

Darkwood

A One-Round Dungeons & Dragons[®] Living Greyhawk[™] Dyvers Introductory Adventure

Version 1.0

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Tricaster is growing! Once a small town in the wood it has grown into a bustling town of grand houses and businesses. There is earth to till and cattle to raise. Shopkeepers make a trade, and schools of different vocations are being raised. Yet, it is still a town in the wood, a dangerous wood known as The Gnarley, with the Pomarj are waiting in the shadows. A cinematic one-round Dyvers Introductory adventure set in Tricaster for first level characters.

Resources for this adventure [and the authors of those works] include D&D Players Handbook, D&D Monster Manual, D&D Dungeon Masters Guide [by Johnathan Tweet, Monte Cook, and Skip Williams. Many characters inspired by the adventure A Natures Child [by Eddie Montague Jr.]

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

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

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

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Players Read No Farther

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

Preparing for Play

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

1.

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure, set in Dyvers. Characters native to Dyvers pay one Time Unit per round, all others pay two Time Units per round.

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

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

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

ADVENTURE BACKGROUND

TRICASTERS AFTERMATH AND THE PACKSMITH FAMILY

The destruction of Tricaster at the end of CY595 has left many people searching for new homes in safer lands, but those who stay have found that with the help of the Cartographers Guild the town of Tricaster can be built anew. Traffic has begun to multiply on the road between Dyvers and Tricaster, and people are beginning to take advantage of the Gnarley's unprotected state. With the Druids and Rangers focused on the threat of the Pomarj, the outer parts of the forest near Tricaster are left defenseless. Some farmers take this time to clear new lands, and increase their fields. They are the ones who feel that Dyvers is at peace, that with the Free Army and Marines on alert nobody would dare try for the free lands. They are the foolish.

One such farmer is Terry Packsmith, a Suel man with a wife and daughter. When everyone

was looking for assistance from the Cartographers Guild, he instead went outside of the town to take advantage of the new lands that were currently unoccupied. He builds his cottage close to the Gnarley and begun cutting down trees for his home. His wife of course did not agree, but Terry Packsmith insisted that this was his families chance to get a hand in the farming of the area.

He hadn't had his cottage built for a week before disaster struck from the forest. An arrow wreathed in flame came flying out of the forest one evening when he was building fences and struck a nearby shed where he kept his tools and farming equipment. Terry became furious and angry, blaming the Gnarleyfolk for trying to steal his good fortune that he felt he had worked hard to earn. But, the Gnarley is not so forgiving.

Two nights after Terry had completed his new barn, he and his family were awaked by the screaming of horses. Terry grabbed his bow and ran outside to see what was going on. What he saw was a dark creature dragging the corpse of his best horse into the forest. Terry aimed his bow, but the creature looked up at him and Terry was instantly immobilized. He then stood there watching as the shadows of the night forest seemed to come alive and devour the horse. The shadows disappeared and Terry was able to move. He now bolts his door shut and locks all windows at night, keeping a short sword near his bed.

Two weeks went by and Terry was beginning to feel more secure with his new land. His crops were beginning to grow and his farm was completed. It appeared that his hard work had finally taken root and his family would prosper in its new home. But then disaster struck.

Terry was chopping firewood when he spotted a group of Orcs coming out of the Gnarley. He ran inside and told his wife and daughter to hide in the pantry. He then grabbed his short sword and ran out the door. It was there that his life turned to darkness as something large hit the back of his head.

When he came to, his wife and daughter were tied up and gagged across the room; and he was tied up as well. Orcs were ravaging the house. Grabbing anything that looked of value and putting them into sacks. Terry struggled against his bonds, but only succeeded in catching the eye of a nearby orc who drew his sword and came to end the life of poor Terry Packsmith. Terry closed his eyes and waited for the end, but found that it didn't come. He looked up to see that a half-orc had stopped his assailant and was speaking in a language that Terry did not understand, after the

orcs shared words the half-orc grabbed Terry and threw him into a nearby bedroom. The half-orc turned on his heels and slammed the door shut behind him, but not before dropping a knife at Terry's feet.

Terry didn't hesitate to act. He bolted for the knife and cut his bonds. Then he slipped out a window and began to crawl toward town. Dazed and still unsteady from his encounter he slowly made his way to Tricaster to find someone who could help. (This is where the PCs come in.)

ADVENTURE SUMMARY

Introduction: The adventure begins with the party currently hired by a Blacksmith named, Reynard Tippingmug, a gnome who has just made a greatsword of masterwork quality as a gift for Helsim Lord Grift. This sword was made at the request of the people of Tricaster

Encounter 1: The party is on their way out of Town toward Dyvers when a staggered man who has been violently beaten. He tells how his family has just been attacked by orcs at their farm on the edge of town. He pleads for their assistance and leads them back. The party goes to the farm to find the barn on fire. Screams can be heard from the inside of the barn. This is an elven Ranger of the Gnarley. After saving him he tells how the farmer's wife and daughter have been taken by the orcs and are headed into the Gnarley. Inside the farmhouse there are still a few orcs raiding the home.

Encounter 3: As the group is tracking down the orcs in the Gnarley they come to an opening. The farmer's daughter has been left and is standing on the edge of the opening. She tells of a single half-orc caring her off and leaving her at the edge of the grove after he saw the adventurers. The orc told her to go there and the adventurers would take her home. It is here that the Ranger they saved earlier takes and keeps her safe while the party continues on.

Encounter 4: The adventures catch up with the orcs at a cave deep within the Gnarley. The mother is being held inside and the party must fight the remaining orcs to save her.

Encounter 5: The party comes across a young dire bear cub. It's currently stuck in a trap put out by hunters. The party has to decide whether to risk helping it, or leaving it there. What the party doesn't realize is that there is a Gnarley

Druid watching them who has made an agreement with the dire bear and her cub.

Encounter 6: The party is headed out of the Gnarley when they are attacked by a group of Gnarley Elf Clan members. Any fights are quickly stopped by the Oakfather, a Treant who is watching nearby.

Conclusion: If successful, the party returns the wife and Terry Packsmith and his daughter are waiting for her return. They are currently at the blacksmiths shop. There is a happy reunion and the party is allowed to finish the job of the blacksmith. (With an added heroic bonus of course.)

INTRODUCTION

Walking into the town of Tricaster, some may find it hard to believe that this town was completely destroyed not but a short time ago. The Free Land of Dyvers is now filled with a grand economy and even this remote town shares this prosperity. Where once there were farms and cottages, there are now grand houses and schools. Trade is the way of these lands and the wars of the past are but a fowl memory. But! To the adventurer who finds his coin by his sword and spell, and not by the selling of wares, honest money is hard to come by.

The note in your hand is a reminder of that. You searched for a week for a way to earn you stay at a local inn, when a gnome named Reynard Tippingmug approached you with a chance to earn a couple of gold. You found a chance for a warm room for a couple of nights. His instructions were simple enough. Follow the directions to his blacksmith shop in Tricaster and meet him to make a delivery in a week. The directions were scribed on paper for you, and with the help of a few pointed fingers from the locals you find the small blacksmiths shop.

The shop bears a sign depicting a Hammer crossed with a Sword. It looks newly build with a forge sitting to the left side under an extension of the roof to protect it from weather.

When you enter the shop you find an assortment of finely made swords of many different sizes adorn the wall and shelves. Each with a small price tag on the hilt.

Behind the counter is the gnome that hired you a week before. His silvery hair shows that

he is an aged gnome, and the darkened bronzed skin shows that he has work near a forge fire for a long time. He is currently polishing a newly made rapier with a cloth. When you enter the building he looks up from his work and smiles.

"Ah! Good of you to come. Please wait one moment and I'll get the package for you to deliver"

After a few moments the gnome blacksmith returns with a long object that is wrapped in a soft cloth.

"This is a gift for Lord Grift that I made at the request of the town of Tricaster. It is my finest work, a greatsword with the symbol of Lord Grift's House emblem carved into the broad of the blade. I would deliver it myself but I'm afraid that my duties with my shop take up the majority of my time. Please take it to Lord Grift's manor in Dyvers. Please do not blemish the sword in any way. I will pay you each 20 gold for your services.

QUESTIONS THE PLAYERS MIGHT ASK FOR REYNARD

Q. What if an accident happens to the sword and it becomes blemished?

A. I will be very displeased. Please do not harm the sword in any way, but if it does come to that, which I pray that it does not since I am paying you so generously, then please bring it back here so that I might remove the blemish. I do not want Lord Grift to receive a gift that is imperfect in any way.

Q. Are you expecting trouble from this delivery?

A. Trouble? From the simple delivery of a gift? Ha! Where do you think you are son/lass? Greyhawk? And, if I needed help of that sort I would have picked some more seasoned adventures. No offence, mind you.

The players may choose to buy weapons at this point. Currently this blacksmiths shop has any metal weapon from the player's handbook. He is a metal worker so his talents do not extend to the crafting of bows, or the mixing of chemical for items like alchemists fires.

ROLE-PLAYING REYNARD TIPPINGMUG

When role-playing Reynard, remember that he is a perfectionist. Everything has to be in order and

clean. If any PC starts to look into buying any of he wares then he offers any help he can. Any PCs that are not wearing armor he will go to and try and sell them some for their protection (mages might find him annoying.) He is overly helpful and talks at great speeds. He tries his best to make sure to tell the PCs that the sword he made CANNOT come to harm in any way as he is very proud of his gift.

KEEPING THE PRETTY SWORD PRETTY

Reynard is a Perfectionist. He does not want his prized work to become blemished before it is received by Lord Grift. Therefore if a party member should use it or abuse the weapon in any other sort of way then they earn **An Unhappy Employer** option on the AR.

Development: Once the PCs have had an opportunity to ask any question of Tippingmug, acquired any gear they need and head North for Dyvers, proceed to Encounter 1: Blazing Barns.

ENCOUNTER 1: BLAZING BARNs

At this point the party should head out of the town and toward Dyvers. Make sure that by now you know who exactly has the sword and how they are transporting it. Once you have figured in all of this then read the following:

With your delivery package secured and your job underway you begin to head out of Tricaster in the direction of Dyvers. It is currently mid-day and the cold chill of winter is already setting in your bones. At least now you have secured a way of getting a warm place to sleep.

Just as you are passing the final building on the edge of town you see that a hundred feet from you is a stumbling man of Suel origin walking toward you with a hand out, mumbling incoherently. At first glance he is nothing more than a simple town drunk,

If the PC succeeds at a Spot check (DC 10) or approach the man, read or paraphrase the following:

Something else catches your eye. Blood stains his head and hair, and at that point you begin to hear his mumblings more clearly. He looks at you pleadingly saying "Help." At which point he finally falls to the ground.

The man is Terry Packsmith. He is fleeing the recent orc attack and is looking for help. His is at 0 hp and considered staggered.

Terry Packsmith: Human Commoner; 1HD hp 2(0)

At this point allow the party to help the man out or not. If they help out the man then read the following. If they leave him then proceed to the conclusion and reward XP accordingly over. Terry is still conscious, but has fallen from exhaustion

As you reach the fallen individual he looks up with you with beaming eyes as if he has found an angel. He springs to his feet to greet you and nearly falls back to the ground from dizziness. He quickly regains his posture and begins to speak,

"Please! Help me. My family has just been attacked by orcs out at our farm not far from here. I was able to escape but my wife and daughter are still with the monstrous savages. I tried to fight them off but they overwhelmed me. Please I beg of you!"

Give the party a moment to react and decide if they will help him or not. If they choose to leave him to the crows then they may continue on their way to deliver their sword.

If at any point a party member asks for some kind of payment or reward then read the following:

The tattered man looks at you with both disgust and surprise. His jaw drops and finally he cries out. "MY FARM! I'll give you my damn farm if that's what it takes to get you to help my family."

If the party accepts this offer then they receive **Reynard's Disgust** on the AR as he finds their mercenary attitude and willingness to kick a family out of their home cruel.

After the party decided to help the beaten man then read the following:

Any PC succeeding at a Spot check (DC 15) notice smoke rising in the distance. The farmer already sees it. Read them the following:

As you follow Terry's directions in the distance you see smoke rising in the air. A look of horror fills the face of the man with you and the color in his face becomes a few shades whiter. His pace quickens and as you

top the edge of a small rise. About 100 yard away is a large barn engulfed in flames. A farmhouse sits 30 feet from the flames but does not appear to have been set ablaze yet.

Have the PCs make a listen check as they move across the farm. The Daces are listed as follows:

300ft. (DC 25)

200ft. (DC 15)

100ft. (DC 5)

Then read the following:

From inside the barn you hear the screams of help coming from inside. There is a side entrance that you can see from where you stand that is not yet set ablaze. The sounds of burning beams beginning to crack as the supports holding the building up begin to fail. You don't have much time.

For help with this encounter please refer to DM Maps 1: Burning Barn and follow the directions.

The party has 5 rounds before, at the end of the round, the barn collapses and all is lost. Have them do as they please during their turn but the following happens on the initiative of the barn (Treat it as having 0 on the Initiative). Read the box text to anyone inside on the barns initiative.

1ST ROUND:

The heat inside the barn is unbearable. Fires crawl on the wall, dancing across the wood. The smoke burns your lungs and stings your eyes and the sound of the support beams giving way under the pressure is a sure sign that this place is coming down.

A Spot check (DC 15) reveals

On the other end of the barn tied to a beam is an unconscious male elf in leather armor.

A single attack action dealing at least 1 hp can free the bonds, a use rope check (DC 15) will also work

Have any persons going to get the elf make reflex saves (DC 10) as they cross the barn. If they fail they take 1d3 points of damage as debris falls from the top of the barn. They only have to make this save once.

2ND ROUND:

All of a sudden a part of the ceiling above the entrance you came in collapses and blocks off your exit. But not all is lost! The falling

debris has made you a way to climb to the second story of the barn where you can see an exit. All that stands between you and escaping the inferno is a balancing act to the top. Unless you have a better idea...

If the PCs decide to go this route have the persons involved make Balance checks (DC 15) or Climb checks (DC 20) as they climb the beam.

If they reach the top there is an opening now in the wall in front of them. All they have to do now is Jump (DC 15) or Climb (DC 25) out. If they jump they take 1d6 points of falling damage

3RD-6TH ROUNDS.

Uneventful.

7TH ROUND:

A loud crack fills your ears as you watch the burning barns supports finally give way to the flames. With the final supports gone the building falls to the ground in a large burning heap.

Anyone in the building is subject to the following trap:

Flaming Falling Ceiling: CR 6, mechanical; ceiling falls down; (6D6, bludgeoning + 6D4 fire); multiple targets (all targets in the barn); never miss; DC 15 Reflex save for half damage; Search DC 10; Disable Device DC 40 (the PCs are able to shift the beams in such a way to where the building collapses only partially and leaves them an exit out. Performing this action takes at least 2 PCs, one with the Disable device skill or Knowledge (architecture and engineering), and 3 rounds to perform the action.)

Some PCs might use other ways to defeat this encounter. Use the following stats for the walls just in case they go through them. Passing through an enflamed square deals (1d4) fire damage. The wall is slightly weaker than normal due to the fire.

Wooden Wall: 4in. thickness, break DC 15, hardness 3, hp 43, climb DC 25

Development: The party should now have a Gnarl Ranger with them.

ENCOUNTER 2: ORC LEFTOVERS

He is still unconscious but is stabilized at -3 hit points. A healer for the group can bring him into

consciousness, or Terry has a couple of potions of cure light wounds in the farmhouse. In any event this encounter should be role-played out. It could go a number of different ways depending on the way the party runs with it. For your convenience this encounter has been broken up into 2 parts. The Farmhouse and the Gnarley Ranger.

If the party did not save the ranger then the adventure becomes quite difficult because the party needs a way to Track. You will then have to role-play this part out as appropriate. More information can be found in Encounter 3 of this adventure.

THE GNARLEY RANGER

The party can make a Heal check (DC 15) to determine that he has suffered a blow to the back of the head with a blunt object.

If the party awakens the ranger then read the following:

The male elf's eyes blink open and he looks up with you in confusion. After a few moments of studying his surroundings the confused look leaves his face as though the memories of the last hour have just returned to him. He looks at you warmly.

"Thank you for rescuing me. I feared that my time on this world was to be cut short. My name is Cael'Tra Gyssemitore. Who is it that I owe my undying gratitude?"

Cael'tra Gyssemitore: Elf Ranger; hp 21; See Appendix 2

Cael'tra can answer the following questions for the PCs:

Q: How did you get into a burning barn?

A: I was hunting near the edge of the Gnarley when I heard a woman scream. I came to see what the matter was and came across a group of orcs carrying a woman and little girl out of that farmhouse. I tried to come to their aid, but was quickly overrun. The last thing I remember was something striking the back of my head. When I awoke next I was tied to a beam in the barn with smoke all around me. I started to cry out but eventually I feel that the smoke sent me back into unconsciousness.

Q: Did you see which way the orcs went?

A: I'm afraid not. I was unconscious when they left. I am afraid. I am a ranger though, and am skilled at tracking. Please allow me to assist you in hunting them down. I cannot bear to leave a child in the hands of orcs.

After a few moments of role-playing read the following:

Terry walks over and looks the ranger over. "I am grateful for your help in the tragedy. Please find my family, I beg of you."

Then a look of remembrance comes to the face of the farmer.

"I just remembered that I have a potion of healing. I'll give it to you to help in anyway I can. I would go with you, but with my wounds and my poor ability to fight I would only be a hindrance. One moment please."

This next encounter assumes that the party does not go with the farmer into the house. If this is not so then change the encounter accordingly.

After only a few moments of the farmer being away you hear him let out a terrifying yell from inside the house. The ranger jumps up from his spot on the ground to help only to fall back down holding his head from dizziness.

The party SHOULD run into the house. If this event does not happen then change the mod accordingly.

Running into the farmhouse you see your unlucky companion cornered in the main room. Three orcs in studded leather armor and falchions in hand look at him hungrily. Upon entering the room their attention is drawn to you. Then one says in his native tongue. "Rok graw um hong grum." If any in the party speak orcish then it means "More meat on that one" The three orcs smile and begin to advance with mouths drooling.

These three orcs are leftovers from the main raiding group. They stayed behind to finish searching the house for valuables and are hungry for meat at the moment. Because of this and the fact that they are dim witted and one track minded, they go for the biggest looking PC to attack.

DM Note: These orcs are out in the daylight and as such their "Light Sensitivity" is against them (They have a -1 on Attack, Spot, and Search for being Dazzled), and they are not happy because of it.

.APL 2 (EL 2)

Orcs (3): hp 6; see monster manual page 203.

Treasure:

APL 2 - L 99gp; C: 25gp

Encounter 3: A Walk through the Wood

After the your little run in with the orcs Cael'tra walks into the house with one head on his hand and the other holding a long sword. He looks at your work on the floor then gives you an approving nod.

"I must say, they look better that way. We should leave immediately I have picked up the trail of the orcs. They headed into the Gnarley Forest. I should be able track them, orcs are not exactly the stealthiest of groups. Come on lets go"

With the help of Cael'tra you make you way into the Gnarley Forest. Though the canopy of the forest is thick and shut off, the forest floor is surprisingly clear; this might have to do with the lack of sunlight that comes through the canopy. You find little resistance as your follow your elven guide. As you enter a clearing you see that about 30 feet away from you is a single little girl. Her face is dirty and smeared from crying and she looks absolutely terrified, but none the less runs directly at you.

The party may now make a Spot check (DC 29) to notice that in the forest behind the girl is a single half-orc. If they spot him then he runs off after being noticed, or when the girl reaches the party. He has a speed of 40 feet so only a fast PC has a chance to catch up, and even then the half-orc has an 80ft head start on him.

Unknown Half-Orc Spy (Rogum): hp 28; spot +3, hide +11; see appendix 2

The little girl runs up to you and grabs (PC with the Highest Charisma who is not a half-orc) by the leg. She holds tight while crying, happy to see someone who could help her.

Before the girl can answer any questions, she must be calmed down first. A Diplomacy check (DC 20) will work. Some conditions that will reduce the DC to 15 are:

Perform check DC 15 (Tumble check will suffice)

Casting *Prestigation*

Role-playing the encounter well

The PCs might come up with other ways to calm her down. Use your judgment to decide what works and what doesn't.

The PC may ask questions at this point.

Q: How did you escape from the orcs?

A: (In a stuttering voice) One of the monsters grabed-ed me while the others made a home out of a cave. I was scared-ed that he was going to eat-ed me. He took me here and when he saw you he pointed-ed and said that you was here to save me. He told-ed me to run to you and go back to my daddy.

Q: Is your mother still with the orcs?

A: MOMMY!!! (She begins to bawl) Mom (sniff) my is (sniff) still with (sniff) the mons (sniff) sters. She is (sniff) in the cave (sniff). Not far (Sniff). She then points into the direction that Cael'tra was tracking.

Q: Where are the orcs?

A: "They are in a cave. It's not far from here." She then points in the direction that Cael'tra was tracking.

Upon hearing about the mother's location Cael'tra holds the girl comforting in his arms.

"This girls has seen too much today" he tells you "I will keep her here and send you on after the mother if you do not mind. I know these woods well. The cave she speaks of is a quarter of a mile north of here. The orcs must be making camp for the night. The easiest way to get to the cave for you will be by landmark. A few yards east of this clearing is a spring. Follow it north until you come to a dead weeping willow. Then head west until you come to the cave. Be careful my friends. I place the life of the mother in your hands. Return here and I will guide us home. It will be getting dark soon. So please hurry."

Give the party a chance to interact. If any try and convince Cael'tra to come with them then they are beating their heads against a stone wall. He won't leave the girl alone, and he doesn't feel that any of the other party members are capable of keeping her properly safe in the forest at night. He will NOT take her near the orcs.

Encounter 4: Time to pick a fight

As you make your way east it's easy to come across the stream and follow it north. The weeping willow was spotted by (PC with highest spot check) first and from there you made your way west using the setting sun as a guide. As you top a rise you come across the sight of a small valley. At the bottom you can make out cave entrance. Its about Ten feet wide and 10 feet tall. On each side of it is an Orc keeping watch. He doesn't appear to have noticed you yet. You are 100 feet away, and a woman's life is at stake.

This encounter can go multiple ways. So play it out the best you can using **DM Aid #2**. After one orc either notices the PCs or is attacked he will run inside to tell the others or attempt to shout for help if that is not a possibility. The PCs may have an opportunity to take advantage of a surprise round to make a sneak around to the back of the cave and ambush the guards from the top. Each PC must make two Moves silently, and Hide checks against the orcs Spot and Listen checks. The orcs are slightly alert since part of their raid party hasn't returned.

DM Note: Things have changed now. The orcs do not suffer from Light Sensitivity due to the Gnarley canopy and the cave.

(Standing Guard)

.APL 2 (EL 1)

Orc Guards (2): hp 6; Monster Manual pg. 203
Replace falchions with shortswor

In the cave there are a few more orcs to take care of. But also there is an orc monk Rogrum. This is actually a spy for Captain Kidzi Kudzu, Commander of Southguard. He is keeping an eye on the Pomarj and is a member of the Dyvers Anti Slavers League. He doesn't want anyone to realize who he is though, not even the PCs who come to save the woman. His tactics are to stay near her in full defensive. When it's apparent that the party is about to win he flees. If party members do decide to attack him outright, he stays in full defensive until he takes about 20 damage. Then he flees. He wants to stick around to make sure that the PCs are capable of taking care of the woman

DM Note: The orcs have Darkvision and don't want to attract attention at night; as such there is no light source in the cave. They planned on keeping warm using blankets alone.

APL 2 (EL 2)

Orcs (4): hp 6; see monster manual page 203

Replace falchions with shortswor

Gralick (1): hp 15; See Appendix 1

Treasure:

APL 2 - L 230gp; C: 76gp; M: 0gp

When the encounter with the Orc Raiding party is over they now have to deal with the woman in the corner.

Let the party rouse her in some way.

"Who are you?" she says quietly. It's apparent that she is still a little confused about where she is. Then in a quick motion she sits up quickly as the memories of the orcs comes rushing back to her.

"Chelsey! Where is my little girl? What have they done with her?"

Give the party a chance to explain the events of the past evening. The mother would like to get back to her family and is very grateful for what the PCs have done.

If the party is looking weak and in desperate need of a day of rest then have Cael'tra come in with the girl claiming its gotten too late to safely venture out into the Gnarley. They should rest in the cave.

Encounter 5: Going to have to bear it

Following the route you took to get to the cave, you easily make your way back to Cael'tra and Chelsey. The mother and daughter share a joyful reunion as their terrorizing ordeal is finally over. Cael'tra looks over that the women with a warm smile and then turns his attention to you.

"You have done a great thing today. I'm proud to have met you all, but for now we must hurry. It will be dark very soon and I do not want the women out in the Gnarley at night."

As the party travels down the road read the following.

The travel back through the Gnarley is creepy to say the least. It's hard to believe that the sun has not set yet. The canopy of the forest leaves little of the setting sun to reach you, and the noises of the dark forest are filled with the sounds of distant growls and scraping

leaves give off the expression that the wood itself is cursed.

What the party doesn't realize it but there is actually a Gnarley Druid watching them from afar. He is curious as to why the party is in the forest and decides to test their intentions.

Then the noise is broken by the wails of something that couldn't be more than a few hundred yards from you. Cael'tra's elven ears perk up as he looks over at you.

"There is some kind of animal in trouble. Those are calls for help if i'm not mistaken. I would like to investigate if you would please help?"

If the party decides to go along and help the animal in distress, then continue with this encounter, if not then go straight to Encounter 6. If the party doesn't help then they do not Receive **Favor of the Gnarley Druids** on the AR.

Traveling toward the sound you come to an open grove. In the middle you can make out the outline of a small bear cub. Something seems to be attached to its leg.

When you approach you can see that this bear cub has small ridges protruding from its eyebrows and along its back. The thing attached to its leg appears to be some sort of hunters trap. The bear cub is wailing loudly as if in pain.

A Knowledge (Nature) check (DC 22) reveals that this is a dire bear cub! The check also reveals that mother won't leave baby alone for very long.

A Strength check (DC 5) will free the Cub from the trap. A Disable Device check (DC 15) will also do the trick. The check isn't high due to the fact that the druid set this up so that it wasn't really hurting the cub

A Heal check (DC 15) realizes that the cub is not harmed and the trap isn't causing it any harm at the moment.

A Wisdom check (DC 15) gives the PC the impression that this whole scene has been set up.

After the bear cub is released then read the following:

All of a sudden a huge roar erupts from the edge of the grove. Looking in the direction of the roar your heart skips a beat as an

enormous bear identical to the cub comes out of the woods and slowly advances to the party.

The bear is about 80 feet away. This is the Animal Companion to the Druid that is watching the party. He is merely curious as to how the party will react. He is already impressed with their actions to the cub and now wants to see what they will do against the mother.

The Dire Bear will not charge the group or act aggressive except for the few warningly snorts that she gives them. If the party attacks then she has been instructed by the Druid to do non-lethal damage and will only knock them out. She also only knocks out the ones who attack her, or her cub. If any party member attacks the cub they lose the **Favor of the Gnarley Druids**. If the whole party is knocked out then they awake a short time later with the mother and daughter giving them healing potions. They tell how a robed man came out of the forest after the bears left and gave them some potion and told them to use it on the party, then left into the forest. Cael'tra won't attack the bear or the cub and therefore is left unharmed

APL 2 (EL 1)

Dire Bear: hp 105; see monster manual page 63

Dire Bear Cub: (Use Black Bear Stats) hp 20; see monster manual page 269

Treasure:

APL 2 - L Ogp; C: Ogp; M: Ogp

Encounter 6: The Gnarley Elf Clan

Putting the ordeal of the bear behind you, you continue your journey back to Tricaster. The sun has surely set by now, but Cael'tra is convinced that the group can be under a warm roof within an hour. As you follow your guide his ears seem to twitch, and he stops where he stands.

Allow the party to make a series of checks. Most are not relevant, but allow them clues as to what they are listening for. It's absolutely silent in the Gnarley right now. Too Silent.

Listen Check (DC 5) *Fake Check*

Wisdom Check (DC 15) *to realize that the forest is unusually quite*

Knowledge Nature (DC 10) *to realize that the forest is unusually quite*

Spot check (DC 30) *to see that they are surrounded by elves with bows.*

"Do you hear that?" Cael'tra asks, "There isn't a sound around. We are not alone."

Then the forest around you comes to life as five elves leap down from trees, and explode from nearby shrubs. Each one has an arrow pointed at Cael'tra.

The attackers speak in elven alone unless speaking to a PC. Cael'tra replies in Elven. If no players speak it, then this encounter isn't very promising. But just to make things interesting, read it to them as if though you are speaking another language. Try and give off the impression that these guys don't like each other. A Sense motive check (DC 13) will reveal this as well. If a party member tried to interrupt, then the other elves aim their bows at him and one will say "Silence".

This is a rogue group of Elf Clan members who feel that the forest is theirs alone. Tael'tra is actually Cael'Tra's brother and feels that Cael'tra has betrayed him.

"Cael'tra Gyssemitore! You betraying, piece of hobgoblin spit! You dare to bring outsiders into our forest. It's bad enough that you joined that pathetic bunch of Gnarley Rangers and abandoned your blood oath to the Gnarley Elf Clans, but to bring outsiders into our sacred forest? This is unforgivable.

Cael'tra replies, "You know that the Gnarley Rangers are the foundation of the defenses against the Pomarj. With most of their member hiding in the deep Gnarley, and the other others fighting off the Pomarj raiders, I had no choice but to help them in anyway I could. I never betrayed the Elf clans. I am still a member through and through, but I also lend my support to the Gnarley Rangers. But! Know this. I will not go down to you without a fight."

Cael'tra pulls out his bow and glares at the elf menacingly. The elf in turn glares at Cael'tra and spits on the ground.

"So be it Cael'tra! I will execute you now, and have your friends arrested. Their fate will be decided back at the camp. KILL THE TRAITOR!!!"

If the party tries to continue to fight then the Oakfather knocks out everyone that fights and the mother and daughter take care of them with goodberries that the Oakfather leaves behind for them. The Treant is only 40 feet from the party after that ready the following:

"STOP THIS AT ONCE!!!" A voice booms through the trees as one comes to life and makes his way to the fight. He grabs up the nearest of the elves and holds him up.

"These people are not the enemies who harmed my children. You must understand.

Only the Orcs are an enemy of this forest. Petty struggles like this will only further their goals."

The Treant places the elf gently on the ground.

"These are not times to war with each other little ones. My heart aches with sorrow since my children were attacked by the filthy orcs. We must work together if we hope to beat this tumor that has plagued the Gnarley. You of the Elf Clans swore to help me with the purifying of the forest. These people are not the ones who are our enemies. It is only logical that we form an alliance with them."

The elf leader lowers his weapon and looks at Cael'tra.

"Cael'tra one day you and I will settle this. Now leave this place I have no desire to look upon your face anymore."

With that the elves rush into the night leaving you alone with the Treant, who look out into the forest and says:

"Trouble from that one if you and he do not settle this argument Cael'tra."

"I will settle it in time Great Oakfather. I simply have other pressing matters, as you can understand."

"Very well, Cael'tra, Go now. The Gnarley is not a place for little ones like you, especially little ones with babes."

The Oakfather then bends down and hands a handful of berries to Chelsey.

"Here little one. These will help you grow into a strong blossom. My children do love to help others. Do any of the rest of you care for some?"

The Oakfather then gives what you can only guess in a treant grin.

These are goodberries. A single one will fill your belly, and each one you eat will heal 1 hp, up to 8 hit points can be healed this way in a 24 hour period.

The Oakfather walks into the Gnarley in the direction of the Gnarley Elf clan members. The noise of his large steps eventually fades into night and you are left alone.

The party may wish to ask Cael'tra some questions about this encounter.

Q. Who was that and why did he hate you so much?

A. That was Tael'tra. He is a leader of a small group of Elf clan members, and my brother. He hasn't forgiven me for leaving his side in these dark times and joining the Gnarley Rangers. He feels that I have betrayed him and apparently harbors ill will towards me. It is a problem that I will have to deal with in the future I'm sure, but for now I have more important duties

Tactics

All the elves are level 2 rangers, they fight using ranged attack. Use **DM map 3** to help with this encounter. The elf leader is not into hearing what the party has to say. The encounter itself won't go very far though. The Oakfather is listening from a distance will interrupts in. The Oakfather is a Treant. If forced into fighting then he only grapples. If a party member is persistent then he uses subdue damage to knock him out then says "Troublesome small thing"

Combatants

Tael'tra: hp 21; see appendix 1

Elf Clan Rangers (4): hp 9; see appendix 1

NPC

Oakfather: hp 66; see Monster Manuel Page 244

If the party did not accept the farm from Terry they earn **The Gratitude of Reynard Tippingmug** on their AR.

Terry walks over to you with tears in his eyes.

"You have shown me great heroism today. For that I thank you. I can never repay you for what you have done for me. Please except my thanks for your help."

With that Terry and his family join with Reynard and head over to the house. Cael'tra walks to you and addresses you with a smile on his face.

"Perhaps with people like you helping us, we can protect the Gnarley from the dangers of the Orcs. I will remember you friends. For now I must say my goodbyes. Thank you again for saving my life, and the lives of those women. I hope to see you again."

The Gnarley Ranger runs off into the shadows of the dark forest. It would seem that there are a few people who find that dark wood to be a home and haven. For now your adventure is at an end. You will have to see what the future has in store for the Gnarley Elves, Rangers, Druids, and even the Packsmith family who is probably at home holding each other wondering what else there is to be afraid of from the Gnarley Forest. For now you have another task.... you still have a sword to deliver to Dyvers.

THE END

Conclusion

You finally exit the Gnarley, the canopy breaks away and the light of the stars and moon beam down on you. In the distance Tricaster glows with the lights of the evening lanterns. The chilling wind blows across your face and you can see the farm house in the moonlight.

As you make your way there you are greeted by Terry, and Reynard the Gnome blacksmith. Terry rushes toward his family and the whole group holds one another tightly in each others arm, tears welling up in their eyes.

Reynard comes up to you. "I came to help the Packsmith family as soon as I heard the trouble. Ye did a brave thing today in helping them. For that you have my gratitude. I don't believe that bravery should go unrewarded. I will make you the best weapon I can forge for only HALF the price I normally charge."

EXPERIENCE POINT SUMMARY

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

Encounter 1	
Saved Cael'tra from the burning barn	
APL 2	90 XP
Encounter 2	
Defeated the Orcs in the farmhouse	
APL 2	60 XP
Encounter 4	
Defeated the Orcs in the Cave	
APL 2	90XP
Encounter 5	
Let the Bear Cub out of the Trap successfully	
APL 2	60 XP
Story Award	
Objective(s) met:	
APL 2	60 XP
Discretionary role-playing award	
APL 2	90 XP
Total possible experience:	
APL 2	450 XP

TREASURE SUMMARY

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from

the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

Introduction:

APL 2: Loot: 0 gp; Coin: 20 gp; Magic: 0 gp

Encounter 2:

APL 2: Loot: 99 gp; Coin: 25 gp; Magic: 0 gp

Encounter 4:

APL 2: Loot: 230 gp; Coin: 76 gp; Magic: 0 gp

Total Possible Treasure

APL A: Loot: 329 gp; Coin: 121 gp; Magic: 0 gp;
Total: 450 gp

An Unhappy Employer: You were hired to do a shipping job, and you damaged the goods. Because of this Reynard is spreading the word that you are an unreliable employee. For the Next Three adventures you have a -2 on all Diplomacy checks with potential employers.

Reynard's Disgust: You are a mercenary to the blood. You wouldn't even save a woman and child from danger without taking everything they own. For this Reynard is disgusted with you behavior, and tell the whole town what you have done. For the next three adventures that are set in Tricaster you have to pay double upkeep due to the fact that nobody wants scum like you in their inn.

Favor with the Gnarley Druids: Though you didn't realize it the Druids of the Gnarley were watching. You impressed them with your desire to help nature even when it could cost you your life. This counts as a temporary influence point with the Gnarley Druids. If you were a Druid of the Gnarley then this is upgraded to a Permanent Influence point.

The Gratitude of Reynard Tippingmug: You have proven your heroism and save the friends of Tricaster's blacksmith. For this he is grateful and will craft any weapon found in the player's handbook at masterwork quality for only half price. Once this favor is used then write used over this favor on the AR.

Family Farm: In order to get you to help him, Terry Packsmith has offered you his family farm. If you accept it, you are granted a free simple house in the town of Tricaster, per the Dyvers Town and City Project.

APPENDIX 1: ENEMY NPC

APL 2

Encounter 4: Time to pick a fight

Gralick: male orc cleric 1; CR 3; Medium; HD 3d4+6 hp 15; Init 2; Spd 30 ft.; AC 12, touch 12, flat-footed 10 (+2 Dex); Base Atk +1; Grp +3; Atk +3 melee (1d6+3, light mace) (+1 BAB, +2 Str); Full Atk +4 melee (1d6+3, quarterstaff) (+1 BAB, +2 Str); AL CE; SV Fort +2, Ref +3, Will +1; Str 14, Dex 14, Con 12, Int 6, Wis 16, Cha 6.

Skills and Feats: Concentrate 8, Listen 1, Spell craft 3; Point Blank Shot, Precise Shot

Languages: Orcish

Special Quality: Lig1ht Sensitivity, Spells

Spells Prepared (3/3+1; base DC = 13 + spell level): 0— *inflict minor wounds* (3); 1st— *command, doom, cause fear* (2)

Domain spell: Gruumsh; *Domains:* Strength (bonus when performing a feat of strength), War (Weapon Focus [quarterstaff])

Possessions: mace, quarterstaff, holy symbol (2).

Encounter 6: Gnarley Elf Clans

Tael'tra: male wood elf ranger 3; CR 3; Medium; HD 3d8+3 hp 21; Init 3; Spd 30 ft.; AC 15, touch 13, flat-footed 12 (+3 Dex); Base Atk +3; Grp +6; Atk +6 ranged (1d6, short bow) (+3 BAB, +3 Dex); AL CN; SV Fort +4, Ref +6, Will +2; Str 16, Dex 16, Con 12, Int 10, Wis 12, Cha 10.

Skills and Feats: Survival 8, Listen 5; Point Blank Shot, Precise Shot, Endurance

Languages: Common, Elven

Special Quality: Track, Favored Enemy (orc), Wild Empathy, Combat Style (bow)

Elf Clan Members: male wood elf ranger 1; CR 3; Medium; HD 1d8+1 hp 9; Init 3; Spd 30 ft.; AC 15, touch 13, flat-footed 12 (+3 Dex); Base Atk +1; Grp +4; Atk +4 ranged (1d6, short bow) (+1 BAB, +3 Str); AL CN; SV Fort +3, Ref +5, Will +1; Str 16, Dex 16, Con 12, Int 10, Wis 12, Cha 10.

Skills and Feats: Survival 5, Listen 5; Point Blank Shot

Languages: Common, Elven

APPENDIX 2: OTHER NPC

Cael'tra Gyssemitore: male wood elf ranger 3; CR 3; Medium; HD 3d8+3 hp 21; Init 3; Spd 30 ft.; AC 15, touch 13, flat-footed 12 (+3 Dex); Base Atk +3; Grp +6; Atk +6 ranged (1d6, shortbow) (+3 BAB, +3 Dex); AL CN; SV Fort +4, Ref +6, Will +2; Str 16, Dex 16, Con 12, Int 10, Wis 12, Cha 10.

Skills and Feats: Survival 8, Listen 5; Point Blank Shot, Precise Shot, Endurance

Languages: Common, Elven

Special Quality: Track, Favored Enemy (orc), Wild Empathy, Combat Style (bow)

Unknown Half-Orc Spy: male half-orc monk 5; CR 5; Medium; HD 3d8+0 hp 28; Init 3; Spd 40 ft. (200ft Run Speed); AC 18, touch 17, flat-footed 14 (+3 Dex); Base Atk +3; Grp +9; Atk +5 melee (1d8+2, unarmed) (+3 BAB, +2 Str); AL LG; SV Fort +4, Ref +7, Will +7; Str 14, Dex 16, Con 10, Int 8, Wis 16, Cha 6.

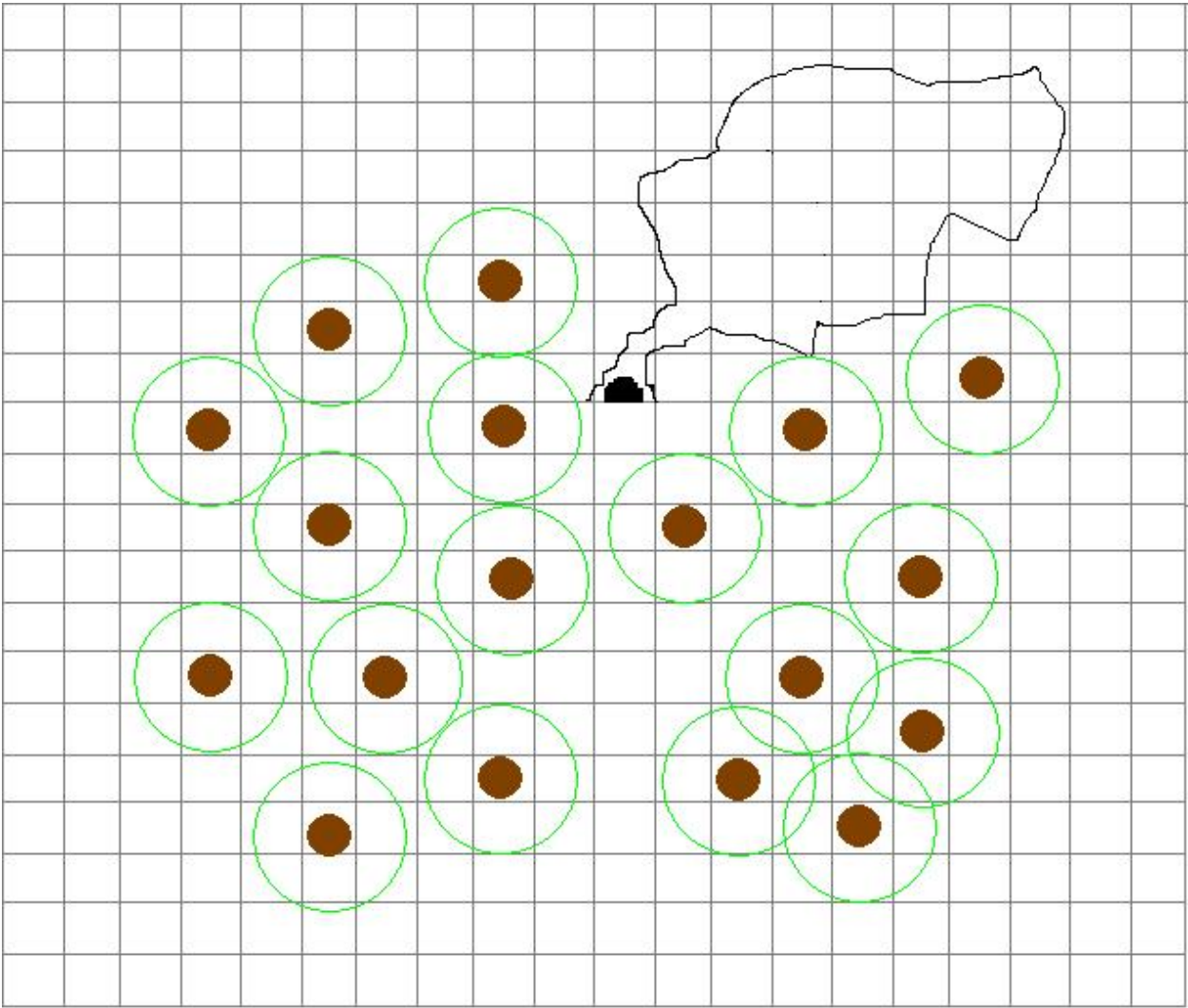
Skills and Feats: Tumble 11, Hide 11, Move Silently 11; Improved Unarmed Strike, Stunning Fist, Deflect Arrows, Evasion, Improved Grapple, Run

Languages: Common, Orcish

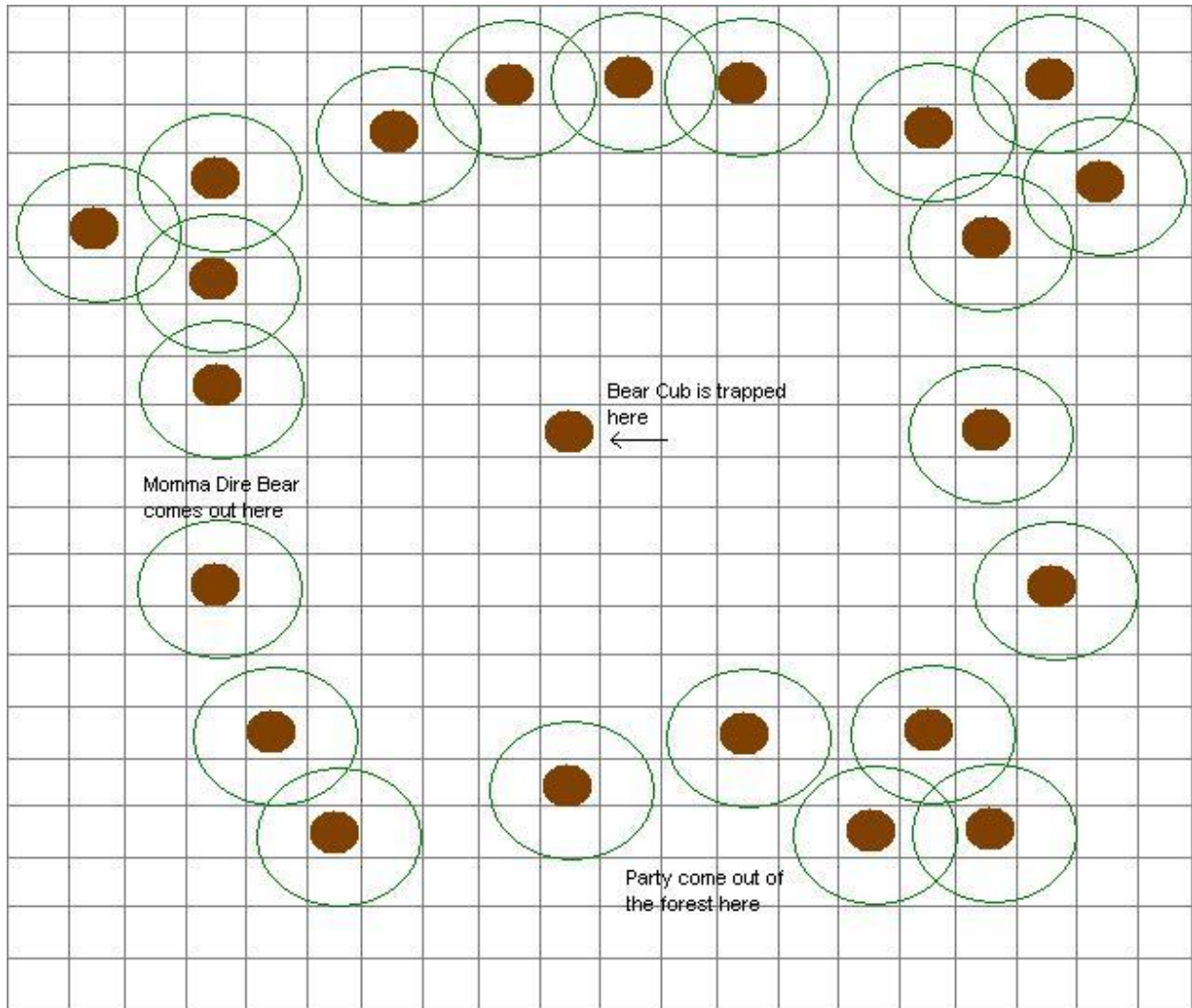
Special Quality: Flurry of Blows, Still Mind, Slow Fall (20ft), Ki Strike (magic), Purity of Body

Magic Items: Bracers of Armor +1

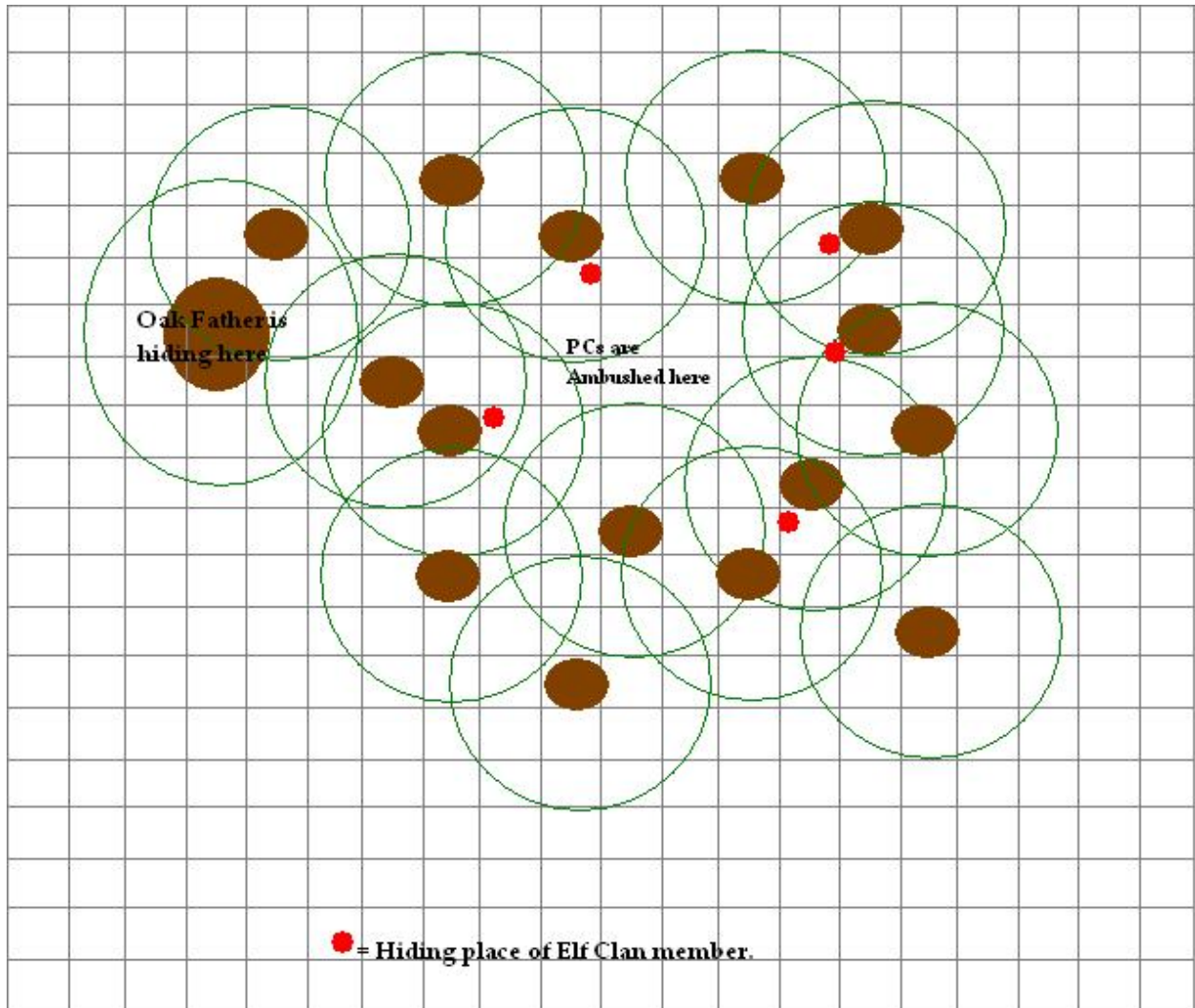
D1M’S AID 1: PACKSMITH FAMILY FARM



DM'S AID 2: BEAR CUB ENCOUNTER



DM'S AID 3: ELF CLAN AMBUSH



DM'S AID 4: ORC CAVE ENCAMPMENT

