

GEO1-12

FEATHER AND FOUL

A One-Round D&D LIVING GREYHAWK[®]

Geoff Regional Adventure

Version 1

by William Altizer

(Special thanks is Eric Menge, Brian Lamprecht, and Wes Wright)

The Griffon Banner unfurls and Grand Duke Owen leads the Army of Liberation south toward Preston. Glory and victory will soon be yours when you cast the Giants out of the Oytwood. All this may change if the sour expression on the face of Cadofyth Parn is any indication. An adventure for character levels 1-8.

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. Scenario detail copyright 2001 by Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

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" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players 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 Tiers, assume that the Tier 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

The battle for Preston grows closer as does the army from Yeomanry. Cadofyth Parn, the commander of the Gyrlic Army of Liberation, needs to get information to Captain Baldric of the Army of Freedom so that the two armies can attack cohesively.

The giant army knows of the coming army from Yeomanry too, and they have hired an unseelie assassin to kill the Yeomanry commander. They hope that his loss just before this critical battle may be enough shock to the Yeomanry forces moral to lessen their effectiveness on the battlefield.

This adventure uses a delay point system with nearly every encounter in the adventure. DM Aid #5 will have the complete listing of each encounter and the possible delay point that might be accumulated by the party. Text about these delay points can also be found at the end of each encounter if the DM wishes to keep a running tally. The party should not be advised of these delay points

during the adventure so as to allow them to role-play as they normally would during any adventure.

Adventure Synopsis

Introduction:

The players will be inside the Army of Liberation camp preparing for the battle to liberate the once Gyrlic city of Preston. An officer will be seen approaching their drill instructor, and their name will be called to come forth. At this point they will be marched to the tent of Cadofyth Parn, at which point they will be offered the chance to partake in a mission behind enemy lines.

Encounter 1:

The party will leave Caer Rhiniog and proceed through the Oytwood to rendezvous with a ranger named Threllan ap Norren near a strange old tree. After spending the day walking in the rain, the party hears a scream of pain, followed by a roar of laughter, coming from off towards the west. If they go to investigate they find a young elf with his back to a tree being attacked by a troll. Once the troll is killed, the pregnant dryad of the tree the elf was protecting thanks them and offer for one of the characters the chance to take up the honor of being a protector of the fey. If anyone takes up the honor they receive a magical silver flail. She also tells the party that she has heard rumors about an unseelie assassin that has been dispatched to kill a foreigner from the south.

Encounter 2:

Shortly after leaving the peace of the dryad's grove the party will encounter a thick fog. They may get lost in the fog that has risen, but either way they eventually stumble upon the ranger they are supposed to meet. Unfortunately he has been injured and is now being attacked by a flock of hungry stirges.

Encounter 3:

The party sees a humanoid staring at them from atop a nearby hill. If they give pursuit then find that it was actually a trap.

Encounter 4a:

The party hears the telepathic cries of help and finds a pseudodragon wrapped up in a spider's cocoon. They have to fight some angry spiders to rescue the poor dragon.

Encounter 4b:

The pseudodragon they rescued is very happy at being saved and gives a token of thanks to the party.

Encounter 5:

The party runs into a trap laid for them by an unseelie trickster, called a Puck.

Encounter 6:

The party comes across a deep gully that has an old tree laid across it for a bridge. Down in the gully is an injured

hill giant who fell while trying to cross the slippery bridge.

Encounter 7:

A trip line has been laid across the trail to slow down the party.

Encounter 8:

The Puck who has been leaving the traps reveals himself to the party, and it has one last little trick to play before they leave the forest.

Encounter 9:

The Puck laughs at the party as they leave the forest.

Encounter 10:

The party nearly gets killed when a herd of bison stampedes through their camp just shortly after dawn.

Encounter 11:

The party comes face to face with one of the legendary Gyric griffin. If left alone, the creature does not attack the party and flies away with its kill. A few feathers drop from the sky as a parting gift from the creature.

Encounter 12:

The party meet a group of scouts from the Yeomanry force and are led back to the main force so that their message can be delivered

Encounter 13:

If the party made it to the Yeomanry camp without loosing too much time they are able to successfully deliver their message and warn Captain Baldric about the assassins. The assassins strike while Baldric is looking over the information they have brought.

If the party did not get to the camp in time, they find out that Captain Baldric has already been killed.

INTRODUCTION

Before you begin play, ask the players if they have Gaunt's Vengeance and Attention of the Shadow Dragon. Make a note of who has the Shadow Dragon's attention for Encounter 7.

There are optional introductions here depending on whether the player is a member of the Army of Liberation, Army of Retribution, or a non-military character that has joined up to help liberate the nation for fame, glory, and hopefully some profit.

This adventure begins in the newly built fort of Caer Rhiniog (*kigh-er rhin-ee-og*, tr. castle threshold) within the Oytwood. If for some reason the fort fell due to activities in a previous adventure, then this adventure begins in a temporary camp several miles north of Preston where the Army of Liberation and Army of Retribution have landed a large number of boats and unloaded troops for the assault on Preston.

For better role-playing write down the PCs names before starting this encounter since the players may come up with something unexpected and knowing their names may help you role-play the encounter better. Also, having multiple PCs, who are members of the same military organization, drilling in the same group and summoned at the same time might help streamline the time usage of the adventure.

Introduction for military characters:

The constant drilling of the past few days in the brisk pre-winter air has finally begun to take it toll on you. When are the commanders going to cut you loose and start the attack Preston? You can see the same feelings going through the minds of the soldiers nearby, but nobody wants to get caught questioning their superiors out loud and spend the upcoming battle peeling vegetables for the victory celebration.

Your drilling is interrupted when an officer approaches your group and calls out your name.

Give the players a moment to take any sort of action before proceeding with the rest of the box text. If the PCs dally, the warrior beside them tells that they are being called.

*As you run forward to the officer, he orders you to follow him. You recognize this man as Cymorth (*kigh-morth*) Morgan Hazeleye, Cadofyth (*kad-oh-fith*) Parn's personal aide. Your mind begins to whirl trying to think if you recently have done anything very heroic, or very stupid that would require your presence before Parn. As the tent opens you see that you are not alone in being summoned to Parn's tent.*

Introduction for all other characters:

The fight for the liberation of Preston is at hand, and this could be a good chance for you to make a name for yourself, and strike a defining blow against the evil ravagers of this once peaceful region of Sheldomar Valley.

Who knows there may be some profit to be made during the post battle confusion? If nothing else a souvenir proving that you were here when Preston was liberated might come in handy down the road. War heroes are always given special treatment from time to time.

As you are waiting in line with the other volunteers, who also hope to earn a temporary position with the reserve forces, you feel like you are being watched. You turn to see an officer of the Army of Liberation staring at you as he approaches. He looks at you and asks that you follow him. His words come out as little puffs of mist in the brisk air of late fall.

If they say yes, then proceed, if they decline then this adventure is over for that character. They may ask why and the officer will say that he wishes to offer them a chance to earn some gold.

You are lead to a large tent that could only be for someone of importance. You enter the tent to see that you are not the only to have been offered a job.

Read this next section when all characters are in the tent.

The man behind the field desk stands as the last of you are escorted into the tent and says, "Welcome, as some of you know I am Cadofyth Parn, commander of the Army of Liberation. I have asked you here to partake in a mission behind enemy lines. I cannot go into further details unless I know you are interested in taking a mission like this, any who listen beyond this point and decide to decline, will be sequestered until just before the battle, to insure that what you know will not be leaked. What say you?"

Give the players a chance to decide whether they wish to hear more. Any character deciding that this sounds to dangerous is now out of the game. Once they have made their choice read on.

Parn puts his left hand upon a scroll case and smiles. "Good. Some of you have probably heard that there is a force coming from the Yeomanry to aid us in the coming battle to liberate Preston. What I need is for a group to deliver this scroll to the commander of the Army of Freedom from the Yeomanry. This scroll case contains vital information he needs before linking up with our forces.

"You are to head southwest from our current location through the Oytwood. There is a meeting point our scouts use from time to time. It is a huge chestnut tree that has grown in the shape of a great trident and will be easily seen during the daytime. It is nearly a full day's journey walking to reach this tree, and once you have reached the tree you will be met by a ranger named Threllan ap Norren. Threllan has been scouting out the region for the best route for the Yeoman Army, and using the information he provides, you are to proceed southwards to link up with forces from the Yeomanry and deliver my message. You will recognize the Yeomanry forces by the emblem they bear upon their banners or shields." Parn holds up a colored drawing that shows a white shield with three red arrows, one each coming from the upper center, upper right and upper left whose points converge near the bottom.

"Once done, you will return to me with confirmation that you have been successful. Any questions?"

Here are some answers that Parn will give.

- For those that ask there will be a 100gp reward to be split among the group. He does not give any to the party ahead of time in case they are captured.
- The message is be inside of a scroll case. The scroll case is trapped and only the commander of the Yeoman forces knows how to disarm the trap.
- If faced with the possibility of capture there is a knob on top that when pulled causes the contents to be destroyed. Parn advises dropping the scroll case after pulling the knob.
- If for some reason Threllan does not meet you, then you are to proceed south by southeast until you reach the grasslands south of the Oytwood. From there proceed southwards until you spy the Yeoman army. The army is of sufficient size that they will be hard to miss in the open terrain.
- The name of the commander of the Yeomanry's Army of Freedom is Captain Baldric.

- The group will be required to leave this afternoon since every moment wasted puts the whole campaign at risk.
- They will be allowed to purchase any equipment they need at the quartermaster's tent in the next few hours before they are to leave. They can purchase any equipment allowed in the character generation rules at normal cost.

ENCOUNTER 1: SAVE MY HOME

The PCs meet this encounter several hours after the PCs leave Caer Rhiniog and are walking through the Oytwood. The exact position in the woods varies on whether the PCs are walking or are on horseback. Since the PCs left in the afternoon of Day 1, it should be in the early twilight of Day 1.

The last vestiges of autumn surround you, and the deep forest has somewhat blunted the chill wind that accompanied the cold rain, which began just as you were preparing to leave for your mission. It seems as though the rain has soaked through into everything you own and has only added to the apprehension you feel about this mission.

Now that the late afternoon sky has begun to take on an orange hue the rain has finally begun to diminish. You look about and see that already the mists have begun to gather at the base of the trees and spread forth. Suddenly, the sound of roaring laughter, and the scream of pain that quickly follows, breaks your thoughts of the cold wet night ahead.

The distance is about 1000 feet ahead, but the dense foliage blocks any view from where they are presently standing.

Once they approach the grove they will find a thicket of hedges and just beyond will be some gnolls, trolls or hill giants, depending on the tier attacking a young elf. See DM's Aid 1 for the map.

You peer through the wet hedge into a large clearing, and about 60 feet away you see a bloody young elf backing away from an enormous creature. Behind the elf, pressed up against the lone tree that dominates this clearing, you catch a glimpse of a young female elf, and she seems to be quite pregnant. You watch in horror as the elf wearily raises his silver flail and charges. The creature smiles and strikes him down before he can follow through with his swing, and then throws back its head in a roar of laughter.

Give the creature a spot check if the party members are still just peering through the hedge. If the creature makes the check he is not caught flatfooted.

Note: If the party seems unbalanced and unprepared to combat a creature like the troll or even the gnolls allow them to make the normal Initiative rolls, and allow them to join the battle just as the elf falls. This will put the

monster(s) just below the party member with the lowest initiative.

If anyone tries to make a fire for dealing with the trolls it is a DC 15 Wilderness Lore skill check.

APL 2 (EL 4):

🐉 **Gnolls** (3): hp 11 each; see *Monster Manual* page 105.

APL 4 (EL 5):

🐉 **Troll** (1): hp 63; see *Monster Manual* page 108.

APL 6 (EL 7):

🐉 **Troll** (1): hp 63; see *Monster Manual* page 108.

APL 8 (EL 9):

🐉 **Hill Giant** (2): hp 102 each; see *Monster Manual* page 98.

Once the fight is over, read the following:

As you look down at the dead body of the young elf, you are surprised to see the female you saw just a few moments before suddenly step out of the large oak tree and approach the elf's body. She kneels and says, "How sad. He was such a gentle mortal, and proclaimed his love for me without even being enchanted. Now I must somehow bear our child, alone." She reaches down and touches her swollen stomach and then looks up at you with a sad smile, and says, "My name is Fillian, and who might you be?"

Fillian is the young woman the PCs saw earlier behind the elf. She is the dryad of the tree the elf was protecting. Her powers were useless against the giant creatures, so she hid in hopes that the young elf might flee and draw them away too. The elf was injured before he could flee, and he stayed and died by her tree.

The elf's name was Gannos Autumnmoon, and they were lovers. She found it curious that even though she had never enchanted him he still proclaimed his affections for her. Fillian gave him the flail he used after he promised to protect her and all things fey. If any member of the party is bearing a gift from another fey (such as Sesonya's Scarf), Fillian reacts more positively towards that PC. She listens to their response and if anyone is bearing fey items she will ask for the story behind their items.

If any PC is cruel or acts as if they might harm her or her tree she tries to politely defuse the situation, but if pushed she charms the offender to calm him down and ask that he and his companions leave her grove.

If anyone offers to stay with her and help Fillian with her pregnancy she quickly accepts their offer, but understand that their promise to undergo this mission does take precedence.

Someone may ask if she knows of Threllan. She says that she and Gannos have met Threllan from time to time, but she has not seen him in several weeks.

If the party tells her that they are trying to work their way south to hook up with the army she tells them that she had heard that the unseelie had been asked to go and do something bad to the south.

"I had heard from a robin, who was told by a rabbit, who had heard from a pixie, that had talked to a raven that some unseelie had passed by its tree. The unseelie were heading south to do something nasty, they just don't play nice like the seelie. They joked about how they were going to enjoy hurting the mortal."

"I told Gannos, and he was just about to leave and try and stop them when the big tree killer caught us saying goodbye."

What she does know is that the unseelie were seen a few days ago north of her glade and that they were to hurt the mortal before he reached the Oytwood. She does not know what sort of unseelie they were.

If the PCs were friendly and kind to her, she offers them Gannos' flail that she gave to him. If any party member is rude or, then they are ignored when she offers the flail.

Fillian picks up the elf's silver flail and with a renewed strength in her voice she asks, "This is for those who would protect the fey and their lands. Would any of you take up this honor?" She looks to each of you one by one.

She waits to see if anyone accepts her offer. If anyone stops and ask questions of what this service might require or other similar questions that might try to determine whether there might be strings attached then they will be put at the bottom of the list of possible recipients of the flail. The wielder must not hesitate in their desire to defend the diminishing fey lands.

If multiple characters accept the offer and are all acceptable candidates, then they must decide amongst themselves who will get the flail.

Handing over the flail she says, "Remember well your promise, and use this gift to protect the fey and their lands. This flail has its secrets and as you prove yourself they will become apparent. If you ever use this flail to harm a fey or give this honor away, then this flail will forever lose its enchantments."

With that she smiles down at the body of Gannos and then turns her face towards the now twilight sky and says, "If you will please, bury sweet Gannos in a spot near my tree. I think he would have liked that. Feel free to stay the night in my grove." Once said, she steps into her tree and you would swear that you heard the fading sound of what might been crying.

If the PCs do elect to stay the night they will find the grove to be quiet and comfortable. Even though the nights this time of year are known for being cold and damp, the climate in the grove is mild, there is no rain and the ground is dry. The night passes without any incident and in the morning the PCs will find a small acorn in the palm of their hand. If eaten the acorn will heal 1d8+1 points of damage (as per a cure light wounds cast at 1st level). Once the acorn has been outside the

dryad's grove for more than a day it will lose its enchantment and become a normal acorn.

Note: If any player offered to stay with Fillian to help her with her pregnancy they waken with a warm feeling upon their cheek. When the players ask about the feeling, tell them that after a moment concentration they decide that the warmth feels like that of a fresh kiss upon their cheek. This kiss has no in game benefits, but should add a nice role-play feature for the player to wonder about.

☞ **Fillian, Dryad:** hp 7; see *Monster Manual* page 78.

ENCOUNTER 2: PEA SOUP

This encounter takes place a few hours after the party leaves the Fillian's tree. They come across the nearly dead body of the human ranger named Threllan at the base of the trident-shaped chestnut tree. The exact time of day varies. If they are on foot, it is in the afternoon of Day 2. If they are on horseback, it happens in the morning of Day 2.

The cinct assassins attacked Threllan yesterday when he had stopped to wait for the party at the base of the trident shaped tree. The assassins were bored and needed something to liven up their trip southwards and Threllan was just that little bit of excitement. They bragged about their mission and laughed at him for his weakness and inability to stop them. Fortunately for Threllan his little animal companions returned just in time from hunting to scare away the cinct before they could finish. In anger they disturbed a nest of stirge and left them to finish off Threllan and his companions.

It has been a few hours since you left Fillian's tree, and you find yourself missing the peace you felt while under her tree's canopy. The rain that began during the night has recently stopped, but the sky is still filled with dark clouds and most likely you will see more rain before this mission is complete. The ground is now slowly being covered in a thick, cold fog, and it is hard to tell at times which direction you are truly heading.

See if any party member has the Intuit Direction or the Knowledge: Geography skill. If any do, then secretly roll a skill check to see if they get lost in the thick morning fog.

	Intuit Direction	Knowledge (geography)
APL 2:	DC 12	DC 15
APL 4:	DC 15	DC 20
APL 6:	DC 18	DC 25
APL 8:	DC 21	DC 30

If the roll fails, or no party member has either of the skills then the team will lose some time. Eventually they will come across the ranger and the chestnut tree anyway, and he can get them pointed in the right direction. They may come up with some other way to find their way through the fog, if it sounds logical then allow it to work.

As you wander through the thick fog, hoping that you have chosen the right direction, you hear the sounds of scuffle coming from off to the right.

A successful Listen check (DC 12) allows a PC to recognize the sounds of flapping wings and the angry snarls of another creature. A Knowledge (nature) skill check (DC 12) allows a PC to recognize the angry snarls as possibly a badger, but they also swear they hear a weasel.

If they go to investigate:

As you make your way through the fog you come across a most curious site. At the base of a large trident-shaped tree you see the body of a human male wearing studded leather lying prone upon the ground. Flying above the body are several creatures with leathery wings, and they seem to be trying to attack the human. Each time one begins to descend an angry badger runs across the man's body snarling and snapping at the creature causing it to quickly fly away. At the man's side you see the prone form of a weasel with its head lying in his outstretched palm.

APL 2 (EL 2)

☞ **Stirge** (6): hp 5 each; see *Monster Manual* page 173.

APL 4 AND ABOVE (EL 4)

☞ **Stirge** (12): hp 5 each; see *Monster Manual* page 173.

The man looks up at you and says, "My name is Threllan ap Norren, and I am a member of the Olwythi gan Gyrriff, and this is Shera and Teffan." He places a weary hand upon the badger and then the weasel. "I am guessing that you are the party sent by Parn to meet me here. In my pack you will find a map and a dozen crossbow bolts, take them. The map will show you the way. The bolts are to help protect you."

The map shows a trail leading from the forest edge, near where they were supposed to meet Threllan, and heading southwards through the forest. The map also shows the locations of humanoid outposts and estimated strength of their defenders. This map is not included in the adventure. Instead, make a rough sketch, using DM's Aid 4.

The crossbow bolts are actually silver tipped bolts.

If the PCs hear him what happened to him, Threllan tells them the following.

"I was scouting the region for giant activity and had settled down to make camp for the night at the base of this tree. I sent Shera and Teffan here to go hunt for their evening meal while I finished setting up camp. My meal was over and I was having a nice smoke of my pipe when I suddenly felt a sharp pain and saw an arrow sticking out of my leg.

Before I could ready my bow another took me in my right shoulder, my muscles became weak and I could barely stand. A hand pushed me over, and when I looked up I saw a horrible creature standing over me smiling wickedly with one foot upon my chest. It had arms, but they were like bats, with dark skin starting at the wrist and going down towards its waist. Oh those

legs, they were like some sort of ... bug, but ended in some sort of horrible claw.

It tore at my shirt with those claws and I thought it was going to dig out my heart. It just shook its head and told me that it was going to leave me there. It said that it had an appointment with a Yeoman and that it would see what was left of me when it returned, and that it might get lucky and still find me alive." With that Threllan closes his eyes and begins to shudder. Shera the badger rubs up against him and looks up at you with bared teeth.

The race is on. Can the players get to the Yeoman commander before the assassin? What do they do with poor Threllan? It takes some time for the party to make its way back the Fillian's tree – about 3 hours, only half that if they have horses.

Threllan does know Fillian and how to get to her grove if asked. Threllan currently has a Strength of 2 and a Constitution of 3, and he needs several days of natural rest to recover. The PCs may decide to take Threllan with them and this slows them down some. Threllan spends most of that time going in and out of fevered dreams about the creatures that attacked him.

If the PCs have Lesser Restoration or similar types of magic, he only accepts enough healing to allow him to go off on his own to finish his recovery.

Delay Points:

3 points if the party gets lost in the fog.

1 point for stopping to save Threllan.

3 points for taking Threllan with the party.

5 points for taking Threllan to the Dryad's grove.

☞ **Threllan ap Norren, male human Rng5:** CR 5; Medium-size humanoid (human); HD 5d10+5; hp 35; Init +2 (Dex); Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atks +7 melee (1d8+2/19-20, longsword), +7 melee (1d6+2/19-20, short sword), or +8 ranged (1d8/19-20, light crossbow); AL NG; SV Fort +5, Ref +3, Will +3; Str 14, Dex 14, Con 12, Wis 14, Int 10, Cha 12. 5 ft. 11 in.

Skills and Feats: Animal Empathy +6, Handle Animal +6, Hide +10, Intuit Direction +4, Knowledge: Nature +4, Move Silently +10, Wilderness Lore +10; Ambidexterity (virtual), Blind-Fight, Rapid Reload, Track, Two-Weapon Fighting (virtual), Weapon Focus (light crossbow).

Possession: Studded leather armor, longsword, short sword, light crossbow, 20 bolts.

ENCOUNTER 3: GOING DOWN

This encounter occurs several hours later on the same day the PCs meet Threllan. It is early afternoon of Day 2 if they are on horseback. It is early evening of Day 2 if they are on foot.

A Puck, who was the delivery creature for the offer that hired the assassin(s) was following along invisible to

watch them do their job. After all, there was going to be mayhem and a lot of misery. No self-respecting Puck could pass this up.

Well, the Puck was delighted to see the assassins take out the ranger, but realized the fun that would be had watching him be devoured by creatures of the woodlands he is sworn to protect. So the Puck stayed to watch and see how he would die and to possibly interfere if things got boring. It was very angry when the party came and saved the ranger's life, and when it realized that the party might actually be able to warn the Yeoman commander before the assassins do their job, it decided to have some fun. The Puck's plan is to lead them into a series of traps and slow them down or even to eliminate them all together. In its first trap the Puck uses its alter self ability to assume the form of another humanoid and allows itself to be seen spying on the party. Once seen, he ducks away trying to lure the party into chasing him and hopefully causing them to fall down the slippery hillside. Depending on the tier of the adventure will be the form that the Puck chooses.

APL 2: goblin

APL 4: orc

APL 6: gnoll

APL 8: bugbear

Have the players make a Spot check and allow all roles above DC 10 to see him partially hiding behind a tree only 100 feet away. He is not trying to stay hidden, but doesn't want that to be too obvious. If no player makes the check then allow the highest roll to see some movement and force another check. This guy really wants to get caught.

The trail upon the map leads you through a small vale, and the lightly forested hills on either side could hide any sort of danger. You look up the small hill to your right and see something looking back at you. The retched creature realizes it has been seen and ducks down behind the tree before you can get a shot off. It is likely going to warn others of your presence.

The Puck takes off at a run and tries to draw the PCs with it to the other side of a hill. There, the pursuers need to make a Reflex save, or fall, since part of the hill has been washed away in a mudslide. A character moving at a walk can avoid the trap at a successful Spot (DC 16). Those running need to make a more difficult Spot check (DC 24).

Reflex Save by Tier

APL 2: DC15

APL 4: DC15

APL 6: DC18

APL 8: DC20

The distance of the slide and possible damage.

APL 2: 20 feet and 1d6 damage

APL 4: 40 feet and 2d6 damage

APL 6: 60 feet and 3d6 damage

APL 8: 80 feet and 4d6 damage

If the party pursues the Puck further, they do not see any sign of the creature, since it went invisible.

Note: Make sure that the players hear laughter during their climb back up the hill. The laughter sounds like the creature they were chasing. This is to help build up a level of frustration and may make them do something rash later.

Delay Points:

1 point for chasing the humanoid spy.

2 points if any party member falls down the hill.

1 point for each half-hour spent searching for the spy after the mudslide trap.

ALL APLS (EL 3):

☞ **Ganfazzel, Puck:** CR 3; Small Fey; HD 4d6; hp 16; Init +6; Spd 40 ft.; AC 20 (+1 size, +5 Dex, +4 natural); Atk +2 melee (1d3, slam); SA Spell-like abilities; SQ Damage reduction 5/iron, SR 16, regeneration 3 (iron does normal damage), Fairy Leap; AL CE; SV Fort +1, Ref +9, Will +6; Str 10, Dex 21, Con 10, Int 8, Wis 14, Cha 16.

Skills and Feats: Hide +10, Jump +12, Listen +5, Move Silently +10, Spot +5; Dodge, Mobility.

Fairy Leap (Ex): A Puck's jumping distance (vertical or horizontal) is not limited to their height.

Spell-like abilities—At will—*detect magic*, *major image*, *alter self*, and *invisibility* (self only); 1 per day—*suggestion*.

ENCOUNTER 4A: HELP!

This encounter happens either in the morning of Day 3 (if the PCs are walking) or in the evening of Day 2 (if the PCs are on horseback).

The party hears a telepathic cry for help as they come within 60 feet of the pseudodragon that has become entangled in a spider's web. The creature tells them that it is off to their left and is in danger. If they investigate, have them make a Spot check (DC 15) to see a small cocoon stuck in a large web. The spiders have a Hide (DC18 pre-rolled). If they see either then those that make the save are not surprised when the spiders attack.

Inside the cocoon is a pseudodragon, which was captured earlier today, and the spiders were saving him for later. The poor creature is up in a tree, about 20 feet off the ground, wrapped up tightly. See DM's Aid 2 for the map.

You feel in the back of your head a tiny voice pleading to you for help. It tells you that it is to your left and to beware the monster. The voice seems to be filled with desperation and terror.

If they go and check out the voice read otherwise the encounter is over.

You peer through the old growth of yew trees and catch the glimpse of something white up in the trees. Was that movement off to your right?

For the first two rounds, the spiders casting a net of webbing down on the largest party members. Except at APL 2, which they only drop from the trees and attack. On the third round, the spiders lower themselves down from their perch 20 feet above the party and attack. These old trees foliage does not begin until twenty feet above the ground to give the spiders a clear view.

Note: Keep track of any Strength damage they may suffer. This may cause some characters speed to go down because of encumbrance.

Delay Points:

1 point for stopping to fight the spiders.

If anyone asks, the weather is overcast.

APL 2 (EL 4)

☞ **Monstrous Spider, Medium** (3): hp 11; see Monster Manual page 210.

APL 4 (EL 6)

☞ **Monstrous Spider, Large** (4): hp 22; see Monster Manual page 210.

APL 6 (EL 7)

☞ **Monstrous Spider, Huge** (3): hp 55; see Monster Manual page 210.

TIER4 (EL 10)

☞ **Monstrous Spider, Huge** (6): hp 55; see Monster Manual page 210.

ENCOUNTER 4B: YOU TOO?

Once the fight with the spiders is over, they may try and save whatever is caught in the cocoon. Two Climb checks at DC 15 will be needed to get to the cocoon, and a Balance check (DC 10) will be needed for each round needed to cut down the cocoon. It will be safer to cut down the pod than to try and cut it open from way up in the tree.

The amount of damage the cocoon takes before the pseudodragon is freed is dependent on the tier. Great care must be used to free the trapped dragon. Use your best judgment on

APL 2: 6 points of damage

APL 4: 12 points of damage

APL 6: 14 points of damage

APL 8: 14 points of damage

After this it will refrain from talking to them telepathically too much until it has took measure of their personalities.

Finally, you reach the ground with the sticky cocoon and inside the contents begin to shift about weakly. Slowly you cut away the clinging strands and you begin to see something with reddish brown scales inside. A tiny pair of claws grasps the edge of the opening you have made, and a tiny reptilian head pokes through the hole. It lets out a weak hiss and looks about. A moment later you hear a tiny voice in the back of your mind say, "Thank you."

Weakly it pulls itself free of its prison and you are rewarded with the sight of a small pair of wings emerging from the sticky cocoon. As its hind limbs pull free from its prison you see something sparkle in its left talon. The small dragon picks up the gemstone with its forelimbs and holds it towards you. In your mind you hear the same voiced that earlier called out for help say, "I was caught by those creatures while taking this to my nest. It seems only fitting that I give this to you as a reward." It lays the gemstone on the ground and begins to crawl into the forest.

Anyone reaching to help the dragon at first get hissed at, but it will protest no further if they continue to try and set it free. Try and portray the pseudodragon like a sickly cat with this encounter. Mika thanks the party for saving its life, but otherwise she is not very talkative. She knows nothing of any unseelie that may have been in her territory recently.

She lets a party member care for her for a few hours while she tries to recover from the poison. If they set it free, or do not offer any further aid, then it goes off into the forest and recovers naturally.

When the party makes camp for the night, and she is still with the party, the Pseudodragon slips off and the next morning the character that did the most to help the creature will find a gem upon their chest and the Pseudodragon is nowhere to be found. The gem is a 100 gp amethyst.

Delay Points:

1 point for stopping to save the pseudodragon. This is cumulative with the 1 point for fighting the spiders.

ALL TIERS (EL 1):

➤ **Mika, female Pseudodragon:** hp 15; Skills: Hide +16, Intuit Direction +3, Listen +5, Search +2, Spot +5

Poison (Ex): Sting, Fort (DC 12) 1d8 initial damage sleep for 1 minute, and secondary sleep damage sleep 1d3 days.

See Invisibility (Ex): They can continuously see invisibility as the spell, with a range of 60 feet.

Telepathy (Su): They can communicate telepathically with creatures that speak Common or Sylvan, provided they are within 60 feet.

Immunities (Ex): Pseudodragons are immune to sleep and paralysis.

Skills: Pseudodragons have a chameleonlike ability that grants them a +4 racial bonus to Hide checks. In forest or overgrown areas this bonus improves to +8.

ENCOUNTER 5: BATTER UP

This encounter happens in the morning of Day 3, if the PCs are on horseback, or in the late afternoon of Day 3, if the PCs are on foot.

During the day, there is a mild fog on the ground, but the temperature has fallen somewhat during the night before. It is not enough for them to have to make checks against, but still it makes travel less comfortable.

Ganfazzel has been very busy through the night, and in the party's path are several little traps meant to slow them down and to make them angry. Only if they have stated they are actively searching will the person(s) in the lead have a chance to spot the trap before it is set off. So, two hours into their march there will be a small limb trap across the trail they have been taking.

If at any time the party decides to start checking for traps this will cause them to be delayed in their chances to getting to the Yeoman commander in time.

The chilly morning air causes your breath to swirl about your face like tiny clouds, and the dark clouds in the sky above seem only to promise more rain.

Once the trap is sprung the Ganfazzel will laugh and taunt the party with a quick rhyme.

"HAHAHAHAHA!

What fools these mortals be!

They blindly stumble into a tree."

They can try and track the Puck down, but he turns invisible and flees into the forest. If they follow, they find nothing and lose more time.

APL 2:

➤ **Thorny Limb Trap:** CR 1; +3 melee (1d6); Search (DC 16); Disable Device (DC 15)

APL 4:

➤ **Spiked Limb Trap:** CR 2; +3 melee (2d6); Search (DC 18); Disable Device (DC 15)

APL 6:

➤ **Spiked Limb Trap:** CR 3; +5 melee (3d6); Search (DC 20); Disable Device (DC 15)

APL 8:

➤ **Spiked Limb Trap:** CR 3; +8 melee (4d6); Search (DC 22); Disable Device (DC 15)

Delay Points:

1 point for each half-hour spent searching the area.

ENCOUNTER 6: SLIPPERY WHEN WET

This encounter happens in the afternoon of Day 3, if the PCs are on horseback, or about mid-day of Day 4, if the PCs are on foot.

The party comes across a deep gully that currently has an occupant. A hill giant fell while trying to cross the tree-bridge that spans the gully. It is completely mired and has broken one of its arms in the fall from the bridge. Unless anyone obviously tries to make noise to get the creatures attention it does not notice the party even if they cross the bridge above the creature. The bridge is wide enough for any medium size creature to cross without any balance checks.

You come upon a break in the tree line to find that the trail leads to deep gully that extends as far north and south as you can see. Off to you left, about 50 feet away is a makeshift bridge made from a fallen tree. By the heavy tracks and worn appearance of the wood you can tell that this once mighty tree has seen much use in its new role.

Give them a moment to check about and make a decision on how they want to proceed. Once they have made their plan of action have anyone who decides to get closer to the bridge make a Listen check (DC15) to hear a low moan. The injured giant has given up its struggles to get free for the moment and has leaned itself up against the wall of the gully to rest.

If they do decide to attack, the giant suffers a -4 to its Dex, but a +4 to its AC due to the partial cover of the mud. It also has a -3 to its attack rolls (-2 for being mired and -1 for the unbalancing of having one arm). It grabs and throws globs of mud at anyone attacking it. Any creature standing on the bridge, hit by a mudball must make a Ref save (DC 15) or be knocked off the bridge and into the muddy water 40 feet below. The damage from the fall is only ½ normal because of the soft muddy ground, but they become stuck in the muck and need a Strength check (DC 30) to free themselves. Lowering a rope from above to aid stuck party member with grant a +15 to the strength check. To scale the sides of the gully require a Climb check (DC 25) to climb without any assistance. The damage for the mudball is 1d4+7.

Note: Only run this as a full combat if the players have reached this point in less than 2.5 hours of game play. Otherwise, run this encounter with the giant unable to defend itself and is easily killed while trying to flee. The party still gets full delay points whether the party finishes off the giant or not.

Delay Points:

1 point per half-hour debating or searching the area immediately around the bridge
3 points for taking time to kill the giant.

5 points for searching for and finding another bridge over the gully.

 **Hill Giant:** hp 102 each; see *Monster Manual* page 98.

ENCOUNTER 7: HAVE A NICE TRIP

This encounter happens in the morning of Day 4, if the PCs are on horseback, or afternoon of Day 5, if the PCs are on foot.

The Puck has gone just ahead of the party and placed a very visible trip line made out of Autumn's Blood Ivy. A Knowledge: Nature (DC15) or Wilderness Lore (DC18) check will reveal that the vine and its flowers are harmless.

The Puck took no time trying to conceal this little gag. It figures that the party is so paranoid by this time that something this simple will just drive them crazy. The Spot check is only a DC10. Have the first person in the marching order make the Spot check. If they make the roll they notice the vine strung across their intended path. If they fail then they will have to make a Ref save (DC12) or fall flat on their face.

Once the trap is spotted read the following:

Up ahead on the trail you can see a thin vine about 6 inches above the ground stretching from behind one tree to the rear of another on the opposite side of the path. It was perhaps the dark crimson flowers sprouting from the vine that caught your attention.

The terrain around here is slightly hilly forest and the vine is strung at ankle height between two trees. All they need to do is go around the vine and they will be fine. If they check out the trap or stop and take time to check out the area they will waste more of their precious time.

This trap was meant to be found so that a small bit of paranoia will be built. Try and play up to their fears and allow them to try any search checks they wish. The DM should be the one making these roles so that they will not know the results.

While the PCs are poking around the vine, have any PC with an Intelligence 12 or higher and has the cert Attention of the Shadow Dragon make a Scry check (DC 20) to notice that they are being scryed upon.

Anyone with the *detect scying* spell active that makes an opposed Scry check sees a shadow dragon scrying on them for a moment before it ends his scry.

The Puck makes sure that the party has begun to move off before using its ventriloquism ability and says,

*"The wolfpack trembles but I sneer.
It's just a little vine they fear."*

Delay Points:

1 point for each half-hour spent searching the area.

ENCOUNTER 8: GUESS WHAT

This encounter happens in the afternoon of Day 4, if the PCs are on horseback, or about morning of Day 6, if the PCs are on foot.

The Puck figures that the party is probably at their wits end with all this trouble, and it is now getting near the end of the day. It is time to pull its final trick. The Puck has found some sleeping animals in a partially hidden cave. The cave is near a marshy area and will provide the Puck with just the entertainment it wants.

The marshy terrain looks like nothing more than an open area covered with a strange looking moss. At the far end, the terrain begins to rise upwards where the trees begin to thicken again. The thing about the terrain is that anyone stepping into it will sink up to his or her knees in the muck. This will cause them to move at ½ their normal movement until they are able to get out. This includes the creature(s) within the cave. This marsh extends about 300 feet in either direction, so it will be hard to go around the marsh quickly enough to catch the Puck before it slips away.

The party will be about 160 feet away from the Puck when the encounter begins. Between the party and the Puck is marshy bowl situated between the two small hills, and 20 feet away from where the party is walking is the edge of the marsh. A cave entrance is partially hidden at the base of the small hill the Puck is sitting on top of. About 20 feet from the entrance of the cave the marsh begins. For the players to Spot the cave entrance is a DC20 due to the overhanging vines.

The Puck is in disguise at the top of the hill partially concealed by the hollow log it is sitting behind. Once the Puck has revealed what it is, it will begin to drum on the log awakening the creature(s) within that it has already irritated some just before they arrived. If the Puck is killed by some way that will not awaken the creature(s) inside the cave, then the creature(s) will remain inside as long as nothing approaches.

The main thing is to make the party realize that this is not the place to fight the little pest and to move on before the angry occupant of the cave makes it's way through the muck. The creature(s) from the cave, on it's first round will roar in anger at the party and give them a chance to flee. If they attack, then on the following round it will begin to cross the muck. Otherwise, the creature(s) will just return to their lair a few rounds later if no perpetrator can be found, or if the party quietly moves away.

The trail you have been following takes you up a small rise that gives you a better view in all directions. Hopefully there won't be any more surprises till you reach the open terrain outside the woods. The rain has returned but at least the surrounding woods help blunt the cold wind that has once again joined this unwelcome companion of your journey.

From off to your right you hear the now familiar laughter of you nemesis. You look to see it partially hidden by a log on the

top of the next hill about 160 feet away to your right. Its elbows are on the log with its ugly head is resting on its hands. It smiles at you and says,

"Silly mortals look around

A merry trickster can't be found.

Open your eyes for here comes a surprise.

The unseen will be found

but danger springs from sound."

The creature begins to shimmer, and the next thing you see is small creature dressed in a blood red vest that seems to match the short dark red fur covering it's arms, chest, and face. Its long pointy ears begin to quiver and a moment later the fey-like creature begins to laugh and pound on the log.

Delay Points:

1 point for attacking the Puck, but retreating when the creature in the cave attacks.

3 points for trying to attack the Puck and staying to fight the creature from the cave.

APL 2 (EL 3)

🐾 **Dire Badger** (2): hp 25 each; see *Monster Manual* page 56.

APL 4 (EL 6)

🐾 **Brown Bear** (2): hp 51 each; see *Monster Manual* page 193.

APL 6 (EL 7):

🐾 **Dire Bear**: hp 102; see *Monster Manual* page 58.

APL 8 (EL 9):

🐾 **Dire Bears** (2): hp 102 each; see *Monster Manual* page 58.

ENCOUNTER 9: GOODBYE

This encounter happens in the late afternoon of Day 4, if the PCs are on horseback, or about mid-day of Day 6, if the PCs are on foot.

As the party leaves the forest they will hear laughter coming from the forest. The Puck will taunt the party one last time before heading back to its masters

The forest quickly thins as you reach the edge. You see the vast expanse of the grassy hills before you, and off to the far southwest you can see the Stark Mounds and the snowcap peaks of the mountains beyond. The gray sky overheard has begun to turn orange as the sun begins it's decent behind those distant mountains. Somewhere, far to your south, is your destination, the Yeoman army.

You continue forth and the rhythm of the now unhindered rain seems to drain your strength. The constant pat-pat-pat of the rain numbs the mind more than the seeping water chills

your body. You concentrate on putting one foot in front of the other, and focus on that rhythm instead.

From behind you somewhere in the woods you hear laughter and the all too familiar voice say,

*“And as I am an honest Puck,
Your luck thus far was merely luck.
Your measure will be told in time
In measures bounded long in rhyme.
Great sport you have given me
And sport I give you merrily.
But do not frown, my newfound friends
Your path has yet a few more bends.
We’ve had our fun; my task is done.
The course is spent. The race is run.”*

The laughter takes on a hysterical quality and after a few moments it begins to fade.

Delay Points:

The PCs gain no delay points from this encounter.

(OPTIONAL) ENCOUNTER 10: RUN, RUN FAST

Only play this encounter, if the players have plenty of time left.

This encounter happens in the morning of Day 5, if the PCs are on horseback, or in the morning of Day 7, if the PCs are on foot.

It is early morning and the characters should be getting up and ready to move out when a herd of bison will dash through the camp. The bison have been frightened by a large griffon, which has attacked their herd and killed one of their members. They are running away in fear now and are hard to turn away from their chosen path.

The sunrise is bleak and without any real warmth. Your joints protest as you try to work out the stiffening chill and regain the feeling in your extremities. A rumble of thunder begins to echo through the vale in which you camped for the night. It takes you a moment to realize that the sound seems to continue and intensify, and not dissipate, as thunder normally should.

From the south you see a dark mass quickly coming towards you. You realize that the mass is a herd of bison stampeding in your direction.

Each player should make a Spot check at a DC 15 to see if they spot the herd in enough time to run out of the way.

Those who do not make their Spot checks, may roll initiative. If they beat the initiative of the bison, they may act before the stampede hits them.

If the PCs do anything other than run or if they lose initiative to the bison, they are caught in the stampede and take damage as listed below.

The statistics for the bison are found on *Monster Manual* page 194.

APL 2

Any Large or smaller creature receives 1d8 points of damage for two rounds. A successful Reflex save (DC 16) halves the damage. A separate check must be made each round.

APL 4

Any Large or smaller creature receives 2d8 points of damage for three rounds. A successful Reflex save DC 16 halves the damage. A separate check must be made each round.

APL 6

Any Large or smaller creature receives 4d8 points of damage for four rounds. A successful Reflex save DC 16 halves the damage. A separate check must be made each round.

APL 8

Any Large size or smaller creature receives 6d8 points of damage for five rounds. A successful Reflex save DC 16 halves the damage. A separate check must be made each round.

Delay Points:

1 point if a PC gets caught in the stampede

ENCOUNTER 11: OMEN?

This encounter happens in the morning of Day 5, if the PCs are on horseback, or in the morning of Day 7, if the PCs are on foot. This takes place shortly after the players avoid a not so glorious death underneath the hooves of the bison, if you played that optional encounter.

The PCs crest a nearby hill and come very close to a griffon feeding on the corpse of a bison. The griffon ignores the party for a few moments and if they don't do anything stupid the griffon just bites the head off of its breakfast and then take flight, dropping a few of its feathers down into the midst of the party.

If the optional Encounter 10 is not used then read the following two paragraphs in Part A before proceeding with the box text.

If the optional Encounter 10 is used then skip down the Part B to begin this encounter.

Part A:

The sunrise is bleak and without any real warmth. Your joints protest as you try to work out the stiffening chill and regain the feeling in your extremities. A rumble of thunder begins to echo through the vale in which you camped for the night. It takes you a moment to realize that the sound seems to continue and intensify, and not dissipate, as thunder normally should.

From the south you see a dark mass quickly coming over the hill, and then just as quickly they turn to the left and charge off to the west. You realized that the mass is a herd of bison stampeding.

The one thing of note about this griffon is its coloration. Instead of the normal gold and brown, this griffon has charcoal gray fur and the feathers are a silvery gray. Anyone with a Knowledge (nature) skill can make a DC 15 check, the book on Geoffian flora and fauna gives a +1 insight bonus if they take 10, or +2 if they take 20. A positive result will yield that the griffon was one of the rare griffons known only to inhabit mountains of the Geoffian region of the Sheldomar Valley. Any character of Flan descent will recognize this as an omen, but omen can always be viewed with many different possibilities.

Part B:

The herd has moved off, and you continue your trek southwards hoping that soon you will find the Yeoman army.

You crest the next hill and down below you are startled to see what most obviously scared the herd. A large griffon stands over the carcass of a bison very similar to the ones you just avoided. You watch as its beak darts quickly downward tearing a chunk of flesh the size of a jug away, and then just as quickly it devours that morsel.

The griffon's feline half is a dark charcoal gray. While the creature's avian half is covered in silver gray feathers.

At this point give the party a chance to decide what they want to do? As long as nobody decides to do some stupid like attack the griffon read the next paragraph. If someone does decide to attack, then allow the griffon to defend itself until it reaches ½ its starting hit points, at which point it will try to flee.

The griffon stops abruptly during its next bite and looks up to where you are watching. The beak opens and lets forth a challenging screech, and then quickly darts downward severing the head from its prey. With two powerful strokes of its wings the griffon takes flight carrying the bison carcass in its front talons. At first the griffon heads westward, and the circles towards the southeast. The circle of the griffon's flight takes it overhead, where it gives another loud clap with those silvery wings, and flies towards the north. You stand frozen watching the griffon's flight until a few silvery feathers catches your eye as it slowly drifts from the sky. The feathers seem to fall directly in the midst of your gathered group.

This feather is certed. There is only a single feather per PC, and if the party attacks the griffon this feather cert is not to be given away.

Delay Points:

1 point for attacking the griffon.

3 points for chasing after the griffon

🐉 **Griffon:** hp 59; see *Monster Manual* page 113.

ENCOUNTER 12: THERE YOU ARE!

This encounter happens on the afternoon of Day 5, if the PCs are on horseback, or in the afternoon of Day 8, if the PCs are on foot.

This encounter takes place only a few hours after the griffon flies away. The party comes across a Yeoman scouting patrol. They are met with caution and are escorted back to the main camp. The scouts are not rude, but do not tolerate any belligerence from the PCs. If the party role-plays well in the encounter the lieutenant offers one of her men's horses to any injured characters, or any character with a higher rank in either the Army of Liberation or the Army of Retribution. Also, if any character has a ranking equal to her, then she will dismount and walk along side.

The time since you encounter with the griffon has gone quietly while you reflect on the creature you have seen. The rain has finally stopped, but the clouds overhead are still too thick to determine with any accuracy how much time has passed.

At this point have everyone roll a Listen check (DC15) to see if they hear the sound of beating hooves coming from the south.

Note: Play this out, since the players may still be wary from the near miss with the bison herd.

As the sound of beating hooves gets closer, you see coming across the next rise a group of six riders. After a moment they seem to spot you and their direction changes to an intercept course. After a few more moments you recognize the emblem of the Yeomanry emblazoned on the banner they carry. The white shield with three red arrows, one each coming from the upper center, upper right and upper left and whose points converge near the bottom glisten dully in the meager sunlight shining down from the overcast sky.

The group begins to slow down about 50 yards away and finishes closing on your position at a walking pace. At 30 yards away the rider in the front pulls back her hood and a cascade of shoulder length brown hair is caught in the afternoon wind revealing her half-elven heritage. "I am Lieutenant Felicity Hampstead of the Yeomanry Army of Freedom, identify yourselves."

Once they have identified themselves she will ask them to follow her back to the column. She sends one of her riders ahead to let general know of her discovery. Beyond requests for aid Lieutenant Felona does not answer any questions due to the fact that she is under orders not to divulge any information until her commanding officer has had a chance to debrief the messengers.

The party may divulge that they have heard that her commanding officer's life is in danger from an assassin. If this is told then the messenger will be given this information while she offers to double up riders on her horses to speed up the group.

ENCOUNTER 13: FOUL FAIRIES

Add up the Delay Points found on the DM's Aid 5, and if the score is below 13 they made it before the general was assassinated, use Option A. If the score is between 13-18 they arrive just as the general is being attacked, use Option B. If the score is above 18 they did not make it in time, then go to Conclusion A.

When the messenger returned to the main force of the Yeoman army the commander called for a halt and to begin setting up camp. They have made good time so far, since the stormy weather that had been plaguing the players had only been giving them cloudy weather, and now the Yeoman army is ahead of the agreed upon schedule with Grand Duke Owen.

The large tent used for the soldiers' meals has been converted to a war room so that those involved in the battle plans will have plenty of room to go over the information sent by the Grand Duke. What no one noticed were the shadowy figures that slipped into the tent. A few assassins or two have slipped in and are using their hide in plain sight ability to hide in the shadows created by the two lanterns and they are waiting for the commander to come to his death. They were asked to kill him in front of witnesses to further demoralize the troops. If possible they kill him in front of the players and then try to escape. This way the players will hopefully be blamed for his death, causing a rift between Gyrice and Yeomanry forces.

The party will be escorted to the commander, who is awaiting them at his tent. Once the scroll case has been handed over he will offer them a chance to get a hot meal while he reads over the Grand Duke's message.

If the commander has been warned then he posts two guards at both of the tent's entrances. Otherwise, there is no one within easy earshot when the fighting breaks out. The guards outside can hear the commotion with a Listen check (DC 12). They have +4 to their Listen. Passersby will have a Listen DC 16, due to all the activity going on around the tent. Passersby don't have any bonuses to their Listen.

OPTION A:

You enter the Yeomanry military camp as the sun begins its plunge behind the mountains far to your west. Word of who you are has already begun to circulate, or at least it seems that way by the looks you get from some of the soldiers as you travel through the camp.

You are lead to a modest size tent that obviously is the command tent by the guards outside. As you get near a man exits, and his bearing would give him away as one used to giving commands even if he were wearing beggar's rags. "I am Captain Baldrice of the Yeomanry's Army of Freedom. I believe that you bear something from Grand Duke Owen of Geoff?" He watches you intently.

Once they have given over the scroll case he will thank them for undertaking this mission and ask them to join

him in the mess tent where they can rest themselves and get something to eat while he looks over the information they have brought.

If any of the players mention the assassins while in public the surrounding soldiers will begin to murmur collectively until the general glares at them and passes that stare at the offending character(s). Once inside the tent, he will tell the party that the Grand Duke has warned him that the enemy is a devious one, and Captain Baldrice has made sure that all precautions have been taken that are within his ability. Going to the mess tent for the meeting instead of his tent is one of his precautions, since he normally holds council with his officers in his own tent.

Each table is made up of 5x10 sections, which are made to be easily assembled and taken apart. If more than 50 lbs. of weight is put upon the table it will collapse under the weight. A character may decide to hop upon the table to get better access to the assassins. Anyone getting onto a table that exceeds the weight limit must make a Ref save (DC15) or fall and be prone until their next turn.

The benches are made of sturdier stuff since they are to receive the weight of a man in full battle gear. A single 2-foot by 5-foot bench section can hold up to 500 lbs before giving breaking.

You are lead to a large enclosed tent, and once inside you see that there is another entrance on the other side and a third to your left where you see that the cooks have begun to set out the evening meal. The day-old bread and fragrant stew draw forth a growl from your stomach. The general looks at you with almost a smile on his face. "Please help yourselves to a hot meal and a ration of ale while I finished reading over the Grand Duke's letter." He turns to the man standing behind you and says, "Lieutenant, see to it that the other officers meet here within the half hour. We will have much to discuss tonight." The man salutes and exits the tent. Two men step from the sides and retake their guard positions. Once the flaps close it takes you a moment for your eyes adjust to the dim light of the tent. The only illumination in the tent, are the two lanterns at each end, one over the table the general now occupies and another over the food that has been laid out.

The assassin(s) are already waiting in the shadowy corners of the tent. If any PCs are actively looking about the room give them a Spot check:

APL 2: Spot DC 25

APL 4: Spot DC 29 (Mazzar) DC 27 (Hopper)

APL 6: Spot DC 33 (Mazzar) DC 30 (Hopper)

APL 8: Spot DC 35 (Mazzar) DC 33 (Hopper),
DC 30 Xedret and Thanol)

The Spot checks have to be separately due to the distance between each circuit.

The party will get one action before the assassin(s) strike, which are just waiting for Baldrice to sit still for one moment before they strike. Anyone spotting the assassins

will not be surprised, and can take actions in the first initiative round. See DM's Aid 3 for the map.

As you begin to filter your way about the tent you hear a gasp of pain come from the general. You turn to see a black arrow with red fletching protruding from his left side

APL 2: General is at -1 hit points.

APL 4: General is at -3 hit points.

APL 6: General is at -5 hit points.

APL 8: General is at -7 hit points.

The arrow used to in the attempt on Captain Baldric's life was a flawed arrow of slaying. Instead of killing him outright when the arrow struck, it actually took him to 0 hit points and then the actual arrow damage was subtracted.

If the General dies and the assassins get away go to Conclusion B

If the General survives and the assassins get away go to Conclusion C

If the General survives and the assassins are killed go to Conclusion D

OPTION B:

The party arrives at the camp find that the general has gone into the mess tent to prepare for the parties arrival since they are arriving later than he expected. The party is ushered to the tent to deliver the scroll they were given. They enter the tent to see the assassin shoot the general with an flawed arrow of slaying. It then races to the general to finish the job.

You enter the Yeomanry military camp as the sun is finishing its decent behind the mountains far to your west. Word of who you are has already begun to circulate, or at least it seems that way by the looks you get from some of the soldiers as you travel through the camp.

You are lead to a large enclosed tent with a guard on either side of the close tent flap. A man approaches from you left and says, "I am Lieutenant Mikhail, the generals personal aide. The general is waiting for you inside, so please go inside and I will join you once I have gathered the rest of the officers.

Once inside the tent you notice that there is another entrance on the other side and a third to your left where you see that the cooks have begun to set out the evening meal. The day-old bread and fragrant stew draw forth a growl from your stomach.

You hear a you hear a gasp of pain come from your right, and you see a man with the uniform of a general slump over with his face upon the table – a black arrow with red fletching protruding from his left side

Stepping out of a shadow in the corner of the tent, you can just barely make out a hideous creature with the bent-back legs of a cricket and a bat-like membrane that stretches between its wrist and waist. It smiles and you a see twinkle in its multifaceted eyes just before it races toward the fallen general to finish the job.

APL 2: General is at -1 hit points.

APL 4: General is at -3 hit points.

APL 6: General is at -5 hit points.

APL 8: General is at -7 hit points.

The arrow used to in the attempt on Captain Baldric's life was a flawed arrow of slaying. Instead of killing him outright when the arrow struck, it actually took him to 0 hit points and then the actual arrow damage was subtracted.

Mazzar, the redcap running toward the general, reaches the general's side before initiative is rolled. He attempts to coup de grace the helpless General Baldric on the first round. He then tries to work its way into the corner and the shadows to make his escape. At higher tiers the other circuit cover Mazzar's attack with poisoned arrow fire. If the battle starts to go badly any circuit try to escape.

If the General dies and the assassins get away go to Conclusion B.

If the General survives and the assassins get away go to Conclusion C.

If the General survives and the assassins are killed go to Conclusion D.

APL 2 (EL 4)

Mazzar: male cinciut Rogi; CR 4; Medium-size fey; HD 3d6; hp 14; Init +6; Spd 30 ft., fly 20 ft. (clumsy); AC 15 (touch 12, flat-footed 13); Atks +4 melee (1d6/18-20, rapier), +3 ranged (1d6/x3, composite short bow); SA Poison, sneak attack +1d6; SQ Hide in plain sight, light sensitivity, low-light vision, skills; AL NE; SV Fort +0, Ref +7, Will +5; Str 11, Dex 14, Con 10, Int 16, Wis14, Cha 13.

Skills and Feats: Balance +6, Bluff +5, Climb +4, Hide +9, Intuit Direction +6, Jump +10, Listen +6, Move Silently +8, Sense Motive +6, Spot +8, Tumble +6, Wilderness Lore +6; Dodge, Improved Initiative, Track, Weapon Finesse (rapier), Weapon Focus (rapier)

Poison (Ex): These fey naturally secrete a lesser form of the shadow essence poison from spiky hairs on the cricketlike legs. Each circuit produces enough of this poison to foul their weapons with it up to three times a day. For a circuit to coat its weapon with this shadow's drip, they must expend a move-equivalent action – Shadow's Drip: Injury, Fortitude save (DC13); initial damage 1 temporary Strength; Secondary damage 1d2 temporary Strength.

Hide in Plain Sight (Su): Circuit can use the Hide skill even while being observed. As long as they are within 10 feet of some sort of shadow, circuit can hide themselves from view in the open without anything to actually hide behind. They cannot, however, hide in their own shadows due to the fact that they do not produce them in any lighting conditions.

Light Sensitivity (Ex): Circuit suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Skills: Due to their cricket-like legs and shadow wings, circuit, while poor fliers, are uncanny jumpers. Circuit gain a +8 racial bonus to Jump checks. Their

association with darkness and shadows grants them a +10 racial bonus to Hide checks.

Possessions: rapier, leather armor, composite short bow, 12 arrows

APL 4 (EL 6)

➤ **Mazzar:** male cinciut Rog1; CR 4; Medium-size fey; HD 3d6; hp 14; Init +6; Spd 30 ft., fly 20 ft. (clumsy); AC 15 (touch 12, flat-footed 13); Atk +4 melee (1d6/18-20, rapier), +3 ranged (1d6/x3, composite short bow); SA Poison, sneak attack +1d6; SQ Hide in plain sight, light sensitivity, low-light vision, skills; AL NE; SV Fort +0, Ref +7, Will +5; Str 11, Dex 14, Con 10, Int 16, Wis 14, Cha 13.

Skills and Feats: Balance +6, Bluff +5, Climb +4, Hide +9, Intuit Direction +6, Jump +10, Listen +6, Move Silently +8, Sense Motive +6, Spot +8, Tumble +6, Wilderness Lore +6; Dodge, Improved Initiative, Track, Weapon Finesse (rapier), Weapon Focus (rapier)

Poison (Ex): These fey naturally secrete a lesser form of the shadow essence poison from spiky hairs on the cricketlike legs. Each cinciut produces enough of this poison to foul their weapons with it up to three times a day. For a cinciut to coat its weapon with this shadow's drip, they must expend a move-equivalent action – Shadow's Drip: Injury, Fortitude save (DC13); initial damage 1 temporary Strength; Secondary damage 1d2 temporary Strength.

Hide in Plain Sight (Su): Cinciut can use the Hide skill even while being observed. As long as they are within 10 feet of some sort of shadow, cinciut can hide themselves from view in the open without anything to actually hide behind. They cannot, however, hide in their own shadows due to the fact that they do not produce them in any lighting conditions.

Light Sensitivity (Ex): Cinciut suffer a –1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Skills: Due to their cricket-like legs and shadow wings, cinciut, while poor fliers, are uncanny jumpers. Cinciut gain a +8 racial bonus to Jump checks. Their association with darkness and shadows grants them a +10 racial bonus to Hide checks.

Possessions: rapier, leather armor, composite short bow, 12 arrows

➤ **Hopper:** male cinciut Sor1; CR 4; Medium-size Fey; HD 2d6+1d4; hp 12; Init +6; Spd 30 ft., fly 20 ft. (clumsy); AC 18 (touch 12, flat-footed 16); Atk +4 melee (1d6/18-20, rapier), +3 ranged (1d6/x3, composite short bow); SA Poison, Sneak Attack +1d6; SQ Hide in Plain sight, light sensitivity, low-light vision, skills; AL NE; SV Fort +0, Ref +5, Will +7; Str 11, Dex 14, Con 10, Int 16, Wis 14, Cha 13

Skills and Feats: Concentration +4, Hide +7, Jump +10, Knowledge (arcana) +4, Move Silently +6, Spellcraft +4, Spot +4, Wilderness Lore +4; Dodge, Improved Initiative, Track, Weapon Finesse (rapier), Weapon Focus (rapier)

Poison (Ex): These fey naturally secrete a lesser form of the shadow essence poison from spiky hairs on the cricketlike legs. Each cinciut produces enough of this

poison to foul their weapons with it up to three times a day. For a cinciut to coat its weapon with this shadow's drip, they must expend a move-equivalent action – Shadow's Drip: Injury, Fortitude save (DC13); initial damage 1 temporary Strength; Secondary damage 1d2 temporary Strength.

Hide in Plain Sight (Su): Cinciut can use the Hide skill even while being observed. As long as they are within 10 feet of some sort of shadow, cinciut can hide themselves from view in the open without anything to actually hide behind. They cannot, however, hide in their own shadows due to the fact that they do not produce them in any lighting conditions.

Light Sensitivity (Ex): Cinciut suffer a –1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Skills: Due to their cricket-like legs and shadow wings, cinciut, while poor fliers, are uncanny jumpers. Cinciut gain a +8 racial bonus to Jump checks. Their association with darkness and shadows grants them a +10 racial bonus to Hide checks.

Spells Known (5/41; Base DC = 12 + spell level): 0—*daze, detect magic, open/close, ray of frost, resistance*; 1st—*mage armor, shield* (precast mage armor and shield).

Possessions: rapier, leather armor, composite short bow, 12 arrows.

APL 6 (EL 8):

➤ **Mazzar:** male cinciut Rog3; CR 6; Medium-size fey; HD 5d6; hp 22; Init +6; Spd 30 ft., fly 20 ft. (clumsy); AC 19 (touch 12, flat-footed 17); Atks +6 melee (1d6/18-20, rapier), +5 ranged (1d6/x3, composite short bow); SA Poison, sneak attack +2d6; SQ Hide in plain sight, light sensitivity, low-light vision, skills, evasion, uncanny dodge; AL NE; SV Fort +1, Ref +8, Will +6; Str 11, Dex 14, Con 10, Int 16, Wis 14, Cha 13.

Skills and Feats: Balance +8, Bluff +7, Climb +6, Hide +11, Intuit Direction +8, Jump +12, Listen +8, Move Silently +10, Sense Motive +8, Spot +10, Tumble +8, Wilderness Lore +6; Dodge, Improved Initiative, Mobility, Track, Weapon Finesse (rapier), Weapon Focus (rapier).

Poison (Ex): These fey naturally secrete a lesser form of the shadow essence poison from spiky hairs on the cricketlike legs. Each cinciut produces enough of this poison to foul their weapons with it up to three times a day. For a cinciut to coat its weapon with this shadow's drip, they must expend a move-equivalent action – Shadow's Drip: Injury, Fortitude save (DC13); initial damage 1 temporary Strength; Secondary damage 1d2 temporary Strength.

Hide in Plain Sight (Su): Cinciut can use the Hide skill even while being observed. As long as they are within 10 feet of some sort of shadow, cinciut can hide themselves from view in the open without anything to actually hide behind. They cannot, however, hide in their own shadows due to the fact that they do not produce them in any lighting conditions.

Light Sensitivity (Ex): Cincuit suffer a –1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Skills: Due to their cricket-like legs and shadow wings, cincuit, while poor fliers, are uncanny jumpers. Cincuit gain a +8 racial bonus to Jump checks. Their association with darkness and shadows grants them a +10 racial bonus to Hide checks.

Possessions: rapier, leather armor, composite short bow, 12 arrows.

➤ **Hopper:** male cincuit Sor3; CR 6; Medium-size fey; HD 2d6+3d4; hp 19; Init +6; Spd 30ft., fly 20ft. (clumsy); AC 19 (touch 12, flat-footed 17); Atk +5 melee (1d6/18-20, rapier), +4 ranged (1d6/x3, composite short bow); SA Poison; SQ Hide in plain sight, light sensitivity, low-light vision, skills; AL NE; SV Fort +0, Ref +5, Will +7; Str 11, Dex 14, Con 10, Int 16, Wis 14, Cha 14.

Skills and Feats: Climb +2, Concentration +6, Hide +8, Jump +10, Knowledge (arcana) +6, Move Silently +5, Spellcraft +6, Spot +4, Wilderness Lore +4; Combat Casting, Dodge, Improved Initiative, Track, Weapon Finesse (rapier), Weapon Focus (rapier)

Poison (Ex): These fey naturally secrete a lesser form of the shadow essence poison from spiky hairs on the cricketlike legs. Each cincuit produces enough of this poison to foul their weapons with it up to three times a day. For a cincuit to coat its weapon with this shadow's drip, they must expend a move-equivalent action – Shadow's Drip: Injury, Fortitude save (DC13); initial damage 1 temporary Strength; Secondary damage 1d2 temporary Strength.

Hide in Plain Sight (Su): Cincuit can use the Hide skill even while being observed. As long as they are within 10 feet of some sort of shadow, cincuit can hide themselves from view in the open without anything to actually hide behind. They cannot, however, hide in their own shadows due to the fact that they do not produce them in any lighting conditions.

Light Sensitivity (Ex): Cincuit suffer a –1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Skills: Due to their cricket-like legs and shadow wings, cincuit, while poor fliers, are uncanny jumpers. Cincuit gain a +8 racial bonus to Jump checks. Their association with darkness and shadows grants them a +10 racial bonus to Hide checks.

Spells Known (6/6 3; Base DC = 12 + spell level): o—daze, detect magic, ghost sound, ray of frost, resistance; 1st—ray of enfeeblement, shield, mage armor. (shield and mage armor precast).

Possessions: Rapier, leather armor, composite short bow, 12 arrows.

APL 8 (EL10):

➤ **Mazzar:** male cincuit Rog3; CR 6; Medium-size fey; HD 5d6; hp 22; Init +6; Spd 30 ft., fly 20 ft. (clumsy); AC 19 (touch 12, flat-footed 17); Atks +6 melee (1d6/18-20, rapier), +5 ranged (1d6/x3, composite short bow); SA

Poison, sneak attack +2d6; SQ Hide in plain sight, light sensitivity, low-light vision, skills, evasion, uncanny dodge; AL NE; SV Fort +1, Ref +8, Will +6; Str 11, Dex 14, Con 10, Int 16, Wis 14, Cha 13.

Skills and Feats: Balance +8, Bluff +7, Climb +6, Hide +11, Intuit Direction +8, Jump +12, Listen +8, Move Silently +10, Sense Motive +8, Spot +10, Tumble +8, Wilderness Lore +6; Dodge, Improved Initiative, Mobility, Track, Weapon Finesse (rapier), Weapon Focus (rapier).

Poison (Ex): These fey naturally secrete a lesser form of the shadow essence poison from spiky hairs on the cricketlike legs. Each cincuit produces enough of this poison to foul their weapons with it up to three times a day. For a cincuit to coat its weapon with this shadow's drip, they must expend a move-equivalent action – Shadow's Drip: Injury, Fortitude save (DC13); initial damage 1 temporary Strength; Secondary damage 1d2 temporary Strength.

Hide in Plain Sight (Su): Cincuit can use the Hide skill even while being observed. As long as they are within 10 feet of some sort of shadow, cincuit can hide themselves from view in the open without anything to actually hide behind. They cannot, however, hide in their own shadows due to the fact that they do not produce them in any lighting conditions.

Light Sensitivity (Ex): Cincuit suffer a –1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Skills: Due to their cricket-like legs and shadow wings, cincuit, while poor fliers, are uncanny jumpers. Cincuit gain a +8 racial bonus to Jump checks. Their association with darkness and shadows grants them a +10 racial bonus to Hide checks.

Possessions: rapier, leather armor, composite short bow, 12 arrows.

➤ **Hopper:** male cincuit Sor3; CR 6; Medium-size fey; HD 2d6+3d4; hp 19; Init +6; Spd 30ft., fly 20ft. (clumsy); AC 19 (touch 12, flat-footed 17); Atk +5 melee (1d6/18-20, rapier), +4 ranged (1d6/x3, composite short bow); SA Poison; SQ Hide in plain sight, light sensitivity, low-light vision, skills; AL NE; SV Fort +0, Ref +5, Will +7; Str 11, Dex 14, Con 10, Int 16, Wis 14, Cha 14.

Skills and Feats: Climb +2, Concentration +6, Hide +8, Jump +10, Knowledge (arcana) +6, Move Silently +5, Spellcraft +6, Spot +4, Wilderness Lore +4; Combat Casting, Dodge, Improved Initiative, Track, Weapon Finesse (rapier), Weapon Focus (rapier)

Poison (Ex): These fey naturally secrete a lesser form of the shadow essence poison from spiky hairs on the cricketlike legs. Each cincuit produces enough of this poison to foul their weapons with it up to three times a day. For a cincuit to coat its weapon with this shadow's drip, they must expend a move-equivalent action – Shadow's Drip: Injury, Fortitude save (DC13); initial damage 1 temporary Strength; Secondary damage 1d2 temporary Strength.

Hide in Plain Sight (Su): Cincuit can use the Hide skill even while being observed. As long as they are

within 10 feet of some sort of shadow, cincuit can hide themselves from view in the open without anything to actually hide behind. They cannot, however, hide in their own shadows due to the fact that they do not produce them in any lighting conditions.

Light Sensitivity (Ex): Cincuit suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Skills: Due to their cricket-like legs and shadow wings, cincuit, while poor fliers, are uncanny jumpers. Cincuit gain a +8 racial bonus to Jump checks. Their association with darkness and shadows grants them a +10 racial bonus to Hide checks.

Spells Known (6/6 3; Base DC = 12 + spell level): 0—daze, detect magic, ghost sound, ray of frost, resistance; 1st—ray of enfeeblement, shield, mage armor. (shield and mage armor precast).

Possessions: Rapier, leather armor, composite short bow, 12 arrows.

Xedret and Thanol: male cincuit Ftr3 (2): CR 6; Medium-size fey; HD 2d6+3d10; hp 29; Init +6; Spd 30ft., fly 20ft. (clumsy); AC 18 (+2 Dex, +5 leather armor +3, +1 natural); Atks +7 melee (1d6/18-20, rapier), +6 ranged (1d6/x3, composite short bow); SA Poison; SQ Hide in plain sight, light sensitivity, low-light vision, skills; AL NE; SV Fort +3, Ref +6, Will +6; Str 11, Dex 14, Con 10, Int 16, Wis 14, Cha 13

Skills and Feats: Climb +7, Hide +8, Jump +9, Move Silently +5, Spot +7, Tumble +3, Wilderness Lore +6; Dodge, Dual Strike, Expertise, Improved Initiative, Track, Weapon Finesse (rapier), Weapon Focus (rapier)

Poison (Ex): These fey naturally secrete a lesser form of the shadow essence poison from spiky hairs on the cricketlike legs. Each cincuit produces enough of this poison to foul their weapons with it up to three times a day. For a cincuit to coat its weapon with this shadow's drip, they must expend a move-equivalent action – Shadow's Drip: Injury, Fortitude save (DC13); initial damage 1 temporary Strength; Secondary damage 1d2 temporary Strength.

Hide in Plain Sight (Su): Cincuit can use the Hide skill even while being observed. As long as they are within 10 feet of some sort of shadow, cincuit can hide themselves from view in the open without anything to actually hide behind. They cannot, however, hide in their own shadows due to the fact that they do not produce them in any lighting conditions.

Light Sensitivity (Ex): Cincuit suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Skills: Due to their cricket-like legs and shadow wings, cincuit, while poor fliers, are uncanny jumpers. Cincuit gain a +8 racial bonus to Jump checks. Their association with darkness and shadows grants them a +10 racial bonus to Hide checks.

Possessions: rapier, leather armor, composite short bow, 12 arrows.

CONCLUSION

CONCLUSION A

The party reaches the Yeomanry's camp to find that they are too late to prevent the general's death. Lieutenant Mikhail has assumed command. He greets the party somberly and tell them what has happened and take the scroll case. Fortunately he knows how to open it safely. This concludes Feather and Foul.

It is nighttime when you enter the Yeomanry military camp. You are allowed to enter the camp without even being challenged, and obviously word of whom you are has already gotten out by the looks you get from some of the soldiers.

You are lead to a modest size tent that obviously is the command tent by the guards outside. As you get near a man exits, and looks as though the office of command has begun to take its toll. "I am Lieutenant Mikhail the new commanding officer of the Yeomanry's Army of Freedom. No doubt you are wondering where is Captain Baldric. An assassin killed him early this evening and I have assumed his command. I believe that you bear something from Grand Duke Owen of Geoff?" He watches you intensely, as does the surrounding score of soldiers.

He takes the scroll you offer him and you are dismissed to the mess tent while he looks over the orders you have delivered. Hopefully the information you have delivered will be worth the price that has been paid.

The next morning you leave the Yeoman army behind on the horses you were given and begin the long trek back north to deliver the grim news to Cadofyth Parn.

It seems like some luck has finally come to you. The trip to the Gyric-controlled area went without incident and you reach the military camp to find it a buzz of activity. The battle for Preston is about to begin.

You reach Parn's tent and his aide takes you names and goes inside once you are done. He comes out a few moments and asks you to please go inside. Parn, is scratching away with a quill upon a piece of parchment when you enter. "I am afraid that I cannot be more sociable, but we will soon be moving on Preston. Please tell me the results of your mission."

He listens quietly and once you finish he says, "I thank you for undertaking this very critical mission and though the general was killed in such a cowardly way, his second in command is quite a soldier, or so I have been told. Getting the information to them is still important, and will help insure our retaking of Preston. I do have a small reward to give you for undertaking this dangerous mission."

A short time later you find yourselves outside the tent somewhat drained by the long debriefing, but the new weight in your money pouch helps to sooth that pain somewhat.

This concludes Feather and Foul

CONCLUSION B

Use this conclusion if the general dies from the assassin and the cincuit get away.

You sadly look down upon the body of Captain Baldric. Men begin to filter into the tent and surround you, and you can see

the look of shock and accusation upon their face. Lieutenant Mikhail comes towards you and asks that you follow him to another tent where you are to be questioned.

The questions are hard, but not brutal, you realize that Mikhail is a meticulous man and only wants the truth. After a long night of questioning Lieutenant Mikhail tells you that he believes your version of the truth and apologizes for having to put you through the grueling questions.

The next morning you leave the Yeoman army behind, on the horses you were given, and begin the long trek back north to deliver the grim news to Cadofyth Parn.

It seems like some luck has finally come to you. The trip to the Gyric-controlled area went without incident and you reach the military camp to find it a buzz of activity. The battle for Preston is about to begin.

You reach Parn's tent and his aide takes you names and goes inside once you are done. He comes out a few moments and asks you to please go inside. Parn, is scratching away with a quill upon a piece of parchment when you enter. "I apologize that I cannot be more sociable, but we will soon be moving on Preston. Please tell me the results of your mission." He listens quietly and once you finish he says, "I thank you for undertaking this very critical mission and though the general was killed in such a cowardly way, his second in command is quite a soldier, or so I have been told. Getting the information to them is still important, and will help insure our retaking of Preston. I do have a small reward to give you for undertaking this dangerous mission."

A short time later you find yourselves outside the tent somewhat drained by the long debriefing, but the new weight in your money pouch helps to sooth that pain somewhat.

This concludes Feather and Foul

CONCLUSION C

Use this conclusion if the general survives the assassination attempt and the cincuit were able to escape.

Thanks to your quick actions Captain Baldric has survived the attempt on his life. Though still not fully recovered from his wounds the general has ordered the Yeoman army to continue their push northwards.

You are riding towards the north along side Baldric with his message scroll in your hands when he looks towards your group and says, "I want to offer you a token of my gratitude for saving my life back there. This is a wand of healing and it has served me well from time to time. I do not know how much magic is left in this device, but I do hope that it serves you well in the battles ahead." He bids you farewell as you now begin the long trek back north towards the upcoming battle in Preston. You only hope that the assassins think they have done their job and will not return to complete their contract.

It seems like some luck has finally come to you. The trip to the Gyric-controlled area went without incident and you reach the military camp to find it a buzz of activity. The battle for Preston is about to begin.

You reach Parn's tent and his aide takes you names and goes inside once you are done. He comes out a few moments and asks you to please go inside. Parn, is scratching away with a quill

upon a piece of parchment when you enter. "I apologize that I cannot be more sociable, but we will soon be moving on Preston. Please tell me the results of your mission." He listens quietly and once you finish he says, "I thank you for undertaking this very critical mission and your success will help ensure the giants defeat. I do have a small reward to give you for undertaking this dangerous mission."

For saving the life of the Captain Baldric the party also receives an Influence point with Cadofyth Parn.

A short time later you find yourselves outside the tent somewhat drained by the long debriefing, but the new weight in your money pouch helps to sooth that pain somewhat.

This concludes Feather and Foul

CONCLUSION D

Use this conclusion if the general survives the assassination attempt and the cincuit were killed.

Thanks to your quick actions Captain Baldric has survived the attempt on his life. Though still not fully recovered from his wounds the general has ordered the Yeoman army to continue their push northwards.

You are riding towards the north along side Baldric with his message scroll in your hands when he looks towards your group and says, "I want to offer you a token of my gratitude for saving my life back there. This is a wand of healing and it has served me well from time to time. I do not know how much magic is left in this device, but I do hope that it serves you well in the battles ahead." He bids you farewell as you now begin the long trek back north towards the upcoming battle in Preston. You only hope that those were the only assassins sent out to kill Baldric.

It seems like some luck has finally come to you. The trip to the Gyric-controlled area went without incident and you reach the military camp to find it a buzz of activity. The battle for Preston is about to begin.

You reach Parn's tent and his aide takes you names and goes inside once you are done. He comes out a few moments and asks you to please go inside. Parn, is scratching away with a quill upon a piece of parchment when you enter. "I apologize that I cannot be more sociable, but we will soon be moving on Preston. Please tell me the results of your mission." He listens quietly and once you finish he says, "I thank you for undertaking this very critical mission and your success will help ensure the giants defeat. I do have a small reward to give you for undertaking this dangerous mission."

For saving the life of the Captain Baldric the party also receives an Influence point with Cadofyth Parn.

A short time later you find yourselves outside the tent somewhat drained by the long debriefing, but the new weight in your money pouch helps to sooth that pain somewhat.

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 One

Defeating the tree-killer	25 xp
Being offered the fey weapon, and not claiming it as treasure first	25 xp

Encounter Two

Save Threllan	25 xp
---------------	-------

Encounter Four

Defeating the Spiders	50 xp
Saving Mika the Pseudodragon	25 xp

Encounter Six

Killing the mired giant	50 xp
-------------------------	-------

Encounter Eight

Not falling for the bog trap of the Puck	50 xp
or	
Falling for the bog trap.	25 xp
or	
Falling for the trap and killing the creature	50 xp

Encounter Eleven

Not killing the Gyric Griffon	50 xp
or	
Slaying the Gyric Griffon	25 xp

Encounter Thirteen

Reaching the Yeoman encampment in time	50 xp
Saving the Yeoman General	50 xp
Killing the Assassins	50 xp

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

Total possible experience	500 xp
----------------------------------	---------------

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 which were allowed at the time.

Encounter One

- *Silver Flail of the Fey* (Cost: 408 gp, Item Size: Medium, Uses: n/a; Tradable: No; Rarity: Rare, Weight: 5 lb, Item Composition: Silver): The true powers of this light flail only appear after the wielder has promised to protect the fey and their lands. Otherwise it is only a silver flail. Once the promise has been made the flail becomes attuned to the wielder and its power is proportional to the wielders power. If the wielder has a base attack bonus less than +4, and has made the oath, the silver flail functions only as a silvered weapon. If the wielder has a base attack bonus of +4, +5, +6 or +7, and has made the oath, the flail functions as a +1 *light flail*. And if the wielder has a base attack bonus of +8, and has made the oath, the flail functions as a +1 *giant bane flail*. If the weapon is ever given away, or if the wielder ever uses the flail to attack a fey, then the flail turns black and loses all enchantments, and cert is then void. The wielder may use other means than the flail to attack fey.

The possessor cannot have or use another bonded item. If another bonded item is gained, then the newer item will refuse to bond. The wielder can use other weapons in combat as long as the other weapon cannot bond with its wielder.

TREASURE SUMMARY

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

Encounter Two

- 12 silver crossbow bolts (Cost 1gp; Item Size: Tiny; Uses: n/a; Tradable: Yes; Rarity: Uncommon; Weight: n/a).
- Favor of Fillian: This person stayed with Fillian until she bore her and Gannos child. The player must spend 4 Time Units to reflect the time spent with Fillian during her last month of pregnancy.

Encounter Four

- 1 gem (Amethyst) 100gp

Encounter Eleven

- Gyric Griffon Feather (Cost 1gp; Item Size: Tiny; Uses: n/a; Tradable: Yes; Rarity: Rare; Weight: n/a). (One per player)

Encounter Thirteen

- Composite shortbow 38gp
- Rapier 10gp

Conclusion

- *Wand of cure light wounds* (Cost 225 gp; Item Size: Tiny; Uses: 15 charges; Tradable: Yes; Rarity: Uncommon; Item Weight: n/a) (15 charges):

Mission Payment 100gp

Conclusions C and D also receive an influence point with Cadofyth Parn.

CINCUIT (RED CAPS) from Polyhedron Issue #147

Medium-size fey

Hit Dice: 2d6 (7hp)

Initiative: +6

Speed: 30ft., 20 ft. (clumsy)

AC: 15 (+2 Dex, +2 leather armor, +1 natural)

Attacks: Rapier +4 melee, or composite short bow +3 ranged

Damage: 1d6 + poison

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

Special Attacks: Poison

Special Qualities: Hide in Plain sight, light sensitivity, low light vision, skills

Saves: Fort +0, Ref +5, Will +5

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

Skills: Hide +5, Jump +10, Move Silently +4, Spot +4, Wilderness Lore +4

Feats: Improved Initiative, Track, Weapon Finesse (rapier), Weapon Focus (rapier)

Climate/Terrain: Temperate and warm land

Organization: Solitary, gang (2-4), or band (6-11)

Challenge Rating: 3

Treasure: No coin, no goods, double items

Alignment: Always neutral evil

Advancement: By character class

Some fey are known for the mischievous ways, but one is known for mischief only in malevolence: the cincuit. Cincuit are the assassins of the fey world. Cheerful in their love of death, they sometimes hire themselves out to ruthless lords or desperate druids as mercenaries or assassins. They use the blood of their enemies to die their pointed hats a dark crimson.

Sometimes called red caps, the cincuit have humanlike heads, torsos, and abdomens, all as dark as night. Their legs, while the same color, are of the same form as those of crickets; leading some sages to wonder whether or not red caps are some degenerate form of grig. Their bat-like wings are made of shadow-stuff instead of skin. These fierce fairies wear their red hair in braids, which some adorn with gems from each person they have slain. Their eyes are large and faceted like gemstones, or insect eyes, but are dull and dark. Their legs look like those of a deep black shiny cricket. They usually clad themselves in skintight leather armor, and always arm themselves with fine rapiers.

COMBAT

The cincuit are cheerfully driven toward the macabre arts. It is said that they enjoy death as much as other fey enjoy dance, and usually go at their dark work with off-color or morbid jests coming from lips twisted into ghoulish smiles. They strike first from the shadow, and creep back into the shadows whenever a fight is not going their way. Typically cincuit fight in pairs.

Poison (Ex): These fey naturally secrete a lesser form of the shadow essence poison from spiky hairs on the cricket-like legs. Each cincuit produces enough of this poison to foul their weapons with it up to three times a day. For a cincuit to coat its weapon with this shadow's drip, they must expend a move-equivalent action – Shadow's Drip: Injury, Fortitude save (DC13); initial damage 1 temporary Strength; Secondary damage 1d2 temporary Strength; price per dose 100gp.

Hide in Plain Sight (Su): Cincuit can use the Hide skill even while being observed. As long as they are within 10 feet of some sort of shadow, cincuit can hide themselves from view in the open without anything to actually hide behind. They cannot, however, hide in their own shadows due to the fact that they do not produce them in any lighting conditions.

Light Sensitivity (EX): Cincuit suffer a –1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Skills: Due to their cricket-like legs and shadow wings, cincuit, while poor fliers, are uncanny jumpers. Cincuit gain a +8 racial bonus to Jump checks. Their association with darkness and shadows grants them a +10 racial bonus to Hide checks.

PUCK

Small fey

Hit Dice: 4d6 (16hp)

Initiative: +6

Speed: 40ft.

AC: 20 (+1 size, +5 Dex, +4 natural)

Attacks: Slam

Damage: 1d3

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

Special Attacks: Spell-like abilities

Special Qualities: Damage Reduction 5/iron, SR 16, Regeneration 3, Fairy Leap

Saves: Fort +1, Ref +9, Will +6

Abilities: Str 10, Dex, 21, Con 10, Int 8, Wis 14, Cha 16

Skills: Hide +10, Jump +12, Move Silently +10, Spot +5, Listen +5

Feats: Dodge, Mobility

Climate/Terrain: Temperate and warm land

Organization: Solitary, gang (2-4)

Challenge Rating: 3

Treasure: No coin, no goods, double items

Alignment: Either Chaotic Good or Chaotic Evil

Advancement: By character class

The Puck is a Fey of the trickster variety, the merry-makers (or horrors) of the Fey court. How their tricks run depend upon which court they belong. They are about 2.5-3 feet tall, and covered in a short, soft fur. The fur color and pattern varies, though it usually includes reds, browns, and occasionally grey or silver, the patterns tend towards solid colors. The fur on the back and sides are darker than that on the belly and neck. Pucks tend to dress in dark green breeches and a blood reds vest. The Puck's eyes are large and almost cat-like and their legs are strong and somewhat foxish, which they use well since they spend much of their time crouched low to the ground. The ears are pointed like an elf's ear, but longer, and covered in short dark fur as is the spiky medium length hair upon their head.

COMBAT

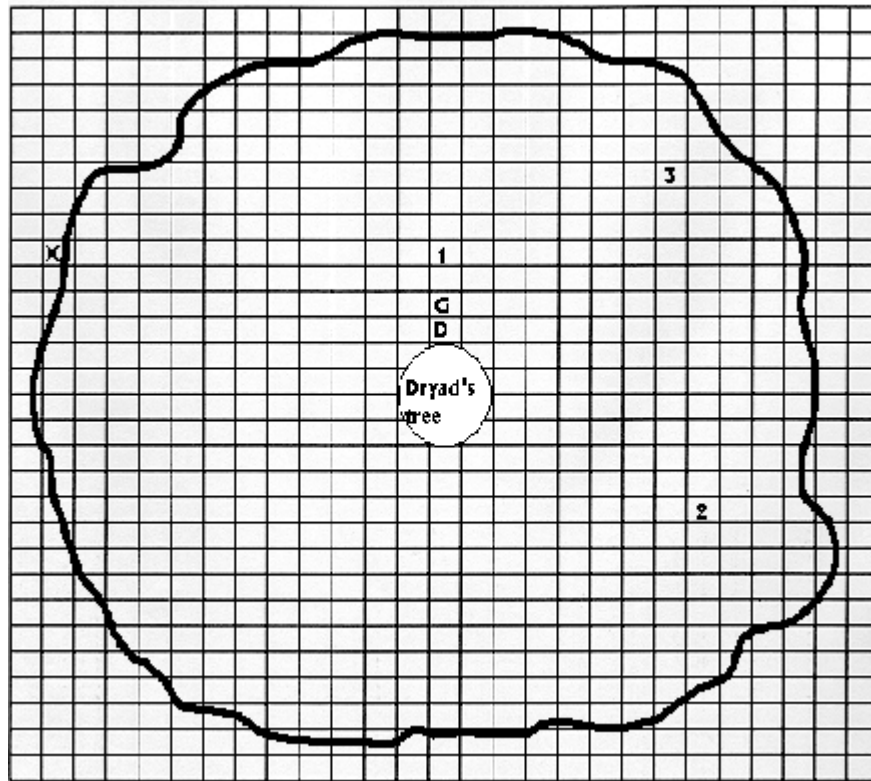
Pucks enjoy playing tricks and gain pleasure from other creature's frustration. They dislike participating melee combat and will avoid a face-to-face confrontation with any creature they deem capable of causing them harm. They prefer to use their magic to get them out of harms way and return to harass their target when they can cause more mischief.

Spell-like Abilities: At will—Detect Magic, Major Image, Alter Self, and Invisibility (self only); 1 per day Suggestion. These abilities are as the spells cast by a 6th-level sorcerer (save DC 10 + spell level).

Regeneration (Ex): Pucks take normal damage from iron and magical weapons.

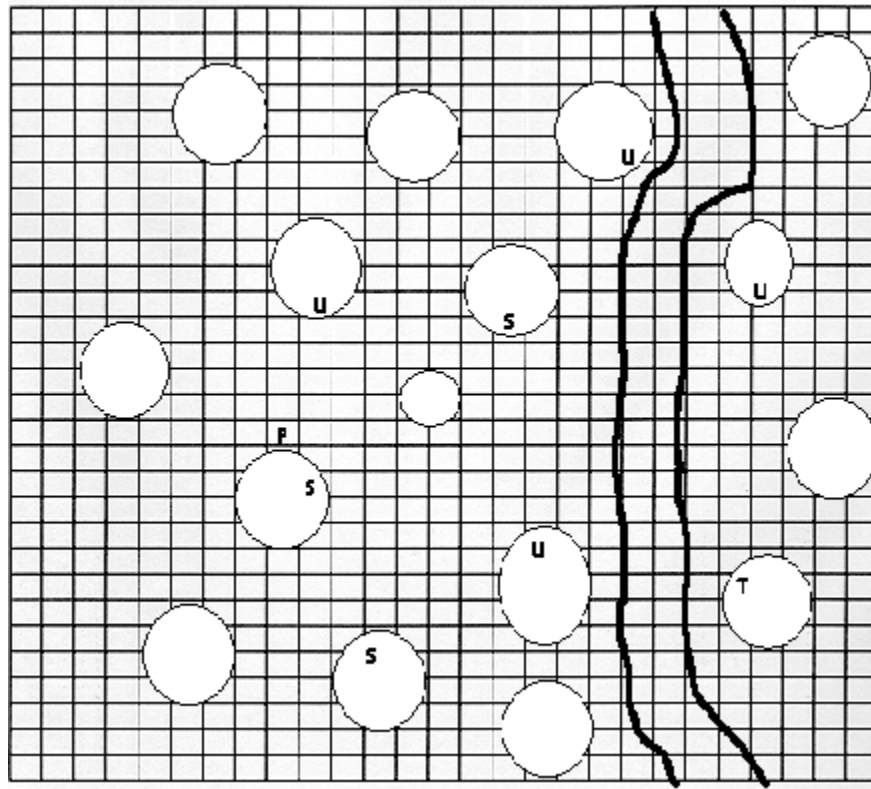
Fairy Leap: A Puck's jumping distance (vertical or horizontal) is not limited to their height.

DM AID #1



- X Party Starting point
- G Gannos body
- D Fillian the Dryad
- 1 Primary Creatures Starting Point
- 2 Secondary Creatures Starting Point
- 3 Tertiary Creatures Starting Point

DM AID #2



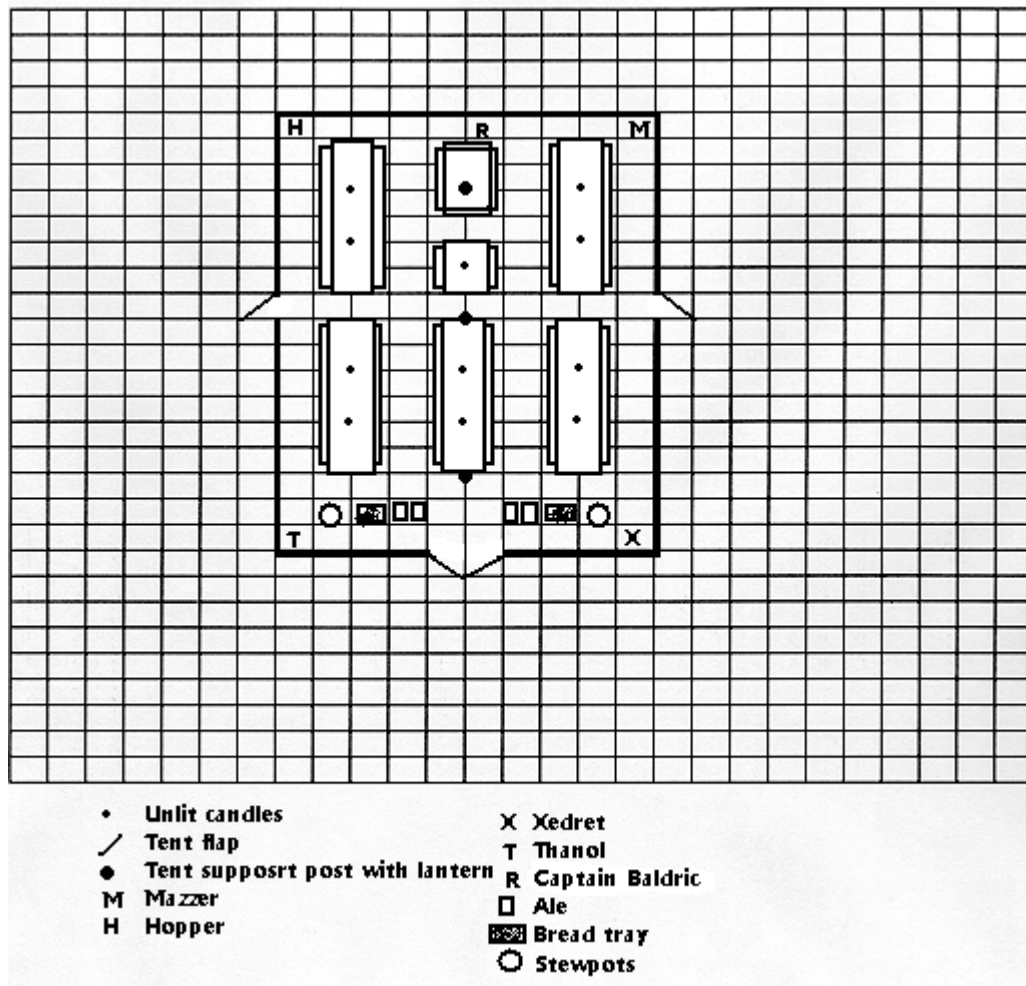
P Pseudodragon

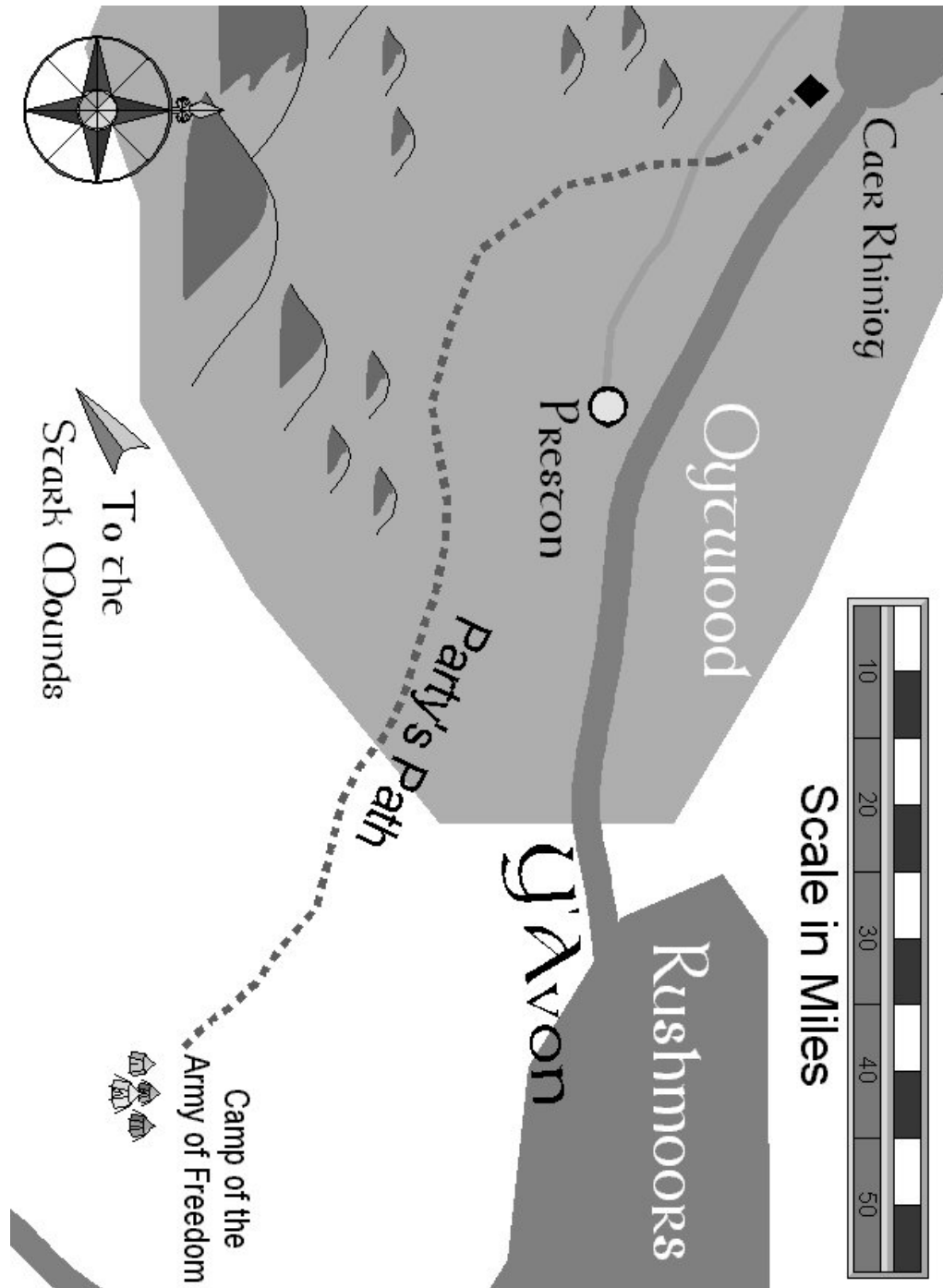
At Tier 1 and 3 use only the "S" locations for the spiders

At Tier 2 use the "S" and the "T" locations for the spiders

At Tier 4 use the "S", "T" and the "U" locations for the spiders

DM AID #3





Exact encounter locations are not provided on the regional map. Because of the different speeds that the party travels, the locations are flexible. Instead, just place the encounters at the appropriate place on the party's path depending upon their speed of travel.

DM AID #5

Delay Points:

Encounter 2:

- _ Party gets lost in the fog. (3 points)
- _ Stopping to save Threllan. (1 point)
- _ Taking Threllan with the party. (3 points)
- _ Taking Threllan to the Dryad's grove. (5 points)

Encounter 3:

- _ Chasing after the humanoid spy. (1 point)
- _ A party member loses their footing and falls down the hill. (2 points)
- _ Each half-hour spent searching for the humanoid spy. (1 point)

Encounter 4a:

- _ Fighting the spiders. (1 point)

Encounter 4b:

- _ Saving the Pseudodragon. (1 point)

Encounter 5:

- _ Each half-hour spent searching. (1 point)

Encounter 6:

- _ Taking a lot of time debating about what to do to the injured giant. (1 point)
- _ Killing the injured giant. (3 points)
- _ Finding another way to cross the gully. (5 points)

Encounter 7:

- _ Each half-hour spent searching. (1 point)

Encounter 8:

- _ Attacking the revealed Imp, but then retreating once the inhabitant of the cave appears. (1 point)
- _ Defeating the inhabitant of the cave. (3 points)

Encounter 10:

- _ Getting caught in the stampede. (1 point)

Encounter 11:

- _ Attacking the griffon. (1 point)

Any Time:

- _ Per half hour of Searching for traps (1 point)

_ Total

If the total is less than 13 points then the party has arrived before the assassins have fulfilled their contract.

If the total is between 13 and 18 points then the party arrives just as the assassins are fulfilling their contract.

If the total is greater than 18 points then the party arrives to find that the general is dead and the assassins are gone.

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.