Modifier	
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

DM's Background

This module is the follow up to a *Little Bit of Wood*. While not necessary to have played this event, those players who have played it will have a bit of knowledge about the petrified wood and its uses.

The Army of Liberation is on the move! Grand Duke Owen has returned to Geoff and large numbers of refugees has followed him. The Army of Liberation has swelled to nearly 2,000 soldiers. They are an under-equipped and green army, but they have high morale and determination to take their country back from the giants.

It is expensive to keep that large of a force in the field and Owen's treasury is running low. To make his army useful and to gain confidence of his international supporters, Owen has ordered his forces to cross the Javan and attack the giant-held village of Preston. This will clear the major outpost the giants have in the Oytwood, gain experience for his green army, and win the good will of the Oytwood gray elves.

First, he has to get his army across the wide Javan river. Together, Owen and Cadofyth Parn have developed a strategy to build a fort on the west bank of the Javan River just south of the Helygen Marsh. This fort would protect the landing and provide a secure place to launch an attack on Preston.

Parn set his engineers to work, designing a fort that would withstand giant boulder tossing. They developed a thick earth embankment design. Unfortunately, the amount of earth necessary to absorb the giant's boulders is so heavy that only ironwood trees have the strength to stand up to that sort of pressure. So Parn had his woodcutters fetch eight ironwood trees from the Oytwood. Six of the trees have been used at the corners of the hex-shaped fort. The remaining two have been cut into three lengths each and form the gates to the fort.

In addition, Parn has ordered the alchemist Bradach of the Cyfrin (*kigh-frin*, tr. arcane corps) to develop an alchemical treatment to harden the ironwood still further. Bradach has done so has developed a formula that petrifies the ironwood. He has petrified six of the eight ironwood trees so far.

ADVENTURE SUMMARY

This adventure is broken into three parts, Arrival at the Fort, Into the Oytwood, and Saving the Fort. There are two possible endings, the PCs will either save the fort or they will not.

Part 1: Arrival at the Fort

The adventure begins when the PCs arrive at the newly built Caer Rhiniog, after an explosion and commotion the PC's find themselves working for an alchemist who needs to quickly replace some alchemical ingredients that were lost in the explosion.

Part 2: Into the Oytwood

Once the PCs leave the fort, they can travel in one of three directions, in any order.

1 – The Sentient Woods

When the PC's enter the woods they will find a crazy and dying old willow. But can they get close enough to get what they need??

2 – Dryads, why did it have to be Dryads?

Bradach will give the PCs a set of instructions on what to do once they enter the Dryad's realm. Also, Bradach will give the PCs a sealed satchel to deliver to Islene. Once the PCs do this, Islene will provide them with the Sunflower if they have arrived before mid-afternoon. Otherwise she will have them return at noon the next day. She will provide information about the willow grove and the bugbears. She will also have the PCs deliver a sealed note to Bradach.

3 – Bugbears No More

The PCs must find the inhabitants of a BugBear cave, unfortunately the new inhabitants are chewing on the Bugbears.

4 – When Goblins Attack

After the PCs leave the bear cave, the goblins will sound off. This is Moelwyn's queue to cast *Invisibility* and walk off to meet with the goblin observer to get the items he needs to sabotage the fort. The goblins attack and the PCs must fight them off.

PART 3 – SAVING THE FORT

Once the PCs arrive back at the fort, they head on over to Bradach's tent and lab. On the way there, Moelwyn slips off and disappears. The PCs will hand in the items they had to collect. If they mention the small amounts of herbs found on the goblins, Bradach goes pale. He explains to the PCs that those ingredients could be used to destroy the petrified wood. Bradach notices Moelwyn is missing. He asks the PCs to find Moelwyn before it's too late.

Finding Moelwyn

Examining Moelwyn's personal tent, the PCs find clues to make them wonder just which side Moelwyn is on. If Moelwyn is not found in time or not caught before applying the agent to the wood, all will be lost.

The Chase

Hopefully the PCs will get to chase Moelwyn down through the maze of tents. If they catch him, the fort shall be saved, if not there will be no where to run when the giants attack.

Conclusion:

Success: The PCs are heralded as heroes. Later that evening the armies ready for a giant attack as there spies have informed them of the impending battle. The fort withstands the assault and the liberation of Geoff has begun.

Failure: Moelwyn is not caught, or caught in time. During the battle that evening, two of the iron wood supports collapse allowing the giant army to overrun the fort and push the Geoffians back beyond the river.

INTRODUCTION

(5-10 minutes)

At last, the Campaign of Liberation has begun. Owen the Brenin has reached an understanding with at least some of the Oytwood elves, and the Army of Liberation has crossed the Javan. The army is building a new fort on the west bank, just south of the Helygen (hel-EH-gen, tr. willow) Marsh. It has been named *Caer Rhiniog* (kigh-er rin-EE-og) – Castle Threshold. It guards the river landing and will be the base from which the army launches its attack on the giant's forces in Preston to the south.

The adventure begins with the PCs on a riverboat heading to *Caer Rhiniog*. For one reason or another, the PCs are going to the new fort of the Army of Liberation. Ask each player to come up with a reason for going to the fort. If they need some ideas, here are a few examples:

- The PC is a member of the Army of Liberation and has been assigned to the new fort.
- The PC is a member of the Gran March military and has been assigned to the new fort.
- The PC's church has asked her to go to the fort and represent her deity's interests.
- It is rumored that the fort's commanders are paying bounties for goblin and orc scalps.
- The elves of the Oytwood are strong in magic. Perhaps something can be learned from them.

When the PCs have all figured a reason to go to *Caer Rhiniog*, they need to pay for passage on a riverboat. Passage to the fort is 5 gps. Mounts are an additional 10 gps. The captain refuses to allow animal companions aboard, unless they are non-wild mundane animals (dogs, cats, horse, maybe a hawk). Since the keelboat moves at 4 miles an hour, most animal companions can keep up by running along the riverbank. Assume that the animal companions can swim across the Javan and Oyt Rivers to reach the fort.

When the PCs have booked passage proceed with the description below.

You have boarded a boat bound for Caer Rhiniog. The shallow draft riverboat pushes off from the docks at Hochoch and floats down the river. The town of Hochoch disappears behind you, as the boat follows the current of the Anniben Dwr (ahn-EH-ben door, tr. Realstream) to the south and west. The boat is laden with all manner of supplies bound for the army. Men with long poles push the boat along and help steer. A sail has been raised but the current mainly carries the boat.

The day passes, and the bank creeps by. By nightfall, you have reached the edge of the Oytwood, and the river enters the forest. The boatsmen light lanterns on the prow and stern of the boat, and the captain allows the river's current to carry the craft along through the night.

Allow the PCs to set watches if they desire, but nothing attacks them during the night.

You awake around daybreak. You are much further south, and the Oytwood has given way to marshland. Willow trees line the banks and the ground is low and soft. Less than an hour later, the Anniben Dwr joins with the Javan River, and your craft turns south to follow the mighty river.

You reach the southern edge of the Helygen Marsh by midmorning. The land rises slightly, and the marsh returns to woodland. On a small hill overlooking the river and the marsh is a half-constructed fort. Hundreds of men are carrying wagon loads of dirt to form massive earthen embankments. Masons crawl over a few low towers adding new stone to the structures.

Trees trunks sunk into the ground make a road that leads down from the hilltop fort to a muddy landing. The riverboat

glides gently toward the bank. When it gets close enough, two men run out into the river as the boatmen throw them ropes. In moments, they have the boat secured to massive posts pounded into the shallow water. The crew lowers a ramp into the shallows and start making moving the cargo off.

The PCs are free to get off the boat and look around. See DM's Map #1. There is nothing of interest at the landing except for some tents and cargo being carried up to the fort. Encourage the players to head up the hill to the fort. When they do so, go to Encounter 1.

ENCOUNTER 1: IN A PUFF OF SMOKE

(10-20 minutes)

You pass through the gates to Caer Rhiniog. Some day there will be huge doors blocking the passage, but right now, it is just a hole in the earthen embankment. Thick beams support the weight of the dirt above you, as you enter the bailey of the fortress. Looking around to make sense of your surroundings, you gain a sense of wonder at the sheer scale of the construction. The bailey is a small village in itself. Tents fill the inside of the fort. The noise of a military camp and a construction site combined is almost deafening.

A banner of a sable and argent griffon rampant flutters from one of the towers. Just perhaps, you are witnessing history here.

The black and silver griffon is the banner of Geoff.

Let the PCs wander around for a moment. If they ask for the garrison commander or to speak with Cadofyth Parn, they are pointed to a larger tent in the center of the bailey. Most people they meet are soldiers and cannot spare more than a few words with the party. After a short time, read the following.

A loud explosion and a cloud of smoke erupt from a large tent nearby. A few people grab water buckets and start running toward the tent, but there does not seem to be any fire. Two soot covered humans emerging from the smoking tent. The older one of them is yelling at the younger one.

If the PCs hurry over, they can make a Listen check (DC 15) to catch the tail end of the argument. The older man is Bradach, and he is berating the Moelwyn about his clumsiness and his carelessness in the lab. Bradach is blaming Moelwyn for the explosion.

The crowd disperses when it sees that no one is hurt and a fire isn't spreading.

Bradach notices the PCs and calls for them to stop and talk with him. If they do so, read the following. Otherwise, they can continue onto Cadofyth Parn.

"I am Bradach, senior alchemist here at Caer Rhiniog and a member of the Cyfrin (kigh-frin, tr. arcane corps). That

(pointing to the other man) is Moelwyn, my assistant". "Though not a good one", he says sternly and loud enough for Moelwyn to hear. "You look new here and probably haven't been assigned yet. Well, it appears that you have arrived at a very fortunate time." He looks back in the direction of the tent, and the younger soot covered man. "Pardon my appearance. One moment." With a gesture of his hands the soot disappears from him. Spell craft (DC 11) reveals it to be a simple cantrip. "That is better, much better. Please come inside, I have need of you."

If the PCs follow Bradach inside, continue below. Bradach does not insist and lets the PCs depart if they want to do so.

Following Bradach and Moelwyn inside, you find that the tent is set up to be an alchemist's laboratory. A table full of strange glassware and there is a small kiln behind the tent that you can see through an open flap. Soot covers everything, but there doesn't seem to be any fire in the tent.

Bradach gestures and several chairs become clean. "Please take a seat." Bradach turns to Moelwyn. "Clean yourself up and begin cleaning the lab by hand this time. I will call for you when you're needed." Moelwyn glumly gestures, and his clothing becomes clean. He then wanders off – most likely in search of a bucket and water.

Bradach sits down opposite you. "I do not know how much information you may already possess about the construction of the fort, so I will assume that you know nothing. The corner posts of the walls are made of ironwood recovered previously. I am here because I possess the knowledge and skill to make an alchemical compound that will finish the hardening process of that ironwood. It is imperative that all the ironwood is treated before the giants attack us here. That is why the earlier explosions you saw were so upsetting. That little accident has left me with only enough of the compound to treat six of the eight pieces of ironwood. And unfortunately that explosion also destroyed the remaining rare ingredients I had. I will need you to take Moelwyn with you and get more of the needed items. He can guide you where you need to go.

If the PCs ask for money, Bradach looks at them incredulously and then tells them to go talk to Cymorth (kigh-morth) Morgan about pay. If the PCs accept, he then tells them the following.

The items I need are moss from a dying willow. You should be able to find this in a grove of willow trees about six miles upstream from here on the bank of the Javan. That grove is a strange place. I would not spend much time dilly-dallying around there.

The second item I need is the blue sunflower. This you will obtain from the dryad Islene (is-lean). I have dealt with her in the past, when you reach the area of her oak tree, you must call out her name and say that you come in my name and will honor her as I have honored her. I would also have you deliver a satchel to her. Her tree is about five miles west northwest of the fort. It's on the slope of a hill beneath a small cliff. Very noticeable. Can't miss it.

Bradach gives the PCs a small satchel to deliver to Islene. It is made of leather and the strings are tied shut, and they have been sealed together with wax to prevent tampering.

Finally, I need the toes of a cloud giant... (give the players a moment or two to think about that last ingredient.) **or I suppose that the claws of a bugbear will make do. I know of a cave where I found some last time. There should still be some there. It is southwest of here. About 12 miles. Just follow the Javan south until you come to a creek. Follow it upstream until you come to a meadow on the south bank. There are a lot of pear trees in the area. Do you have any questions?"**

If asked, either Bradach or Moelwyn provide the PCs with a rough map (Player's Handout 1) of the area and each of the three locations. Bradach gives the PCs general travel times to each location from the fort. He also offers the use of a skiff if the PCs want to travel by the river to the Willow Grove or down to the stream.

- The Willow Grove is four hours by foot, two hours by skiff, from Caer Rhiniog
- Islene's Oak is three hours away from Caer Rhiniog
- The Bugbear Cave is six hours by foot, four by skiff, from Caer Rhiniog

Bradach stresses the fact that time is of the most importance.

If the PCs ask about why they are taking Moelwyn along, Bradach informs them that Moelwyn is his assistant and will be able to identify the ingredients and collect the correct amount. Also, Moelwyn can guide the PCs to where they need to go.

If the PCs ask what was odd about the Willow Grove, Bradach tells them that the woods seemed nearly alive. What was worse was the dying willow I found was covered in the mold, which covered it like a second skin. Bradach was fearful to approach that tree but it did not harm him.

Bradach refuses answer any questions about the satchel other than to states that it is a gift to Islene as a repayment for an old debt. If the PCs open the satchel before giving it to Islene, they find a small plant that has berries that look like small diamonds. As soon as it is removed from the bag or one of the PCs touch it (regardless of wearing gloves or gauntlets or using a piece of cloth), the plant withers and the berries turn into fireflies and fly away. The PCs cannot catch the fireflies, as they seem to pass right through their hands.

Let the players decide in what order they wish to visit each location. Each location can be visited in any order. If they go to the Willow Grove, go to Encounter 2. If they go to the Islene's Oak, go to Encounter 3. If they go to the Bugbear Cave, then go to Encounter 4. See DM's Map #1 for an overview of the region.

Make sure to review Appendix B, which contains the stats on Bradach and Moelwyn, as well as Moelwyn's personality and how to role-play him.

If the PCs go to the fort's headquarters, they are met by Cymorth Morgan, who welcomes them to the fort. He assigns them to a tent and asks them to stand ready to receive an assignment. In a few hours, Morgan instructs the PCs to go to Bradach's tent. You can then have Bradach assign the mission as detailed above.

If the PCs go to the fort's headquarters after meeting with Bradach, Morgan welcomes them and assigns them a tent. He then confirms Bradach's mission and tells the PCs that it is of utmost importance to get the wood prepared before the giant's attack.

ENCOUNTER 2: CRAZY OLD MAN WILLOW

(15-30 minutes)

There are two different tracks the PCs can take to enter the woods: via the river, and via the woods. If the PCs have spoken with Islene, they will know what to expect.

ENTERING VIA THE RIVER

The trip north up the Javan has been uneventful. You have been merrily poled your way up the river. After about two hours of travel, you see the trees along the western bank become more and more populated with willows. Being fall, the leaves of the trees have changed to a vibrant orange-yellow. Just a little bit up ahead, you spot what appears to be an open area to land the boat. Moelwyn tells you to land the skiff there.

The ground is marshy and your boots sink into the earth slightly. There is a path of some sort leading through the willow trees, where the ground has been churned up.

The landing area is actually the spot where Old Man Willow comes to drink and sun himself. However, Old Man Willow is elsewhere in the grove and there are no dying willows here. They must go farther in.

ENTERING VIA THE WOODS

After several hours of hard travel through the Oytwood, you begin to notice the types of trees changing from oak and maple to that of the willow. The fall has brought out the beautiful colors of the Oytwood. Vivid orange, yellows and reds fill the canopy above. Sounds of the forest are hushed under the fallen leaves upon the ground. The ground is marshy and your boots sink into the earth slightly. There is a path of some sort leading through the willow trees, where the ground has been churned up.

The PCs do not see any dying willows from this direction either. They must go further in.

INSIDE THE WILLOW GROVE

Following the path deeper into the Willow Grove, you begin to feel it get noticeably colder as the light filtering in from above begins to fade. A little further in, the overhead canopy becomes thicker so that there is more yellow and orange of autumn willow leaves than sky. The chill in the air brings on a sense of foreboding.

Once the PCs have entered the grove, any animal companions or familiars become visibly nervous and apprehensive in this area. If one of the PCs can talk with animals, the creature tells the PCs that there is something reclusive here that doesn't want to be disturbed. The PCs are not able to see anything out of the ordinary. The churned ground is from Old Man Willow's passing.

As the players continue down the path, on a successful Listen check (DC 15) the PCs hear a rustling and mumbling noise coming down the path. If the PCs hurry, they can hide in the trees off the path. Otherwise they meet Old Man Willow.

Coming down the path is a frightening and fascinating sight. It must be over fifteen in height covered in gray and brown fuzz. Long brown feelers surround the base of the creature. It rambles forward propelled by the feelers. Looking further up, it appears to be covered in the gray and brown fuzz up to what has to be its head. Its head is covered in orange and yellow leaves, which appear to be growing from living branches in its head. The things arms are at least three feet thick and also have growing braches and the same leaves on them. It's mumbling to itself.

This is Old Man Willow. On his trunk is growing the moss that the PCs need to get. Moelwyn points the moss out to them. Old Man Willow is an old, old, old Treant. His has gone senile and is nearsighted and mostly deaf. He wanders his grove muttering to himself and gets lost in remembering things from yesteryear. Play Old Man Willow as a crazy old coot. His voice is scratchy and it warbles.

If the PCs are in hiding, Old Man Willow passes them by if he fails his Spot check (against the PC's Hide). Old Man Willow has a -5 circumstantial modifier, because he is nearsighted and kind of crazy. Old Man Willow ignores animal companions and familiars.

If Old Man Willow spots the PCs, he shouts "Crikey! Look at the size of them Woodpeckers! Get out of here, you overgrown vultures. I ain't dead yet! GIT!" He then moves to strike the PCs with his branches for subdual damage. Old Man Willow can hit for subdual damage without taking any negatives on his attack roll.

Old Man Willow is old and tires easily so he doesn't ever move faster than a standard move. If the PCs run away he shakes his branches at the PCs, but doesn't give chase. Old Man Willow only animates the other trees if he loses more than half his hit points.

The PCs can gather enough moss from him by making two successful melee touch attacks on him. If they make a Pick Pocket check (DC 20), Old Man Willow does not notice the moss being taken. A separate Pick Pocket check is required for each touch attack. A PC can sneak up on Old Man Willow with a successful Move Silently and Hide rolls. Old Man Willow still gets a -5 situational modifier to his Listen and Spot checks.

Old Man Willow moves about the grove. See DM's Map # 3. Old Man Willow starts at point marked A on the map and moves down to the river for a drink at point B.

He then goes to point C and settles down for a nice nap. Even while he sleeps, Old Man Willow mutters. Below is a smattering of strange things that Old Man Willow can say

"wet wool on the lamb"

"mudsuckle treat"

"drungot leven apricot"

"and then it was encased in stone and suck beneath the gasbit"

"buggerit!"

"sakhut, sakhut, sakhut"

"rustle in my leaves, rustle in my toes"

"fire comes, fire falls, fire from the sky"

"kings of old return to their lands"

"water skips the bridge and grabs a cloud"

"century toes; heckle the dingle"

"the mage is in the valley, counting his enemies"

"sleep, forever sleep, down in deep where the worms creep"

☛ **Old Man Willow**; Huge Plant; HD 7d8+21; HP 53; Init -2; Spd 20 ft; AC 19 (touch 6, flat-footed 19); Atks 12 melee (2d6+5, 2 slams); Reach 10 ft by 10 ft/15 ft; SA Animate trees, trample, double damage against objects; SQ Plant, fire vulnerability, half damage from piercing weapons; AL N; SV Fort +10; Ref +1; Will +6; Str 20, Dex 6, Con 16, Int 6, Wis 15, Cha 12.

Skills and Feats: Hide +16, Intimidate +8, Knowledge (Nature) +8, Listen +9, Sense Motive +9, Spot +9, Wilderness Lore +9; Iron Will, Power Attack.

Animate trees (Sp): Can animate trees at will within 180, controlling two trees at a time. It takes a full round for a normal tree to uproot itself and then moves at 10 ft, and fights as a treant.

Trample (Ex): a treant or animated tree can trample medium-size or smaller creatures for 2d12+5 points of damage. Opponents who do not make attacks of opportunity may attempt a Reflex (DC 20) to take half damage.

Double Damage against Objects (Ex): A full round attack against an object deals double damage.

Plant: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Fire Vulnerability (Ex): Double damage on a failed save and no damage on a successful save against fire.

Half Damage from Piercing (Ex): takes half damage from piercing weapons.

If the PCs go to Islene's Oak, go to Encounter 3. If the PCs go to the Bugbear's Cave, go to Encounter 4. If the PCs have finished all three encounters and are ready to return to Caer Rhiniog, go to Encounter 6.

ENCOUNTER 3:TALKING TO THE TREES

(10 - 20 minutes)

Trekking through the Oytwood, has shown you the beauty of this woods in the fall. The peaceful and serene setting would almost be perfect except for the knowledge that you are in giant occupied territory and lurking around any tree, say that huge and ancient oak, could be a band of orcs or goblins, or even a giant. Wait a second, a giant old Oak tree? Isn't that what Bradach asked told you was your destination out here. Looking at the old oak, it stands a majestic seventy feet tall, easily dwarfing the surrounding trees. Its large leaves hang lazily from their branches, each having their own coloration. Moelwyn looks at it carefully for a moment and then says, "This is the one."

At this point, the PCs should make the address as instructed by Bradach. If they do not, Islene does not emerge from her tree. The PCs can wander around all day, and she does not appear. If the PCs threaten her oak, she emerges to defend her tree. She uses her Charm Person ability on obvious fighters to get them to protect her and her tree. She does not enter melee.

As long as the PCs are somewhat close to making all the points as instructed by Bradach, Islene emerges from her tree. Islene is a dryad and is in her autumn coloring—tanned skin with deep red hair. She is shy and recoils from any sudden movement or aggressive action by the PCs. If she feels threatened, she runs into her tree and hides there, until the PCs promise they won't harm her.

A beautiful but obviously shy creature slowly exits from the bark at the base of the oak tree. She looks over each of you slowly, as if appraising you and how much of a threat you are. In a soft but song-like voice she says, "Yes, I am Islene. You have something from Bradach for me?"

Allow the PCs to present her with the satchel. If they did tamper with it, read the following.

Islene opens the satchel. Her look of hope fades when she sees the withered plant inside. "Mortal hands have touched it. Bradach would not make such a mistake." She glares at you accusingly.

Islene is very upset with the PCs. She is cool and distant to them for the rest of the adventure. She gives them the sunflower for Bradach to use, but she won't offer any additional information.

If the PCs didn't tamper with the satchel, reading the following.

Upon breaking the seal, the satchel slowly opens itself revealing a small plant. An expression of joy overcomes Islene's face. She gasps in joy and cries a single tear. After several moments, she looks over to your group, "What is it I may do for you?"

She does not answer any questions about the plant, her reaction, or her relationship with Bradach.

Once the PCs explain that Bradach needs more sunflower, she says that she can provide them with it. If the PCs went to the bugbear cave first, she tells the PCs to come back the following day as the sunflowers have

already bloomed and closed. They will bloom again in the morning.

If the PCs visited Islene first or have only visited the Willow Grove, the flowers are still blooming. Islene leads them to a small glade about 100 yards from her tree. There are several blue sunflowers there. Islene only permits the PCs to pick two (the amount the PCs need).

If the PCs did not tamper with the satchel and kill the plant, she also asks the PCs to carry a note to Bradach for her. She gives them a letter written in with dye on large leaves. Islene folds the leaves and seals the letter with tree sap.

Islene does not like Moelwyn. During the party's time here, she stays as far away from him as possible. At some point, she asks him why he had to come, and he replies because he was available. Islene then states loudly "the plants don't like you." Moelwyn shrugs and responds, "they will have to get over it." Islene doesn't talk to Moelwyn for the rest of the encounter.

Islene has lived in the Oytwood for more than 100 years. She knows much about the surrounding area and shares some of her knowledge with the PCs if (and only if) they ask.

The Willow Grove – She tells the PCs to approach that place with caution and not to enter it if they value their lives. She will tell them that an ancient treant lives there, who has gone senile with age. His going blind and deaf so he is easy to sneak past.

Bugbear Cave – She knows of the cave that Bradach was directing the PCs to. She tells the PCs to be on alert as the woodland creatures have seen goblins there. She does not know numbers, except that they are "large goblins".

Goblin Wolfriders – If the PCs ask about other dangers in the area, Islene mentions that there is a pack of goblin wolfriders in the area. This is odd, because they seem to be waiting for something. Usually, the wolfriders move through very quickly.

Wyverns – If the PCs ask about still other dangers in the area, Islene mentions that there are some "large winged lizards" to the west that have been hunting deer and orcs too slow to get away. She has seen one fly over once, but she hid in her tree and it did not notice her.

❖ **Islene, Dryad:** Medium-size fey; hp 7; see *Monster Manual* page 78.

If the PCs go to the Willow Grove, go to Encounter 2. If the PCs go to the Bugbear's Cave, go to Encounter 4. If the PCs have finished all three encounters and are ready to return to Caer Rhiniog, go to Encounter 6.

ENCOUNTER 4: BUGBEARS NO MORE

Travel time – Six hours from the fort, two hours from Islene, and six hours to the Willow Grove.

After much travel you reach the foothills where the bugbear cave is supposed to be located. It takes about a half an hour searching through the foothills before you find a cave. Although it is a large cavern entrance, it is nestled comfortably between some trees and rocks making it difficult to spot. You might not have noticed it all, had you not been looking for it.

Allow the PCs to prepare and plan as they want. Any PC with an Intelligence 12 or higher can make either a Scry check or Intelligence check (DC 20) to notice that they are being scryed upon. This scrying is being performed by the giant wizard in Encounter 5 to ascertain Moelwyn's exact location so they can meet during the goblin attack in encounter five. Anyone with the *detect scrying* spell active that makes their opposed scry check will see a goblin scrying on them for a moment before the giant wizard ends his scry.

Descending the wide earthen hallway you come to an even larger cavern, which must be nestled in the heart of the foothills. The cavern extends beyond the length of your vision and continues to slope downward. Entering twenty feet into the middle of the cavern, you spot what appear to be several bodies lying in the center of the cavern.

DM Map #4 has the general layout and dimensions of the cave. The entry path descends at a 35-degree slope into the base of the hills before opening up into the larger cavern. The bugbears lay dead in the middle of the cavern (about 80 feet or so from where the cavern widens out). They have recently fallen prey to the newest inhabitant of the cave who is now feeding on one of the bugbears in a niche five foot above the entrance to the cavern. At all tiers, the monster above the entrance has heard or smelled the PC's coming and has stopped moving and making noise to see what is coming. The creature will attack the last person into the room first.

See Appendix C for monsters for each tier.

Any equipment the bugbears had has all been damaged from the combat with too many pieces scattered about the cave for even a make whole to work at putting them back together. None of it is worth selling in its condition.

After Encounter 4, go directly to Encounter 5.

ENCOUNTER 5: WHEN GOBLINS ATTACK

If the PC's ended up fighting Encounter 4 outside of the cavern as a result of fleeing and being chased by the cavern inhabitants then give them two rounds to cast

spells and to gather themselves before beginning the goblin assault. If they fought encounter four inside the cavern, then the attack will occur as soon as the PCs exit the cavern.

The goblins sound off with war horns before attacking. This serves two purposes. The first purpose is to inform Moelwyn that his meeting is to take place; the second is to make their numbers seem larger before they attack. Once the goblins call off, Moelwyn will cast invisibility, any PC making a Spellcraft (DC 17) knows the spell cast. The PCs should think nothing of it since Moelwyn has seemed to be a sniveling coward so far throughout their journey. Moelwyn will meet with the Goblin Observer and be given the items he needs. After the fight (and his quick exchange of goods) is over Moelwyn will rejoin the party.

The autumn air refreshes your senses as you exit the dank dark cavern. You barely have time to get your bearings when loud horns begin to sound all around you. Then out of the brush less than thirty feet away on either side two groups of goblins move to flank you. As the green skinned creatures level their javelins in your direction an immense shadow passes overhead. Looking up you see a large shape swooping down from the sky toward the field of battle.

See Appendix C for the stats on the goblins and the fight.

The goblins are in two groups on either side of the cave entrance when the attack commences all wielding javelins until they close to melee range. After initiative is rolled but before the first action is taken, the wyvern swoops down on the goblin leader scooping him up and taking him off into the horizon leaving behind the large wolf mount (the wyvern and goblin leader stats are not included since they are not combatants). Then Moelwyn runs off. Then the combatants' initiatives will occur. You might remind any PCs that intend to use area affect attacks that they don't know where Moelwyn is at this point. Regardless if they use area affect spells or not, assume Moelwyn manages to avoid them as he runs to his meeting.

The large wolf mount has been abused and treated badly by the goblin chieftain. A Spot check of DC 10 reveals the wolf to be underfed and his coat to be in poor condition. A Spot of DC 15 reveals spur and whip marks on the wolf. A Spot of DC 20 reveals a wickedly evil bridle on the wolf. Once the wolf has killed the chieftain, he will back off and watch the remainder of the battle or perhaps chew on goblin corpses. With a Handle Animal check of DC 20, or a Animal Empathy check of DC 20 the wolf will allow a PC to remove the bridle. The wolf will follow the individual that does so and can be used by that PC as a mount in the future (see Cert). Speak with Animals or Animal Friendship spell gives a +2 circumstance bonus to the roll. Attempting to feed the wolf likewise gives a +2 circumstance bonus to the roll. It wont let more than one person within ten feet of it at a time, so it is not possible to assist or try to take the bridle off in unison. If none of the PCs can remove the bridle it becomes too crazed by the pain it is in and runs off into the woods.

When the PCs get around to trying to figure out where Moelwyn went to he will be coming back from his meeting, still invisible. He continues to stay invisible for the remainder of the duration of the spell “in case they get attacked again.” Really its so he can hide the fact that his pack is a little heavier than it was before.

Note: When the saddlebags of the goblin chieftain are searched, the PCs find a small amount of alchemical agents. If the PCs ask Moelwyn about them, he will tell the PCs they are common compounds used for various formulas or even as mind altering drugs (Sense Motive DC 20 to know he is bluffing). If the PCs call him on it, he explains that he is trying to sound more impressive to them, as he is only an apprentice and doesn't know what they are actually for. (Sense Motive DC 20 to know he is bluffing). If asked why the goblins would have them, he honestly answers he doesn't know.

After his *invisibility* spell wears off, any PC who scrutinizes Moelwyn can make a Spot check (DC 25) to notice Moelwyn's pack seems slightly heavier and bulkier. Only give the PCs this check if they declare they are looking at Moelwyn carefully. Moelwyn puts off any PC's questioning about his pack. If the PCs persist in trying to open and search his pack Moelwyn goes “crazy” accusing the PCs of hating him, et cetera, and casts *expeditious retreat* and run away. He then arrives at the Fort first and paints the PCs as traitorous thugs in league with the giants.

If the PCs go to the Willow Grove, go to Encounter 2. If the PCs go to Islene's Oak, go to Encounter 3. If the PCs are ready to return to Caer Rhiniog, go to Encounter 6.

ENCOUNTER 6: CROSSING THE THRESHOLD

(5-20 minutes)

Once the PCs have finished collecting the ingredients Bradach needs, they should make haste and head back to Caer Rhiniog.

IF THE PCS ARRIVE AT THE FORT WITH MOELWYN AS A COMPANION:

You make your way back to Caer Rhiniog. Several soldiers who look you over and ask your names stop you at the gate. When they are satisfied, you pass through into the fortress. Once inside, Moelwyn bids you farewell. “I need to start preparing the ingredients for Bradach. If you go to Cymorth Morgan, he will reward you for your assistance.”

Moelwyn then leaves the PCs and goes to another tent on the other side of the bailey where he can make the resin that will rot the ironwood. Moelwyn does not allow the PCs to come to his personal tent. He also keeps a sharp lookout to make sure that he isn't followed and takes a long winding route to get to the tent.

If the PCs do follow him, Moelwyn does mundane things (going to the jakes, talking to some people, getting water from the well) until the PCs go away. If they keep on him, Moelwyn acts unconcerned until he turns a corner and then casts *invisibility*.

Once back at his tent, Moelwyn starts to prepare the resin. It will take two hours to complete. So keep track of time.

If the PCs head back to the headquarters tent, they can meet with Cymorth Morgan. He asks for a report and then pays them 30 golden lions. He does not notice anything odd about the events with Moelwyn or the goblins. If shown the alchemical ingredients, Moelwyn suggests that they go talk to Bradach. Talking with Morgan take 15 minutes.

When the PCs go to Bradach's tent, go to Encounter 7. If the PCs go to Moelwyn's Tent, go to Encounter 8. See DM's Map #2 for an overview of Caer Rhiniog.

IF THE PCS ARRIVE AT THE FORT WITH MOELWYN AS A CAPTIVE:

If the PCs return to the fort with Moelwyn as a captive, they have to get through the soldiers at the gate. They guards want an explanation if Moelwyn is tied up.

You make your way back to Caer Rhiniog. You are stopped at the gate by several soldiers who stop you and want to know what is going on and why Moelwyn is tied up.

If the PCs provide a good explanation to the guards, then a Diplomacy roll (DC 15) suffices. If the PCs try to bluff their way through, they must make an opposed Bluff check. The soldiers have a Sense Motive of +1. If either is successful, the guards allow the PCs to pass by with Moelwyn incapacitated. Otherwise they force him to be released. If this is the case, he scurries off “to tell Bradach.” But he won't be doing this; instead he goes for his personal tent.

If the PCs get past the guards with Moelwyn in their custody, they are likely either to go to Bradach or to Morgan. When Bradach sees his assistant held captive, he demands to know what is going on and casts *knock* on Moelwyn without waiting for an answer. Moelwyn immediately casts *invisibility* and runs away from the PCs. He tries to lose them in the tents and make his way to his personal tent.

If the PCs go to Morgan with Moelwyn in chains, he has all the parties held until he can get to the bottom of it. He does have his soldiers unshackle Moelwyn, who casts *invisibility* with the same results as above.

When the PCs go to Bradach's tent, go to Encounter 7. If the PCs go to Moelwyn's Tent, go to Encounter 8. See DM's Map #2 for an overview of Caer Rhiniog.

The PCs arrive at the fort after killing Moelwyn :

You make your way back to Caer Rhiniog. You are stopped at the gate by several soldiers who look you over and ask your names. One of them says “Didn't you leave with Moelwyn? Where is he?”

The PCs had better do some fast-talking or explaining. If they try to explain their suspicions of Moelwyn, the guards call an officer over who escorts the PCs to the headquarters. Morgan meets with them and questions them. Bradach is also summoned. Together, they eventually piece together Moelwyn's scheme and the PCs are released. Go to Conclusion A.

If the PCs try to bluff their way through, they must make an opposed Bluff check. The soldiers have a Sense Motive of +1. If the PCs fail, the guards have them arrested and the PCs are taken to headquarters where Morgan questions them. Again, Moelwyn's scheme is eventually pieced together and the PCs are released. Go to Conclusion A.

THE PCS ARRIVE AT THE FORT AFTER MOELWYN GETS BACK.

If Moelwyn has gotten back to camp before the PCs, he has lied to Morgan and has painted the PCs as traitorous thugs who are working for the giants. He uncovered the plot and the PCs tried to kill him. Morgan has bought the lie completely.

You make your way back to Caer Rhiniog. You are stopped at the gate by several soldiers running toward you. They are shouting for you to throw down your arms and surrender.

The PCs are beset by a ban cant (25 soldiers) in studded leather armor, wielding long spears. They try to surround the PCs and get them to surrender. If the attack one of the soldiers, the entire group tries to kill the PCs. An additional dwrth (doorth, 5 soldiers) arrives every round. There are a total of 1,000 soldiers in the camp.

The PCs are taken who escorts the PCs to the camp's headquarters. Morgan meets with them and questions them. Bradach is also summoned. Proceed to Encounter 7, but change the descriptions as needed.

However, Moelwyn has a head start on the PCs in making the resin. Estimate how much before the PCs Moelwyn returned. He spends 15 minutes with Morgan lying about the PCs. He has used the remainder of the time preparing the resin.

ENCOUNTER 7: PUTTING THE PIECES TOGETHER

(10-15 minutes)

At any point during this encounter, the PCs can leave Bradach's tent and start searching for Moelwyn. If they do so, go to Encounter 8.

You enter Bradach's tent. He is standing over some beakers and test tubes. "Ah, you're back and right on time too. I was just finishing the preparations." He stops—a little confused. "Where is Moelwyn?"

If the PCs tell Bradach that Moelwyn went off to prepare the ingredients, Bradach becomes even more confused. "He doesn't know what needs to be done."

If the PCs show the alchemical ingredients that they found on the goblins, Bradach pales visibly. He explains that those items along with some missing alchemical components from his lab would result in making a resin, which would rot the untreated ironwood.

Bradach wants Moelwyn found and brought back to him. He asks the PCs to begin looking for Moelwyn immediately, while he sends a runner up to headquarters. Bradach also informs the PCs of which two supports have not been treated yet.

The PCs may want to ask questions of Bradach. Below is a list of likely questions and Bradach's answers. Each question and answer takes about two minutes. Keep track of the number of questions asked by the PCs. Once they are done, subtract that number from the two hours Moelwyn needs to complete his resin.

1. *But Moelwyn said the alchemical ingredients on the goblins couldn't be used for anything?*
"Moelwyn is an apprentice and hasn't been taught about these yet. But it seems that he was hiding some of his knowledge from me."
2. *What about the stolen alchemical agents?*
"I didn't know they were missing until after you had left for the fort. The clean up was long and messy. Only after I took an inventory did I realize they were missing."
3. *How did you meet Moelwyn?*
"He came to me in Hochoch asking if I needed an apprentice. He displayed a brilliant mind for alchemy. He told me he was untrained, but I have to wonder about that now."
4. *What happened during the lab accident?*
"Now that I've had time to clean up and examine the remains from the explosion, I doubt it was an accident. Moelwyn knows that the dragon's eggshells are unstable and should never be heated. I have told him that prior. Also, he had no reason to be working with it yesterday anyways."
5. *Moelwyn's disappeared during the goblin fight.*
"Moelwyn has always been a coward. He would never stand up for himself. I'm not surprised he hid."
6. *Where is Moelwyn's tent?*
"Moelwyn's tent is two up and one tent to the right from this one."

ENCOUNTER 8: COOKING UP TROUBLE

(30-45 minutes)

Still invisible, Moelwyn is back at his tent. He has cast *rope trick* from a scroll and has crawled inside and is working in the resin in the safety of that space. It will take him two hours to complete the resin. He then drops out of the *rope trick* and proceeds invisibly to the untreated

ironwood pillars. If not stopped, he casts *unseen servant* and has the servant paint the resin onto the ironwood. He plans on escaping out the gates of the fort and stealing the skiff that the party may have used earlier. He then floats away down the river to Preston.

If the PCs start asking around the camp for Moelwyn, they do find out some information. First, no one has seen Moelwyn leave the camp. The PCs may know or suspect that he is invisible. However, in this case he hasn't left the camp, so the soldiers are correct.

If Moelwyn returned to camp peacefully in the company of the PCs and they did not follow him or he beat the party back to camp, he returned to his tent without casting invisibility. Several nearby soldiers saw him enter the tent. If Moelwyn had to turn invisible before returning to his tent, the nearby soldiers saw nothing.

When informed of recent events by Bradach's runner, Morgan assigns two *dwrthi* (that's two groups of 5) to help the PCs find Moelwyn and guard the ironwood pillars. The soldiers first go to Bradach's tent and await the PCs there. The soldiers follow the PCs lead and will do as they command, unless it is obviously against the welfare of the camp.

When the PCs enter Moelwyn's tent, read the following.

Moelwyn's tent is round with a center pole holding up the middle and poles around the circumference hold the sides up. The arrangement creates a fairly tall and spacious bit of room on the inside.

Entering the tent, your sense of smell is accosted with a squallier stench. It the insides of the tent are in shambles with clothes and books and everything else all strewn about the tent. Looking around, you notice a full bedpan in the corner too.

The PCs cannot see Moelwyn's rope trick near the ceiling of the tent. He has pulled the rope inside with him.

There are several important items to be found in this mess. The tent is big enough for four PCs at a time, even with all the gear and alchemical furniture. It takes 5 minutes to thoroughly search the tent. The PCs find out things depending on their Search check.

DC 10: They find a satchel of all the alchemical ingredients the PCs have collected, tossed casually in the corner. There is enough here to harden both of the remaining ironwood pillars. There are recent tracks in the dirt floor of the tent. On a successful Wilderness Lore check (DC 15), the PCs find that the tracks go repeatedly go from the sides of the tent to the center and back again. The tracks don't leave the tent. For each minute the PCs have spent searching, add a +2 to the DC.

DC 15: The PC notices that a lot of things seem to be missing. The things seem to be mostly alchemical equipment.

DC 20: In a locked chest (DC 26 to open), the bottom is false. The secret compartment is trapped (see below) but contains 10 flat silver bars. Each is a foot long and is marked with strange runes that look like Dwarvish. The runes are actually in Giant. The bars are worth 10 gps each but are kept as evidence against Moelwyn by the Army of Liberation whether or not Moelwyn is caught.

TRAP AT APL 2:

☞**Poison Dart Trap:** +8 ranged (1d4, plus medium-size spider poison, Fort save (DC 14) resists, 1d4 Dex / 1d4 Dex); Search (DC 22); Disable Device (DC 20).

TRAP AT APL 4:

☞**Poison Dart Trap:** +10 ranged (1d4, plus large scorpion poison, Fort save (DC 17) resists, 2d4 Dex / 2d4 Dex); Search (DC 22); Disable Device (DC 20).

TRAP AT APL 6:

☞**Poison Dart Trap:** +12 ranged (1d4, plus purple worm poison, Fort save (DC 20) resists, 3d4 Dex / 3d4 Dex); Search (DC 22); Disable Device (DC 20).

If the PCs spend any amount of time in the tent Moelwyn sees them through the window in the *rope trick*. He does not leave the *rope trick* while the PCs are in the tent. If the PCs are still in the tent, when the spell ends, he allows himself to be dumped out along with all his equipment. He tries to run out of the tent and lose the PCs. He casts *invisibility* before he leaves the *rope trick* or before the *rope trick* ends. He had enough of the resin to rot the two ironwood beams.

If Bradach is with the party when they find the alchemical ingredients or if they bring it to him, Bradach tries to complete the treatment that will harden the ironwood pillars. It will be ready in four hours.

Should the PCs abandon their search for Moelwyn and instead seek to guard the ironwood posts, go to Encounter 9. If the PCs are still searching when Moelwyn completes the resin, go to Encounter 9.

ENCOUNTER 9: KEEPING THE ROT AWAY

(30 - 40 minutes)

The most likely place for the PCs to encounter Moelwyn is at the two untreated ironwood pillars. Fortunately, they are located at adjacent corners so the PCs can see both pillars at the same time. The two *dwrthi* help the PCs guard the pillars. See DM's Map #5 for the layout. For a list of Moelwyn's abilities by tier go to Appendix B.

When Moelwyn completes the resin after two hours, he sneaks out of his tent and makes his way invisibly to the untreated iron posts. If the PCs are not standing guard, he

walks up with his pail and starts spreading the resin onto ironwood pillar. It takes him 1 minute (10 rounds) to do so. The resin can be wiped off with a full round action in the next minute (10 rounds). After that, the ironwood starts to rot and there is nothing that can be done to stop it. Moelwyn then leaves the fort invisibly and makes his way to Preston. Go to Conclusion B.

Assuming that the PCs are guarding the ironwood, Moelwyn has to be a little bit sneakier. He tries to draw the PCs away from the ironwood pillars and then sneak in and smear the resin on the pillars.

Moelwyn casts *invisibility* (*improved invisibility* at APL 6) to scout out the PCs' defenses. He then backs away and summons *unseen servants* (3 of them at APL 2; 4 of them at APLs 2 and 3) and gives them all buckets that greatly resemble the bucket that has the resin in it. One of the servants is given a bucket with half of the resin. Be sure that you keep track of which bucket that is, but don't tell the players. If that servant is destroyed, Moelwyn has another servant pick it up. Moelwyn also keeps the other half of the resin on himself.

Moelwyn casts *expeditious retreat*. If it is APL 6, Moelwyn then casts *Haste* on himself. He then creates an illusion of himself (*major image* at APL 6, *minor image* at APL 4, and *silent image* at APL 2) hiding behind one of the tents a good bit away from him. Moelwyn allows the PCs to see his illusion. If they give chase, he has the illusion run away to pull the PCs with it.

If the PCs bite the bait, Moelwyn creeps forward with his Unseen Servants. At 3rd APL, he uses one of his hasted standard actions to control the illusion. At lower tiers, he has the illusion pretend to cast a spell (*invisibility*) and he then ceases concentration (causing the illusion to fade). Moelwyn has the illusion pretend to cast *invisibility* at APL 6 if the PCs start getting close and he permits the illusion to fade away. Moelwyn is hoping that the PCs will search for him where his illusion disappeared.

At APL 6, Moelwyn casts *hypnotic pattern* on any remaining PCs or soldiers at the nearest pillar. If that doesn't work, he uses his smokesticks to distract the PCs while his *unseen servants* move forward to paint the pillar. If he has *improved invisibility* up, he uses alchemist fire, flash pellets, and *magic missiles*. At APLs 1 and 2, Moelwyn does not make direct attacks as it would make him visible.

The unseen servants don't move along the ground. They will move up over top the PCs, out of range of melee weapons. PCs can strike at the Unseen Servants if they can get in range, but the servants have full concealment (as if invisible). If they take 6 points of damage, they vanish. Area affect spells that do damage also destroy the servants if they do 6 or more points of damage.

Once they get to the pillar, the servants start painting. They enter melee range when they start painting the pillar. It takes 10 rounds of work for an Unseen Servant to paint the pillar. Additional Unseen Servants help out, reducing the time by one round for each round they spending helping. So if the two more Unseen Servants help the one carrying the bucket after the first round, they can have the pillar coated in 4 rounds. The resin can be wiped off in a full round action

within 10 rounds. After that, the ironwood starts to rot, and there is nothing that can be done to stop it.

Moelwyn is wily and a coward. He won't get into melee with the PCs, and he runs if seriously threatened. He uses his illusion spells and alchemist tricks to create distractions and allow his Unseen Servants to do the work for him. Moelwyn takes advantage of every opportunity given to him. If all the PCs protect one pillar, Moelwyn runs (with *expeditious retreat* and the Run feat) to the other pillar. He then starts painting that one. If none of the PCs take a close look in his direction (Spot DC 20 from the other pillar and it must be declared that the PCs is looking at the other pillar), they don't see the small brush painting the other pillar.

If the PCs foil his plans, then Moelwyn leaves the fort. Instead of going to Preston, he grabs his chest with the giant's silver bars from his tent (assuming that it is still there and intact) and heads for Keoland.

If the PCs do manage to kill or capture Moelwyn, they do not get to keep his stuff. Bradach asks for it back, since it was stolen from his laboratory. The PCs get a separate reward in Conclusion C.

If Moelwyn succeeds at painting the resin on either one of the two pillars, go to Conclusion B. If the PCs successfully fight off Moelwyn's attempts, go to Conclusion C.

CONCLUSION

(5-10 minutes)

CONCLUSION A

It seems that Moelwyn was a in the pay of the giants. What hold they had over him and why he sold out to them may never be known. It was a close call. Moelwyn's plan may have worked. Bradach had not suspected him, and none of the soldiers would have questioned Moelwyn as he smeared the resin on the ironwood.

Bradach completes the petrification process of the ironwood. The foundations of Caer Rhiniog are secure. The thick earthen walls can withstand any amount of giant boulder attacks. The Army of Liberation has a firm foothold on the west bank of the Javan and an excellent base to launch its assault on Preston.

It's been a very close call, but Caer Rhiniog, the Threshold, still stands.

Morgan declares the Moelwyn was a traitor to the army and to Geoff. A message is sent to the Grand Duke and other authorities asking for Moelwyn's arrest and execution if he appears in Gyruff again.

Morgan thanks the PCs for their assistance. He pays them the stipend promised to them. Bradach also thanks the party. As a way of expressing his gratitude, he offers to make anyone interested his new apprentice.

The PCs may stay at Caer Rhiniog if they are members of the Army of Liberation. Members of the Army of Retribution should return to their units and

report. Civilians are also sent back to Hochoch on the next boat.

Later reports come to Hochoch that a small force of giants, and kin, approached the fort, but unable to breach the fort they were ultimately repelled.

CONCLUSION B

The sound of wood cracking fills the fort. Two of the huge ironwood pillars crumble away in rot and the beams nailed to them break one after another. The mountain of earth that makes the embankment collapses into the courtyard. Soldiers scream as they are buried beneath the tons of soil. The rumbling slowly subsides and dirt gradually stops its avalanche into the courtyard.

As the dust settles, you see that the wall on one entire side of the fort has collapsed. Weeks of labor were wasted, the ironwood is all used, and the fort is vulnerable.

The PCs should meet with Bradach and tell him what happened. Bradach is very distressed when he finds out that the ironwood is destroyed and Moelwyn escaped. He thanks them for their assistance and returns to his tent to continue his work.

Morgan also summons the party and wants to know how Moelwyn was able to get away with his sabotage. Morgan still pays the PCs a stipend for their service at Caer Rhiniog. However, he has no confidence in their abilities and he suggests that they might find better employment in Hochoch. If they are part of the Army of Liberation or Retribution, they are reassigned back to duty in Hochoch.

The Army of Liberation immediately begins to repair the wall. Unfortunately, the giants attack less than a week later. They swarm the collapsed section of the wall and force their way into the fort. Cadofyth Parn has no choice but to sound a retreat. He and Morgan keep the troops from routing and stage an incredible fighting retreat to the landing, where they board boats and cross the Javan. Still, it is a tremendous defeat. The attack on Preston is seriously jeopardized and might not be possible at all.

CONCLUSION C

You have successfully defended the ironwood pillars from Moelwyn's attacks. Bradach emerges from his tent with a thick alchemical paste. He smears it onto the ironwood and it quickly disappears into the dark timber. Within minutes, the wood is as hard as stone.

The foundations of Caer Rhiniog are secure. The thick earthen walls can withstand any amount of giant boulder attacks. The Army of Liberation has a firm foothold on the west bank of the Javan and an excellent base to launch its assault on Preston.

If the PCs capture Moelwyn, the guards take Moelwyn as a prisoner and escort him in chains while gagging him to Morgan at the headquarters tent. The PCs can come with them. Bradach treats the ironwood and then comes to the headquarters tent as well.

After a very brief trial with a priest of Allitur as the judge, Moelwyn is convicted of treason and sentenced to be Cast Down. He is taken from the fort to the top of a nearby cliff. He is then thrown off and plummets the sixty feet onto the sharp rocks below.

If the PCs killed Moelwyn, Morgan declares that Moelwyn was a traitor to the army and to Gyruff. However, his body is still taken and burned and the ashes cast into the river so that they float away, as according to custom.

If Moelwyn escaped, Morgan declares the he is a traitor to the army and to Geoff. A message is sent to the Grand Duke and other authorities asking for Moelwyn's arrest and execution if he appears in Gyruff again.

Morgan thanks the PCs for their assistance. He pays them the stipend promised to them. Bradach also thanks the party. As a way of expressing his gratitude, he offers to take any of them in as his apprentice.

The PCs may stay at Caer Rhiniog if they are members of the Army of Liberation. Members of the Army of Retribution should return to their units and report. Civilians are also sent back to Hochoch on the next boat.

Later reports come to Hochoch that a small force of giants, and kin, approached the fort, but unable to breach the fort they were ultimately repelled.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter Two

Getting the moss from Old Man Willow	50 xp
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Encounters Three

Getting the sunflowers from Islene	50 xp
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Encounter Four

Getting the Bugbear's Claws	50 xp
Defeating the choker or wyvern	100 xp

Encounter Five

Defeating the goblins	50 xp
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Encounter Nine

Capturing/Killing Moelwyn	50 xp
Protecting the Ironwood Pillars	100 xp

Total experience for objectives	450 xp
Discretionary roleplaying award	0-50 xp
Total possible experience	500 xp

TREASURE SUMMARY

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items, which are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things that it later finds unreasonable but were allowed at the time.

Encounter One

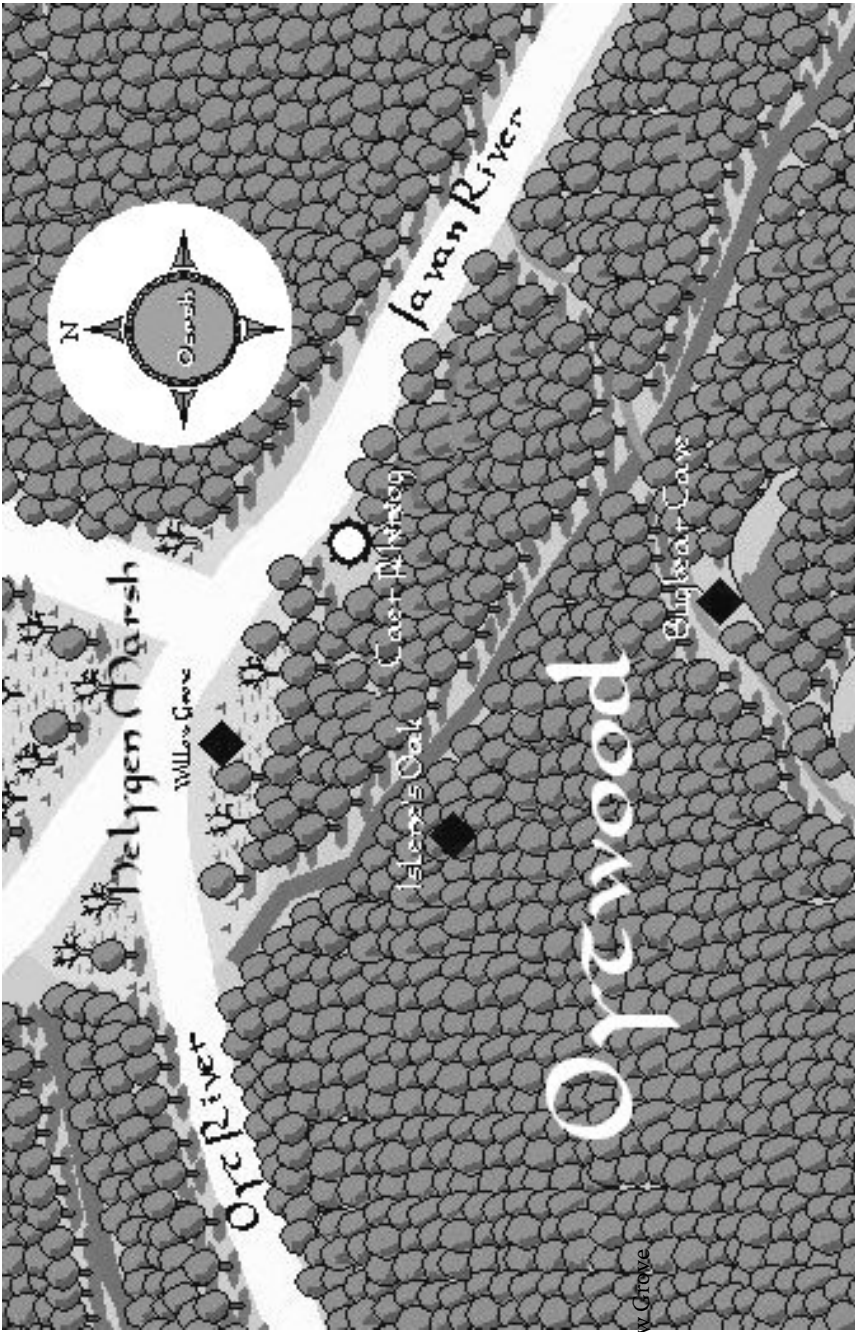
- *Javelin of lightning* (Small; N/A; Wood & Silver; Yes; Common; 751 gp).

Conclusion

- 30 gps each from Cymorth Morgan
- Alchemy Apprenticeship (N/A; N/A; N/A; No; Uncommon; N/A): For any PC that volunteered to stay behind and assist Bradach, he will offer to take them under his wing as an apprentice. The

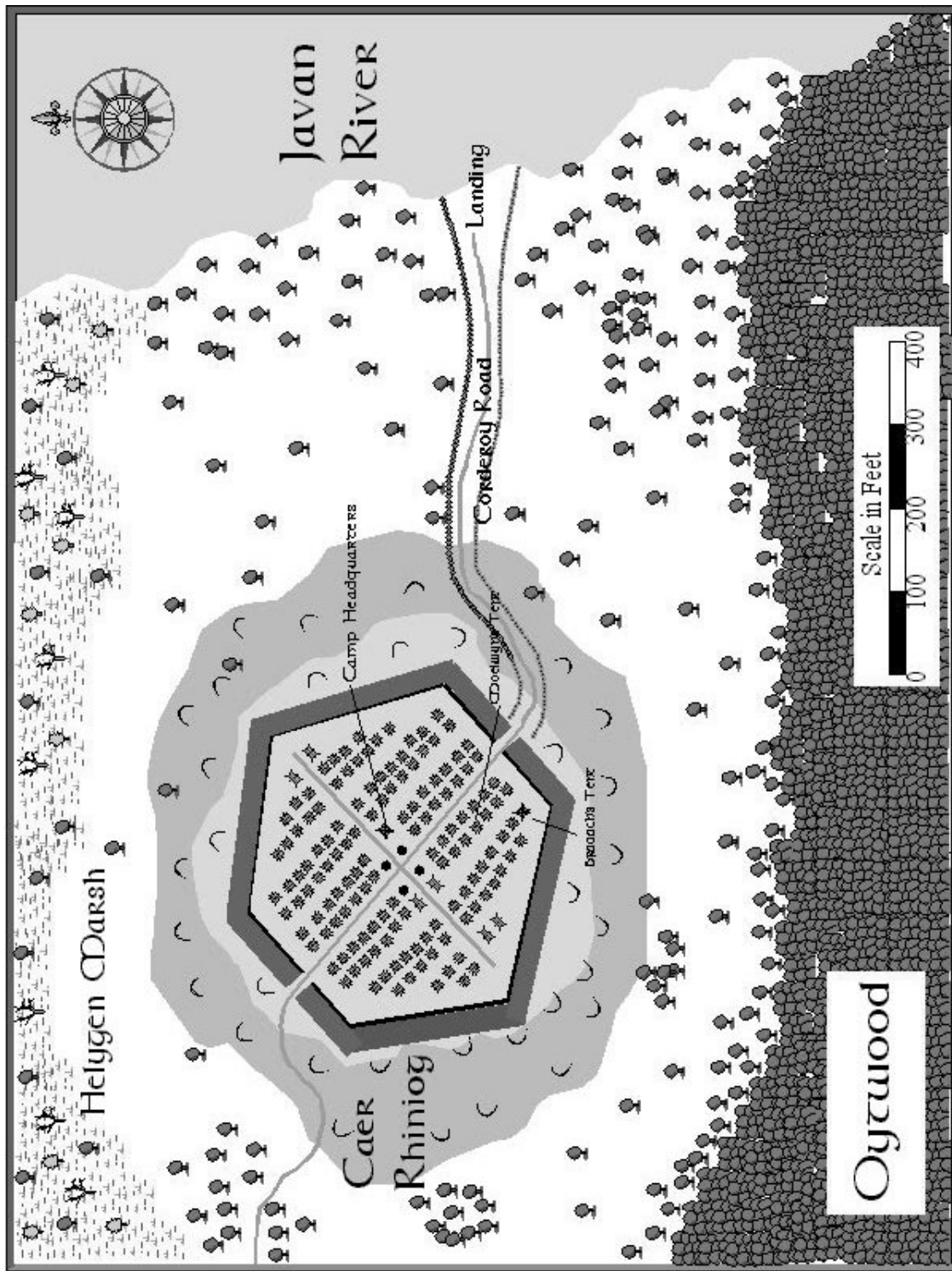
PC will spend 15 time units working for Bradach. In return Bradach will teach the PC about alchemy and spell casting. As a result of this apprenticeship, the PC gains a +2 circumstance bonus to Alchemy skill checks. In addition, if the PC is a wizard they will be able to add an additional spell per level to their spellbook from Bradach at no gold or Time Unit (TU) cost. This additional spell may be any spell of 3rd-level or lower from the *D&D Player's Handbook* or from *Tome and Blood: A Guidebook to Wizards and Sorcerers*. If the PC is a sorcerer, then when they advance in level they may choose as one of their spells known they would gain at that level any spell of 3rd-level or lower from *Tome and Blood*. Once the PC has gained the ability to cast 4th-level spells Bradach releases the PC from this apprenticeship and they no longer gain new spells. **Note:** if the PC does not have the 15 TU's available then the remaining TU's are taken out of the beginning of next year's TU's.

DM'S MAP #1: OYTWOOD REGIONAL MAP

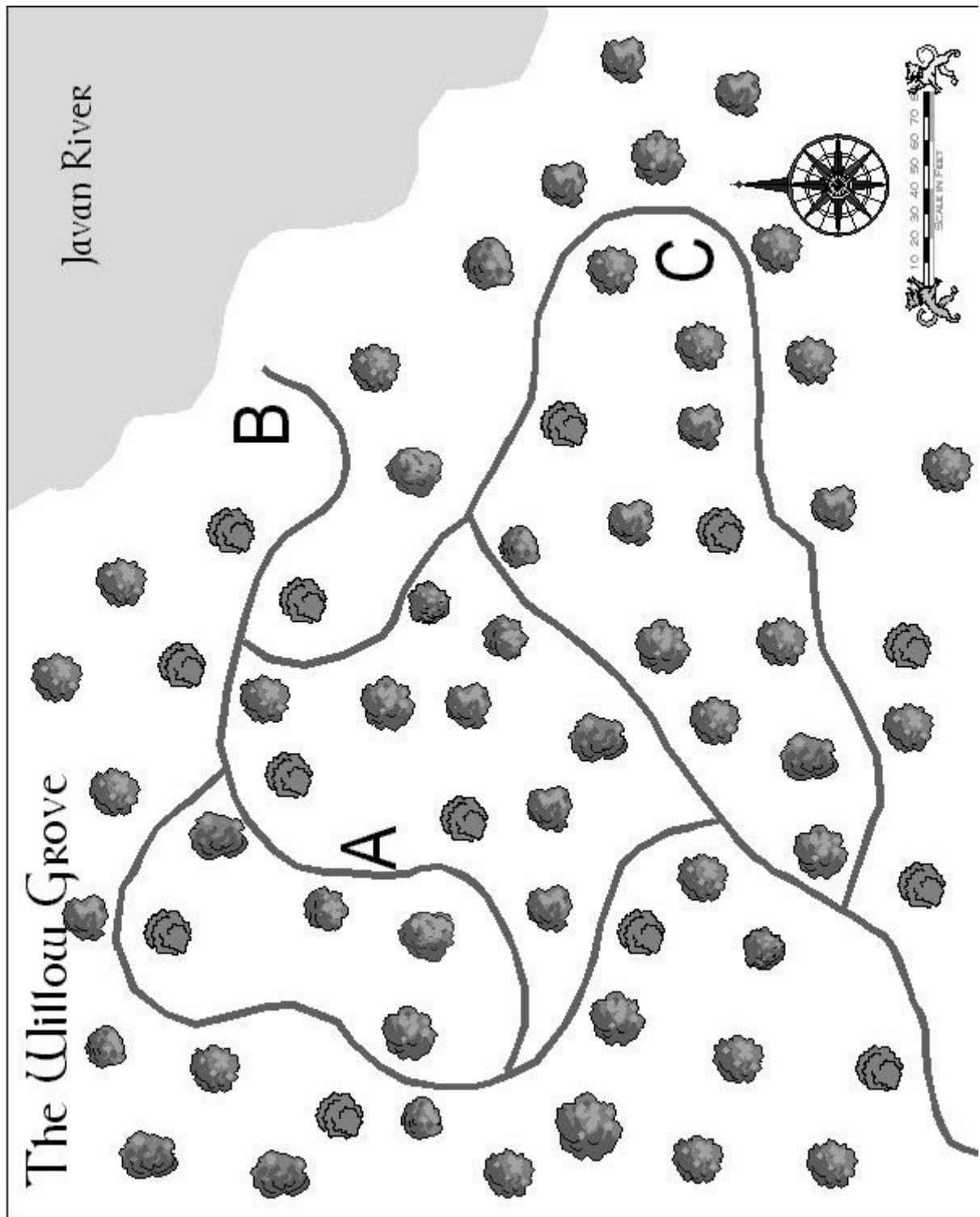


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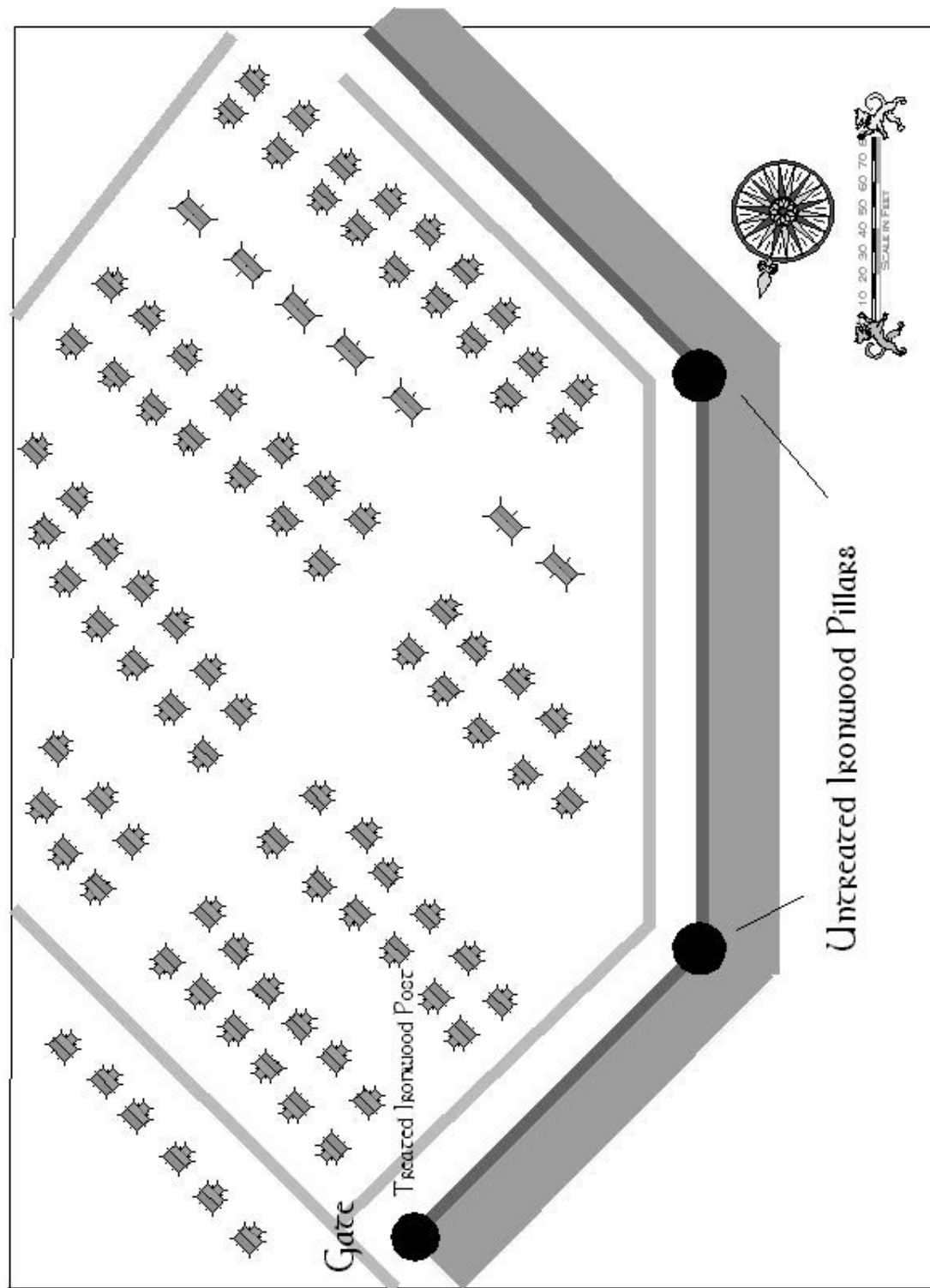
DM'S MAP #2: CAER RHINIOG



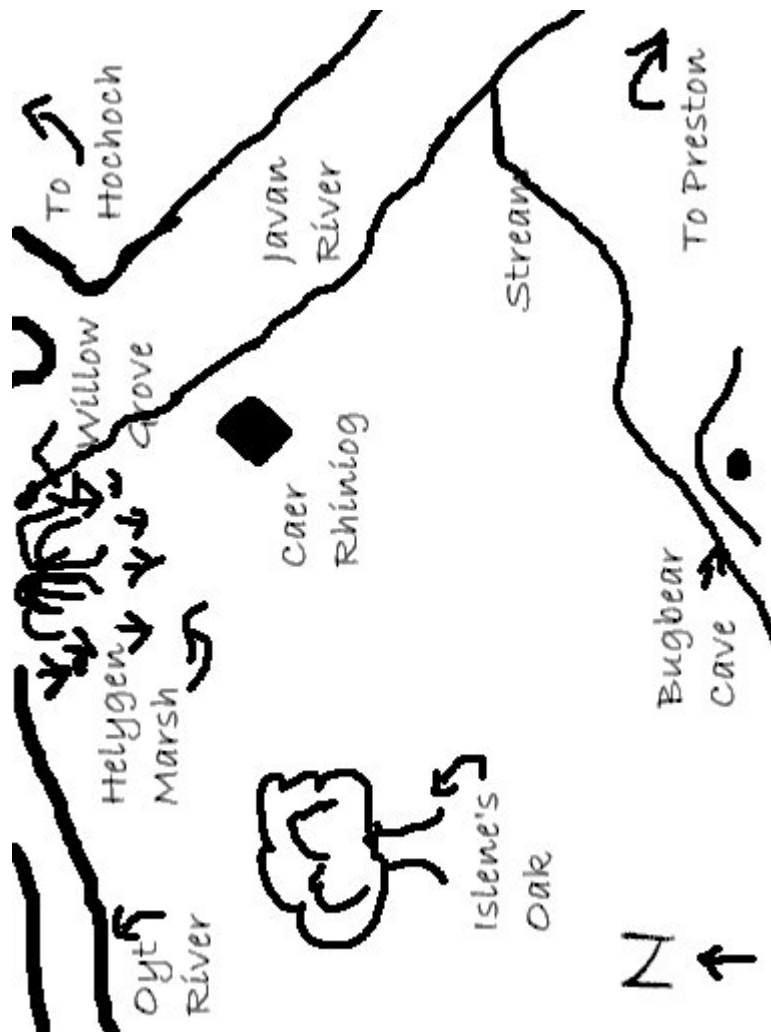
DM'S MAP #3: THE WILLOW GROVE



DM'S MAP #5: THE UNTREATED IRONWOOD PILLARS



PLAYER'S MAP 1



APPENDIX B: NPCS

☛ **Bradach, male human Wiz7:** CR 7; Medium-size humanoid (human); HD 7d4+7; hp 29; Init +3; Spd 30 ft; AC 13 (touch 13, flat-footed 10); Atks +3 melee (1d6/19-20, short sword); SA Spells; SQ none; AL LG; SV Fort +3, Ref +7, Will +6; Str 10, Dex 16; Con 12, Int 17, Wis 12, Cha 16.

Skills and Feats: Alchemy +15, Concentration +6, Knowledge (arcana) +13, Knowledge (nature) +8, Profession (alchemist) +11, Spot +6, Scry +8; *Feats:* Alertness, Brew Potion, Dodge, Lightning Reflexes, Skill Focus (Alchemy)

Possessions: Portable alchemy lab, spell book.

Spells prepared (4/5/4/3/1; base DC = 13 + spell level): 0th—*detect poison, mage hand* (x2), *read magic*; 1st—*alarm, enlarge, message, shield, unseen servant*; 2nd—*cat's grace, fog cloud, locate object, rope trick*; 3rd—*dispel magic, gaseous form, fly*; 4th—*Otiluke's resilient sphere*.

Bradach is a middle-aged man. He lived through the giant invasion. He has spent his life in the pursuit of magical and alchemical means to help Geoff regain its home. He is a stalwart patriot and honors any PCs in the army, but scorns any Gyri PC who demands compensation for helping the army or otherwise acts like a mercenary. He is wise and intelligent. He has taken Moelwyn in under his wing. Bradach does not suspect Moelwyn of any wrongdoing.

APL 2 (EL 4)

☛ **Moelwyn, male human Sor4:** CR 4; Medium-size humanoid (human); HD 4d4+4; hp 16; Init +6; Spd 30 ft; AC 12 (touch 12, flat-footed 10); Atks +2 melee (1d6/x3, halfspear), or +4 ranged (1d8/19-20, light crossbow); SA Spells; SQ None; AL CN; SV Fort +2, Ref +3, Will +2; Str 10, Dex 14, Con 12, Int 14, Wis 8, Cha 17.

Skills and Feats: Alchemy +13, Concentration +8, Knowledge (arcana) +8, Profession (alchemist) +5; Skill Focus (Alchemy), Run, Improved Initiative,

Possessions: Alchemy lab (in his tent), 2 flasks of alchemist's fire, 5 smokesticks, 2 tanglefoot bags, 2 thunderstones, halfspear, light crossbow, 10 bolts.

Spells Known (6/7/4; base DC = 13 + spell level): 0—*ray of frost, daze, ghost sound**, *prestidigitation, detect magic, read magic*; 1st—*expeditious retreat, silent image**, *unseen servant*; 2nd—*invisibility**

*DC + 2 for spell focus (illusion)

APL 4 (EL 6)

☛ **Moelwyn, male human Sor6:** CR 6; Medium-size humanoid (human); HD 6d4+6; hp 26; Init +6; Spd 30 ft; AC 12 (touch 12, flat-footed 10); Atks +3 melee (1d6/x3, short spear), or +5 ranged (1d8/19-20, light crossbow); SA Spells; SQ None; AL CN; SV Fort +3, Ref +4, Will +4; Str 10, Dex 14, Con 12, Int 14, Wis 8, Cha 17.

Skills and Feats: Alchemy +15, Concentration +10, Knowledge (arcana) +10, Profession (alchemist) +5; Skill Focus (Alchemy), Improved Initiative, Run, Spell Focus (Illusion)

Possessions: Alchemy lab (in his tent), 2 flasks of alchemist's fire, 5 smokesticks, 2 tanglefoot bags, 2 thunderstones

Spells Known (6/7/6/4; base DC 13 + spell level): 0—*ray of frost, daze, flare, ghost sound**, *prestidigitation, detect magic, read magic*; 1st—*color spray**, *expeditious retreat, shield, unseen servant*; 2nd—*invisibility**, *hypnotic pattern**; 3rd—*major image**

*DC + 2 for spell focus (illusion).

APL 6 (EL 8)

☛ **Moelwyn, male human Sor8:** Medium-size humanoid; HD 8d4+8; hp 32; Init +6; Spd 30 ft; AC 12 (touch 12, flat-footed 10); Atks +4 melee (1d6/x3, halfspear), or +6 ranged (1d8/19-20, light crossbow); SA Spells; SQ None; AL CN; SV Fort +3, Ref +6, Will +5; Str 10, Dex 14, Con 12, Int 14, Wis 8, Cha 18.

Skills and Feats: Alchemy +15, Concentration +11, Knowledge (arcana) +11, Profession (alchemist) +5; Greater Spell Focus (Illusion), Improved Initiative, Run, Spell Focus (Illusion)

Possessions: Alchemy lab (in his tent), 2 flasks of alchemist's fire, 5 smokesticks, 2 tanglefoot bags, 2 thunderstones.

Spells Known (6/7/7/6/4; base DC = 14 + spell level): 0—*ray of frost, daze, flare, dancing lights**, *ghost sound**, *prestidigitation, detect magic, read magic*; 1st—*color spray**, *expeditious retreat, magic missile shield, unseen servant*; 2nd—*invisibility**, *minor image**, *hypnotic pattern**; 3rd—*major image**, *haste*; 4th—*improved invisibility**.

*DC + 4 for greater spell focus (illusion)

Moelwyn is a traitor. He is working for the giants for no other reason than the large amount of gold promised him. He is a master alchemist. He has been playing the role of apprentice to Bradach for the better part of a year. Moelwyn has been able to help the giants cause in slowing the re-taking of Geoff. Moelwyn is arrogant with the PCs as he thinks he is on the winning side. He does not reveal his true motives for his actions. He makes fun of any PCs aspiring to be alchemists,

belittling their skills or lack thereof. Use his time alone with the PCs for him to gloat over his abilities and knowledge. Make him seem sinister, but not outright evil, as he is chaotic neutral. He is something of a coward and will run and hide during any of the combats before the final encounter. If the party is killed and he survives the earlier encounters, he brings back the PC's bodies, but no equipment.

APPENDIX C: MONSTERS

ENCOUNTER 3: (BUGBEAR CAVE)

APL 2 (EL 3)

🐉 **Choker, advanced 6 HD:** CR 3; Small Aberration; HD 6d8+6 hp 33; Init +4; Spd 20 ft., climb 10 ft.; AC 16 (touch 11, flat-footed 16); Attacks +8 melee (1d3+3, 2 tentacle slaps); Face/Reach 5 ft. by 5 ft./10 ft.; SA: Haste; Improved Grab; Constriction; AL CE; Saves Fort +4, Ref +5, Will +8; Str 16, Dex 10, Con 13, Int 4, Wis 13, Cha 7.

Skills and Feats: Climb +20, Hide +11, Move Silently +8; Improved Initiative, Lightning Reflexes.

Haste (Su): Although not particularly dexterous, a choker is supernaturally quick. It can take an extra partial action each round, as if affected by a haste spell.

Improved Grab (Ex): To use this ability, the choker must hit an opponent of up to Large size with a tentacle attack. If it gets a hold, it can constrict.

Constrict (Ex): A choker deals 1d3+3 points of damage with a successful grapple check against Large or smaller creatures. Because it seizes victims by the neck, a creature in the choker's grasp cannot speak or cast spells with verbal components.

APL 4 (EL 6)

🐉 **Wyvern:** hp 59; see *Monster Manual* page 186.

APL 6 (EL 8)

🐉 **Wyvern, advanced 14 HD:** CR 8; Gargantuan Dragon; HD 14d12+56; hp 147; Init +1; Spd 20 ft., fly 60 ft. (poor); AC 19 (touch 7, flat-footed 18); Atks Sting +16 melee (1d8+8+poison, sting), and +13 melee (4d6+4, bite), and +13 melee (2d6+4, 2 wings); or +16 melee (1d8+8, 2 claws); Face/Reach 20 ft. by 40 ft./10 ft.; SA Poison, Improved Grab, snatch. SQ scent; AL N; SV Fort +13, Ref +10, Will +10; Str 27, Dex 12, Con 19, Int 6, Wis 12, Cha 9.

Skills and Feats: Hide +6, Listen +19, Move Silently +16, Spot +19, Wilderness Lore +8; Alertness, Power Attack, Flyby Attack

Poison (Ex): Sting, Fortitude save (DC 20); initial and secondary damage 2d6 temporary Constitution.

Improved Grab (Ex): To use this ability, the wyvern must hit with both claw attacks. If it gets a hold, it hangs on and stings.

Snatch (Ex): If a wyvern gets a hold on a creature size Small or smaller, it automatically deals damage with both claws and its sting attacks each round the hold is maintained. The wyvern can drop a creature it has snatched as a free action or use a standard action to fling it aside. A flung creature travels 30 feet and takes 3d6 points of damage. If the wyvern flings it while flying, the creature suffers this amount of falling damage, whichever is greater.

ENCOUNTER 4: (GOBLIN AMBUSH)

Tier 1 (EL 3)

🐉 **Goblins (10):** hp 6 (x2), 5 (x3), 4 (x3), 3 (x2); see *Monster Manual* page 107.

Tier 2 (EL 5)

🐉 **Goblin footmen (4):** hp 5 (x2), 4, 3; see *Monster Manual* page 107.

🐉 **Goblin riders (4):** hp 5, 4 (x2), 3; see *Monster Manual* page 107.

🐉 **Wolf Mounts (4):** hp 15, 14, 13, 12; see *Monster Manual* page 204.

Tier 3 (EL 7)

🐉 **Goblin Riders, male goblin War3 (6):** CR 2; Small humanoids (goblinoids); HD 3d8; hp 14 each; Init +1; Spd 30 ft.; AC 15 (touch 12, flat-footed 14); Atks +4 melee (1d8-1, morningstar), or +5 ranged (1d6-1 javelin); AL NE; SV Fort +5, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8

Skills and Feats: Ride +5, Hide +6, Listen +3, Move Silently +4, Spot +3; Alertness, Weapon Focus (Morningstar).

🐉 **Worg Mounts (6):** hp 30 each; see *Monster Manual* page 184.

ENLISTING THE ICONIC

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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