

A Growing Crisis

A One-Round D&D LIVING GREYHAWK[®] Introductory Adventure set in Furyondy

Version 1.2

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There is a rumor that on the border between Veluna and Furyondy exists a cabal of Druids dedicated to preserving and protecting the balance of nature. Evidence of this cabal has recently been brought to the attention of a noble knight of Furyondy and he has asked for your help in proving whether or not these rumors are true. A Furyondy introductory diplomatic adventure for rangers, druids, scouts; as well as other nature minded first level characters.

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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For questions specific to this document and your region, please e-mail your triad point of contact (POC) at poc@furyondy.com; for LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

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

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

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth one (1) point.

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Along with this adventure you'll find a RPGA Table 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. This particular adventure is an introductory adventure and may only be played by four to six first level PCs.

PCs may chose to 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 or familiars) or the warhorse of a character with the Mounted Combat feat. However, a single PC may only bring two or fewer animals of this type.

TIME UNITS AND UPKEEP

This is an introductory one-round regional adventure, set in Furyondy. Characters native to Furyondy pay one Time Unit per round; all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp 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 scenario.

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 Survival check (DC 20), 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

After the events of *FUR5-02 Herb Hunting*, Sir Frehicald is convinced that Krishena (the druidess that saved his daughter) is part of the larger group of druids that might be able to help the country in its battles with luz and any other threats that might arise. However, with most of Furyondy's heroes off on other assignments, he decides to seek new adventures out to help him contact this group. The primary road block to this is a woman named Celenia. She is a sorceress in the service of luz who has been working in the Azkagar manor for some time keeping tabs on his actions. It is only quite recently that her involvement has taken a direct approach with orders from her superiors. For the current plans of her druidic masters to succeed (re-blighting the forest), she must make sure that the defenders of nature Frehicald has sent the PCs to seek are not found.

Adventure Summary

The adventure begins in Caronis with the PCs enjoying some down time.

Encounter One: The PCs' relaxation is interrupted by a young boy who appears to be a messenger of some kind.

Encounter Two: The boy leads the PCs to the manor of Sir Frehicald where they are given the mission to seek out a group of druids in order to garner their assistance in the coming battles.

Encounter Three: Upon going toward Dapple Wood, the PCs come across minions of Celenia who attempt to stop them.

Encounter Four: The PCs enter the town of Kisail to find out more information on what they seek. They learn a little more about Krishena and that she may be found in Dapple Wood.

Encounter Five: The PCs head into the Dapple and are observed by Krishena in her eagle form. If the PCs tread lightly and show respect to the Dapple then the meeting with her goes a lot easier.

Encounter Six: The PCs finally reach Krishena's home and have the chance to speak with her directly. If they are able to gain her trust, she is willing to offer a test of faith. She sends the PCs deeper into the Dapple to find out what has been happening with recent losses of animal and plant life in the forest.

Encounter Seven: Upon accepting Krishen'a assignment (or using their own skills to find their way) and venturing deeper into the woods the PCs come across two minions of luz casting a spell, stopping them and perhaps finding a letter.

Encounter Eight: PCs may return to Krishena and are given a letter of introduction and directions to a nearby gathering of the group they seek. The Old Faith is not a secretive organization, though a gathering of this size is relatively unheard of.

Encounter Nine: Upon finding this particular gathering, the PCs discover an attack against the druids.

Encounter Ten: The PCs attempt to convince the Old Faith to offer aid.

Encounter Eleven: Whether they succeed or fail, the PCs return to Sir Frehicald to report their findings. They encounter Celenia again, who is now ready for a fight. If and when the PC's succeed they report to Sir Frehicald their success or failure.

Preparation for Play

Prior to this and any other Furyondy regional adventure, the DM should ask the PCs the following questions:

- Do you or any items you possess detect as evil?
- If items detect as evil, do you plan to bring them on this adventure?

- Are you presently wanted for any crimes in Furyondy?

If the PCs detect as evil or possess any items that do, be sure that they are aware that both are criminal acts in the kingdom and that they are likely to be arrested and prosecuted if captured.

Determine what your table composition is and what players are druids, rangers or scouts. Races of these classes matter very little but having the classes at the table make the Diplomacy checks needed to convince Krishena to help in Encounter Six easier. Allow the players to describe their characters, and note who appears to be strongest physically. Finally, as to not interrupt the drama of the encounters (or to tip the players off about events fourth coming) have the players roll 4d20 and note their modifiers for the following skills.

- Spot
- Listen (x2)
- Sense Motive

Please roll the following for NPC characters as well:

- Alacore's Hide and Move Silently checks at a +8 for Encounter 3
- Larena's Bluff check at a +13 for Encounter 3
- Larena's Sense Motive check at +2 for Encounter 3
- Larena's Perform (sing) check at a +8 to set the Will save DC for her *fascinate* ability for Encounter 3

Ascertain whether any of the characters at the table have played any of the following adventures: *FUR2-03 Sheltering Wings*, *FUR4-03 Bells in Gold*, or *FUR5-02 Herb Hunting*. In that case, there is a chance that the PCs have met some of the prominent NPCs.

Introduction

The adventure begins in the city of Caronis. Things have settled down quite a bit since the marriage of Lord Olgart Goldsaex and the Countess Rhavelle.

The weather is crisp and clean on this early spring day as you find yourself in the Turning Leaf Inn. There are very few people in here... which may or may not be your style. The bartender is an old Oeridian human who appears to have seen some battle in his lifetime. The scars on his face show many a day where he was glad to simply survive. The

waitress is a young Flan girl...cheerful enough, if not the most beautiful flower in the garden. There is a half-orc sitting in a corner table taking on all comers in game of arm wrestling while two roguish types attempt to find people for a game of Three-dragon Ante. It is a quiet day, as most in this area of Caronis seem to be. It seems that you have chosen a good place to come, relax and forget the day's troubles...certainly nothing out of the ordinary will occur here...

Encounter One: The promise of adventure

The PCs find themselves in one of the quieter taverns of the town called the "Turning Leaf Inn". The PCs can interact with anyone in the bar, as noted below. PCs who wish may play a short game of Three-Dragon Ante with Gleph or Calis (if there is a deck handy).

Any PC that wants can arm wrestle Morlog. Roll three opposed Strength checks with the top two winning the match. After the PCs take some time to interact with each other and the few NPCs in the tavern, the relative quiet of the day is broken by a messenger boy barging into the tavern. Upon his entry into the tavern, read the following.

As you enjoy some rest and relaxation, the relative peace of the day is broken by a loud thud as the door to the tavern flies open. Standing in the doorway panting like a dog is a young boy. He is dressed in tattered commoners clothes and his messed dirty blond hair and face covered in dirt shows that he has not seen the inside of a bath tub for weeks...if ever. He looks up after a few moments of labored breath and begins to speak. "Um... I am looking for ad-ven-ter-ers... yeah that's it...adventurers...for a mission. This old guy in white armor gave me a whole gold piece to find some ad-ven-ter-ers to help him do something. So... anyone in here want to go see him?"

Creatures: If there are only four PCs at the table, Astra (see Appendix) is also present in the tavern and accompanies the PCs on their adventure. The following is a summary of others present in the bar:

Morlog: Male half orc War3/Adept2 (Str 22).

Morlog is a gruff old half-orc who has seen entirely too much suffering and torment in his day. Now he

wastes his day away taking coins from those foolhardy enough to challenge him. He casts *bull's strength* on himself (reflected in the stat above) at the start of each day and plays his game until he is out of spells (usually an hour or two).

Gleph: Male half elf Rog2 (Wis 14).

Gleph is a traveler of the roads of Furyondy and an avid gambler. He finds himself stuck in Caronis trying to make enough money to pay back his debt to Talister and the Turning Leaf. He is most often found with his sister Calis.

Calis: Female human Rog2 (Wis 16).

The sister of Gleph, she is a little bit brighter than her brother. She stays with him because, frankly, no one else will. She is kind hearted and truly wishes to help her brother. She is better at the games of chance than her brother and gives much of the money she wins to him to pay off his debt.

Talister: Male human Ftr8.

Talister is the old bartender of the Turning Leaf. He decided after fighting in the Great Northern Crusade that tending bar was far easier than killing anyone or anything...even minions of luz. He is old and gruff but serves anyone any drink they ask for.

Minea: Female human Com3 (Cha 12).

Minea is the waitress of the Turning Leaf. While she isn't the prettiest of waitresses she is nothing to sneeze at. Though she is quick and agile, she is not too bright and hangs on any story of adventure, whether it is true or not.

Xandir: Male human Com1.

Xandir is a local street-urchin who spends most of his time around Sir Frehicald's manor occasionally breaking in to steal produce and chicken eggs. He is basically a kind-hearted boy, as most anyone that spends time with him notices.

Xandir is an orphan and doesn't have anyone to take care of him. The PCs might not immediately believe the boy but any Sense Motive roll shows that he is excited and absent minded but seems pretty sincere about needing adventurers. The PCs have a choice of either following the boy and continuing with the adventure or not following him and bringing the adventure to end. Below are some questions the PCs might ask.

- Who sent you? ***Some old guy in white armor, I don't know who... he just gave me a gold piece and told me go find ad-ven-ter-ers.***

- What is this mission? ***Umm... the old guy didn't tell... why are you asking so many questions, are you coming or aint cha?***
- Why did this "old man" choose you? ***Heck if I know... I was just there and he told me to do it. I am not complaining about a gold piece.*** (In reality Frehicald chose the boy because he had been stealing from his hen house and he wanted to help the lad out. Frehicald explains his reasoning in Encounter Two)
- What is in it for us if we go with you? ***How would I know that? All I know is that I got a gold piece!***
- How far is it/How far do we have to go? ***Oh, it's on the outside of town... but I know a short cut.***

Development: Questioning Xandir any further proves pointless as he really doesn't know much else. If asked, the bar patrons say that he is a local street rat but is all together a good kid if someone gives him half a chance. At this point the PCs can make a choice to follow or not. If they do, continue to Encounter Two.

Encounter Two: In the Lap of Luxury

When the PCs choose to follow the boy, he leads them through some of the back alleys of Caronis and finally to the Frehicald estate.

The boy leads you through the back alleys and dark corners of Caronis. Finally, before you sits a large manor home with a wide expanse of gardens. Two guards flank the gate. As Xandir approaches the gate the two guards look down at him and sigh. "Oh... it's you. What have you brought us this time, boy?"

The guards of this place are higher and mightier than they should be and react to both Xandir and the PCs with a general air of disrespect. However, they allow the PCs through once given any modicum of a good explanation.

The guards sighs, "Very well," as he opens the gate. Soon you are standing in front of a large mahogany double door that serves as an entrance to the manor. The door opens and standing before you is a breathtakingly beautiful woman. She is human with silky red hair tied up and placed inside a small white bonnet. Her eyes are the color of emeralds and

seems to burn holes through your soul as she looks up at you. "Good day sirs and madams...my name is Celenia, I am here to escort you to his lordship Sir Frehicald. Please follow me," she beckons. Turning, she leads you inside the manor. As you walk down a long hallway you are flanked on either side by tapestries illustrating great warriors and even greater deeds.

Celenia has consumed a *potion of undetectable alignment* to obscure her evil nature. She drinks one of these potions every evening to ensure that the effect does not fade at an inopportune moment.

A DC 10 Knowledge (religion) check reveals that some of these tapestries are homage to Heironeous and his many battles. A DC 20 Knowledge (history) or DC 15 Bardic Knowledge check reveals that there are also tapestries to some of the battles of Furyondy's past. At this point the PCs are led into Frehicald's study where he awaits their arrival. Xandir immediately sits down in one of the larger chairs in the room and looks smugly at the noble knight. Frehicald merely laughs and then turns to the PCs.

As you leave the hallway you are led into what appears to be a small study. The chair at the fine mahogany desk that heads the room turns towards you and in it sits a man in blue robes with a crest on them.

A DC 10 Knowledge (religion) check reveals this is a crest of Heironeous. Clerics, paladins or other divine casters who worship Heironeous recognize the symbol automatically, as do any who are members of the Church of Heironeous meta-organization.

"Well young man...it seems that I have judged correctly and that you are a man of some honor," Frehicald announces to the young boy. "Indeed. However, I must say that honorable men do not steal from each other. I know you have been stealing food from my gardens." Frehicald states, looking at the boy.

"How about this...from one honorable man to another...I could use another man like yourself. I need someone to look after my chickens for me. So, I want you to take care of them. It is hard work but I will give a place to sleep, a good meal and a Sheridan (sp) per day to go along with that gold piece. What say you?" Sir Frehicald asks with a smile.

"Really, sir? Thank you...I promise to be the best chicken tender ever!" Xandir yells excitedly as he rushes off.

"Must catch them early...he is a good kid...just needs guidance. You watch, that boy will be a Knight of the Hart someday. Anyway; you must be here in regards to my summons. In this past year my family has been helped immensely by adventurers such as yourselves and by a druid priestess by the name Krishena. It is my belief that Krishena is a member of the Old Faith. What I need for you to do is find a way to secure an alliance with the Old Faith. A simple task for those such as you I would think." Frehicald explains with a smile as he takes a sip of wine from his glass.

At this point the PCs probably have many questions for Sir Frehicald. Below are some answers to what those questions might be.

- Why do you seek this "Old Faith"? **They seem to be a noble group; I have heard they defend Furyondy's wilderness. As you all are aware, the threat of Old Wicked is always present in our country. We need all the assistance we can get in our war.**
- What do we have to negotiate with? **A good question. However at this point I am not expecting you to actually garner an alliance with them. My primary goal is to find out if they are willing to talk. Words are going to be your primary bargaining chips here. Be open minded, listen to what they have to say, know that these people are followers of nature and be kind to nature herself.**
- What can you tell us about this Krishena? **Not much, I am afraid. I have not encountered her personally, though about a year ago a group of adventurers such as you came to the aid of my sick daughter and I. Krishena was instrumental in creating a draught that saved my daughter's life.**
- Your daughter?/What happened with your daughter? (or anything pertaining to the events of *FUR5-02 Herb Hunting*) **My daughter suffered from an unknown illness. Without the help of Krishena's medicine, I am afraid that my daughter would have died.**
- What is this task you wish us to perform?/How do you expect us to be able to secure an alliance with these people? **To tell you the truth, I am not sure you can. I have heard**

that there are a few members of this organization distributed throughout the kingdom but one or two druids won't amount to much against the hordes of Old Wicked. However, I have also heard rumors that there will soon be a gathering in our kingdom. I want Furyondy represented in that gathering. I am afraid I have little more information for you beyond that. Perhaps Krishena might have a better answer to that question then I can provide.

- *Where do we find Krishena? I believe the adventurers that helped me in the past mentioned something about the small hamlet of Kisail to the south of here. Perhaps trying there would be the best course of action.*

Once the PCs have finished asking questions, continue with the text below.

"Before you go, while I am unsure of what you will face I can offer you a little assistance. Kalinda, you may enter now," Sir Azkagar orders. Turning, you see an elven female standing in the door. She has a shortbow slung across her back and the look of an accomplished woods person about her. She walks in and takes a position next to Sir Frehicald.

"I want you all to meet Kalinda. She is the daughter of one of my most accomplished scouts. Though she is new to my service she knows the woods of Furyondy well and I feel she will be of great help to you. Kalinda, you are now charged with accompanying these fine adventurers. Learn all you can and assist them where needed." He tells her. She salutes and then joins you.

"Greetings, my name is Kalinda... my bow and skills are now yours. I recommend we take the southern road to Kisail." She informs you as she awaits your next move.

Stats for Kalinda are presented in Appendix 3. If there are less than six PCs at the table, Kalinda aids the PCs in combat. Otherwise, she merely accompanies them, aiding them in any out-of-combat tasks she is capable of performing.

Development: Once the PCs indicate they intend to continue to Kisail, proceed to Encounter Three.

Encounter Three: Two roads diverged in Dapple Wood

At this point the PCs are finally on their way to Kisail. However, they are soon met by an unexpected visitor.

The snows of winter have cleared and what has been left is the reawakening of life in the world. Your trip is interrupted by a lone traveler in the road. She seems to be a young human woman, quite beautiful with flowing brown hair and hazel eyes. She looks lost and confused as she holds a longsword to you. "Who are you?" she utters, obviously scared.

Allow the PCs to respond. At this point, off in the trees about thirty feet from the road (see DMs Map 1), Alacore is taking his position. Use his Move Silently check against one of the PCs' prerolled Listen checks. Success means they hear movement off the road. If PCs at some point indicate looking over into the woods or surrounding area, allow an opposed Spot versus Hide check to determine whether the PC can locate Alacore. If successful, and the PCs indicate an intention to attack, proceed with initiative. If the PCs instead decide to simply watch Alacore, ask if they are being discrete about it. PCs attempting to be discrete can roll a Bluff check opposed by Larena's prerolled Sense Motive check to see if Larena realizes this. If PCs are not attempting to be discrete, she realizes this automatically. If Larena determines the PC is watching Alacore, Larena speaks directly to that PC to attempt to distract them. Otherwise continue as normal.

"My name is Larena. I am a traveling minstrel on my way to Caronis. I seem to have lost my way. Perhaps one of you could point me in the right direction?"

Allow PCs to respond.

At this point if Alacore has been seen and is being observed, the relevant PC notices that he is notching an arrow. Read the following.

Through the trees you see an elf staring at you. He seems to be focusing specifically on you as he notches an arrow in his bow...

Proceed with initiative. Only PCs specifically watching Alacore are able to act in the surprise round. Larena cannot act as she was not sure when the attack would occur but attacks at her initiative in the next round. Alacore does have cover from ranged weapons. Skip to Tactics below.

If Alacore has not been spotted, continue with the next text, modifying if the PCs are unable or disinclined to assist the lady with directions.

“Thank you kindly good lords and ladies. I am afraid that I am poor and have very little to give you in return. However...perhaps I can repay you with a song?” Without even answering, Larena begins to sing...

Larena targets the PC that appears to be the easiest for Alacore to hit with the *fascination* ability; e.g. the PC that appears most lightly armored. If the PC fails the Will save read the following.

The song you hear is the most beautiful thing ever put into words. It lightens your very soul and brings a smile to your heart. The words, the melody, everything just seems to fit so perfectly with the mood of the day...you cannot seem to stop listening...

For the rest of the table and if the PC succeeds at the Will save...

The song you hear chills you to your very soul. It is a haunting melody about how the great lord luz shall cover the Oerth in his black grip and all living things shall wither away and die as his vile influence spreads over the hearts of even the most pious individuals. You know there is a power at work here and your mind almost succumbs... but you are able to shake free of its bonds and remain focused on the fact that the young woman before you is not what she appears to be.

Regardless of whether the PC's succeed, fail, or aren't even affected by the song continue with the following.

An arrow comes flying from the trees around you and you struggle against the affects of the haunting melody of the bard in front of you. Larena smiles and giggles. “The lady is going to pay us pretty well for this.” She declares with a sneer as another man steps from the trees arrow notched at you.

At this point, the *fascination* ends but the trap is sprung, roll initiative.

Creatures:

APL 2 (EL 3)

Larena, Female Human Brd1/Rog1; hp 12; see Appendix 1.

Alecore, Male Wood Elf Rgr1; hp 8; see Appendix 1.

Tactics: Larena is primarily a rogue and does what she can to flank with Alecore. Though Alecore is primarily an archer he is not a fool and realizes that their best chance to win is by working together. Larena does have a few spells that she can use if the mood strikes her (*daze* and *flare*) to allow her to sneak attack. The primary focus of both combatants is to flank.

Treasure:

APL 2: Loot 51 gp; Coin 10 gp; Magic 0 gp; Total 61 gp.

Development: The PCs have the first clue to Celenia's treachery when Larena spoke about "The Lady." Thus, if PCs capture either of them alive and question them, they can discover the following with a DC 25 Diplomacy check or a DC 13 Intimidate check.

- Why did you attack us? ***Because we were paid to stop you...seems like you are getting in someone's way.***
- Who hired you? ***This lady; she said there would be some adventurers coming down this road and that we were supposed to stop them. After that we were supposed to head to a big manor house of some knight in Caronis to get our payment.***
- What was the name of this knight?/Who's house? ***I think his name was Fricheld, Frecheld, Freicheld? I don't remember... it was just in the message we got...***
- What message? We just left? ***A raven delivered us a letter...***

PCs who Search Larena find Player Handout One, a letter explaining the PCs have been sent on a mission that is counter productive to the plans of the sender of the letter.

Encounter Four: Bumming around Kisail.

The primary reason for this encounter is for the PCs to discover more information about Krishena and the Dapple Wood itself. There are numerous places for them to do so. PCs are most likely to try one of the three Inns in town (reactions outlined below); however, as before, the marketplace is their best bet. See GM Aid 1 for information on the town.

Kisail is a farming community on the outskirts of Furyondy. This village is lively and the

people here are from many different cultures, religions and mind sets. The town is most exemplified by the market in the town square. There are numerous vendors selling everything from berries of all shapes and colors, to fungus seller and even a gnome selling all sort of weird magical oils and potions.

In addition to that, this town boasts three fine Inns. The “Red Ember Inn” seems to be a good place for all while the “Paladin’s Pride” is a little bit more upscale. The Ogling Orc appears a bit rougher around the edges, although it does afford a great view of “The Beckoning Beauty.” One could probably have a good time there... even if no useful information was gained. There are also a number of small temples in town.

It is a fine early spring day with lovely weather. The townsfolk are generally friendly but not immediately helpful. Simple Gather Information checks do not garner anything; the PCs must actually interact with the different people in village to garner the information they seek. The best persons to garner this information from are the berry seller in the marketplace and the owner of the “Red Ember Inn.” However, neither just gives up the information. First, the PCs must explain to them (e.g. roleplay) why they seek Krishena as both have come to respect her. Again, simple Diplomacy checks will not suffice here. The motives of both NPC’s are explained below. If what the PCs say comes close to these motives then allow a DC 20 Diplomacy check to increase the NPC attitude from Friendly to Helpful.

Aside from Dierna and Domiale, others in town asked about Krishena just direct the PCs to the Red Ember or the marketplace by stating things like *I think I have seen her in the marketplace* or *She sometimes talks to the people over at the Red Ember.*

Creatures:

Dierna: Female dwarf Com3. Dierna is the owner of the Red Ember Inn. Krishena has been a customer if not a regular of hers; she has come to respect Krishena and does not wish to see her harmed. The PCs must accomplish two things to open Dierna up: 1) They must explain that they are out to help Furyondy and all its people; and 2) they must explain that they are not part of any problem Krishena has reported. This is likely to be tricky as the PC’s have no idea what Krishena’s issues are. However, if the PCs explain that Sir Frieched sent them to find Krishena, that accomplishes this. If

PCs gain her trust, Dierna tells the PCs a general idea of where in Dapple Wood Krishena’s home is.

Domiale: Male human Drd2. Domiale is the berry seller at the market who has dealt with Krishena on many occasions (though he knows nothing of the Old Faith). He is not the easiest nut to crack as it were. PCs must show genuine interest in his stock (play this up as a sale pitch and follow the player’s reactions to it) and make a purchase. Once they have done so and ask him where to find Krishena, Domiale tells them she has a home out in the Dapple and the approximate location. If PCs show no interest in his fruit...move along.

Development: By the time PCs have found out about where they can likely find Krishena, it is getting late at night. They can stay at the Red Ember for the cost of standard lifestyle. The Ogling Orc is a tavern and has no rooms to rent and the Paladin’s Pride is available for those with high lifestyle. Once PCs indicate they are proceeding into the woods, continue with Encounter Five.

Encounter Five: Lost in the Woods.

There are four mini-encounters in this section. Each has a couple of different outcomes that modify the final interaction with Krishena. Krishena is either in eagle form watching the PCs’ interactions or speaks with animals who have observed them.

Each mini-encounter is separated into a description of what the PCs encounter followed by possible options the players might come up with, listed in the order of most positive to worst (as far as Krishena is concerned). The options presented are possible choices that the players may come up with; use these as guidelines if the PCs do something not listed. Record the number associated with each choice the PCs make (or the most similar choice to what the PCs do) and total the number from each mini-encounter; this total “score” will be used in Encounter Six. **DO NOT** read the options presented.

Mini-Encounter 1:

As you walk further into Dapple Wood, your thoughts are broken by the sounds a baby bird chirping. Looking around, you find that a baby sparrow has fallen out of a nest far above it in the trees. This sparrow is obviously too young to fly and too young to defend itself but appears to be in good health otherwise.

Some possible options are:

- The PCs use something along the lines of *mage hand* or *unseen servant* to return the young bird to its nest. Krishena is pleased that they saved the bird without causing it undue stress. (+3)
- They ignore the baby sparrow. Krishena is pleased that they did not disturb the natural order. (+1)
- They return the baby sparrow to its nest. Krishena is upset by their ignorance of the natural order. (-1)
- The PCs do something to the poor bird to kill or otherwise harm it. Krishena is appalled by their lack of compassion. (-5)

Mini-Encounter 2:

The PCs continue into the woods and soon come across some chipmunks playing. However they can also see (no Spot check needed) a hawk intently watching these fuzzy woodland creatures. Before checking for their response, allow PCs a DC 13 Knowledge (nature) check to realize that the hawk taking the chipmunk is in fact part of the natural order.

- They can allow the hawk to take a chipmunk for his meal and move on realizing that this is part of the natural order. Krishena is pleased that despite their instinct to protect cute fuzzy things, they allowed Mother Nature to make her decisions uncontested. (+1)
- They can stop the hawk from taking one of the chipmunks for its meal. Krishena can only shake her head and wonder why they would interrupt a natural process of wild. (-1)
- They can stop the hawk from taking one of the chipmunks for its meal and then move the chipmunks away or otherwise prevent the hawk from coming back. Krishena is annoyed at the length they will go to break the natural order. (-2)
- They can do something to kill or otherwise harm the hawk or worse the chipmunks. Krishena is appalled by their lack of compassion. (-5)

If the PCs allow the scene to play out uninterrupted, read the following.

The hawk swoops down and plucks one of the chipmunks from the ground as the rest scatter for their lives. You assume the hawk will enjoy its meal and the chipmunks will be wiser next time and not play out in the open like that. Thus is nature; we cannot impede the natural order no matter what we may think.

Mini-Encounter 3:

The PCs continue into the woods for a little while longer and then come upon a small badger trapped in what appears to be a man made spring trap. The badger is injured and seems to be ready for a fight. There is obvious evidence of it has attempted to free itself by gnawing at its own leg. Any attempt to move close to the rusted and old trap results in the badger hissing at the PCs. Again, the PC's have a few options here.

- They calm the badger through the application of Wild Empathy (DC 13). This allows them to approach. If they then heal the badger's wounds and set it free, it trots off happily. Krishena is impressed with their care and concern for nature and its inhabitants. (+4)
- They attempt to calm the badger through the application of Wild Empathy (DC 13) and fail. They still move towards the animal despite the danger of being attacked and heal it. Then they set it free. It bites at them and then runs off. Krishena is quite pleased that they at least attempted to commune with nature and that they showed compassion to the wounded animal. (+3)
- They calm the badger through the application of Wild Empathy (DC 13). Upon succeeding, they set the animal free. It limps off. Krishena is pleased by their show of compassion and that they freed the animal but wonders if there was anything more that they could do for it. (+3)
- They move towards the badger despite the danger of being attacked and attempt to heal the animal's wounds. After doing so they free it. It takes another bite at them and then runs off. Krishena is pleased by their compassion. (+2)
- They move toward the badger despite the danger. Despite being attacked (see badger in the *Monster Manual*), they free the creature which bites at them again

then runs off. Krishena is interested by the attempt but wonders if anything else could have been done for the creature. (-1)

- They attempt to free the creature with a *mage hand* spell or another means that keeps them at a distance. The creature runs off into the woods. Krishena merely shakes her head and wonders if there was anything more that could have been done for the creature. (-3)
- They completely ignore the wounded animal and move on. Krishena is appalled by their lack of compassions. (-5)

If the PCs assist the badger such that it leaves happily (the first option), read the following.

You lift the rusted teeth from the leg of the poor badger and it sniffs its leg a bit then looks up at you and blinks for a second as if assessing his rescuers. It coos at you and then runs around your legs for a few seconds before happily trotting off. As you watch it trot off it is pounced upon by a few smaller badgers. It coos at them and carries them off on its... no... her back. It appears the smaller badgers are in fact its offspring...you have just saved a mother. Nature will smile upon you for sure one day because of this act.

Mini-Encounter 4:

More time passes. As you continue to wander the sounds of birds chirping is replaced by another sound...the sound of singing. It is... an interesting song to say the least. Most of the words make sense but the order in which they are sung does not. Its not exactly backwards it just sounds like the words are out of order.

Investigating the sound further you find the most curious of sights. Moving around a large old oak tree you see a small creature. It is no more than two feet tall and dressed in clothes as bright as any rainbow you have seen from the top of the bright red cap on its head to the dark blue points of its curly toed shoes. It seems to not notice you approach at first as it works to cover a hole in the ground. Looking further at the hole you see what you can only assume to be a gem... a large gem probably of some value. The creature, a small lady fey of some type, turns around and looks you straight in the eye...upon doing so her little eyes go wide...

“Ahh! Humans!” She screams and flies off. However, she doesn’t get very far before she flies straight into a tree. With a heavy *thud* she falls to the ground and does not move.

Creature:

Telshion: Female Pixie Sor4

The crash and subsequent fall put the little fairy at negative four hit points. A DC 12 Heal check reveals that this creature is indeed unconscious and dying. The PCs can do a number of things here.

- They can leave the gem be and heal the little fairy. She blinks for a few seconds and then looks down, sees her gem is safe and flies to protect it. Krishena is pleased that they would take the time to help out a creature that has no impact upon them. (+2)
- They can take the gem and then help the little fairy. Telshion blinks for a second, goes to thank them but notices that her treasure is gone so she sneers and flies away. Krishena is upset at their greed. (-5)
- They can completely ignore the fallen fey and take the gem it was burying. Krishena is appalled by both the greed and the lack of compassion on their part. (-8)

This little fey creature can be of great assistance if the PCs play the part right. If the PCs help the pixie and leave her treasure be, read the following.

The little creature looks up at you as she protects what appears to be her treasure. Fright is in its eyes as it begins to speak to you...

If none of the characters at the table speak Sylvan then this first part comes out as gibberish. Seeing this, Telshion switches to Common and repeats herself.

“Who... who are you? What do you want?” The little creature asks looking directly at you.

Allow the PCs to respond and paraphrase the following accordingly.

“You...you don’t want my treasure? Then what do you want? You are humans right...big people? You don’t want to eat me do you? Because my big brother told me that you humans eat us pixies for small snacks.” The little pixie explicates, still sitting over her treasure.

PCs have a chance to garner the assistance of the little fey. Telshion can guide them to where she knows Krishena to be. However, right now her mood is Unfriendly and in order to assist the PCs, she needs to be Friendly. This is accomplished through a DC 25 Diplomacy check. Feel free to assign anywhere from a +5 to -5 circumstance modifiers due to PC interactions with her.

If they fail read the following.

It seems your attempt was not enough to convince this little creature that your intentions were noble. You lose sight of her and any help she might have been able to give. However, after what seems like days but might have only been a few minutes, you manage to find the path once more. Soon, you find the edge of a clearing, in the center of which is a house that matching the description you have been given.

If the PCs succeed, Telshion is a little bit more helpful.

The little creature looks at you for a moment or two and then laughs her little head off. "Wow...for humans you are pretty funny...can you tell me joke?" The little creature requests sitting down on its gem looking up at you expectantly.

To continue, the PCs must tell Telshion a joke...it doesn't have to be funny but they must come up with something. Upon doing so, continue below.

"HAHAHAHAHA! Wow...humans that I can actually like. This is a switch. My kind and humans don't usually get along. Humans usually want us for our powers or something like that. Though I never really paid much attention to the big people, so I guess in the end I really don't know. But then, the ones that came to the fey weren't interested in jokes... they liked kicking down my house and my shed and my pond, and my dog, and my lion, and my... well, you get the idea. But not you... you seem funny and you haven't even tried to take my treasure. So... what's up? What brings you to the woods?"

Use the below to answer any questions the PCs may have:

- Who are you? ***I'm Telshion. Who are you?***
- What are you? ***I am a pixie...duh!***
- What is a pixie? ***Gee...you're not very smart are you?***

- What are you doing here? ***Oh... I am burying my treasure away from the fey for safe keeping.***
- What is your treasure? ***This big shiny rock I found a few weeks ago... I can't figure out why but some wizard wanted it...***
- Do you come here often? ***No, this is my first time here.***
- Do you know how we get out of here? ***Well... not really, I am a bit lost myself. Though maybe that lady can help us.***
- Do you know where we can find Krishena? ***Who? Don't know her. But if you want we could ask that lady.***
- What lady? ***She is another human kind of like you but she turns into other things sometimes.***
- Where is she/Can you take us to that house? ***Yeah, her house is right over there....***

To most other questions, Telshion insults the PCs.

Treasure: The gem they may obtain from Telshion is a small diamond.

APL 2: Loot – 0 gp, Coin – 10 gp, Magic – none.

Development: Once the PCs convince Telshion to help them find the "lady's house," or if PCs succeed on a DC 25 Survival check to locate the house on their own, proceed to Encounter Six. If they are unable to locate her home by one of the above methods, proceed to Encounter Seven and adjust accordingly.

Encounter Six: The Druid Krishena

Before you is a simple cabin made of earthen materials. It appears that everything has been painstakingly chosen as to not disturb the natural order of life in the area. Everything about this place just seems...natural.

As you approach the house you noticed a bird, an eagle, flying overhead. Strangely enough, the eagle seems to be watching you just as closely. As you continue your observation of it, it comes down and lands in front of the house. In a few seconds, what was once an eagle turns into a tall, frail looking human woman with wavy, light brown hair. She is dressed in green robes and her brown eyes study you intently. "Trespassers...what brings

you to my home? State your business or be gone.” The woman stares at you, awaiting your response.

Creatures: Krishena, Drd 12. Krishena is by nature shy; thus, allow the players to interact with her but do not have her lead the discussion. Krishena’s primary goal is to protect the balance of life and nature in Furyondy and across the Oerth. In general anything that lends itself to that goal is praised while anything that detracts from that goal is frowned upon. Anything that stands against that goal is met with defiance.

Allow the PCs to state their case to Krishena. In general, she is looking for the following before she agrees to help.

- The party must identify themselves formally to her. She is looking for respect as these people have trespassed on her land
- An explanation of their mission.
- A healthy respect for nature and the natural world in the attempt to ascertain help. Basically the PCs must convince her that they are doing this for nature and for people.

Krishena’s initial attitude toward the PCs is Unfriendly, and the PCs must sway her to Friendly to prove themselves to her. This requires a DC 25 Diplomacy check, which may be modified in the following ways:

A. If the players did well in the last encounter, then Krishena is more willing to accept them as defenders of the forest. If, on the other hand, they showed very little compassion or concern it might be next to impossible to garner her trust. Use the “score” from Encounter Five with the chart below to determine a circumstance modifier for any Charisma-related check (e.g. Diplomacy) the PCs make with Krishena.

Score	Attitude	Modifier
10	Krishena is receptive.	+3
4 – 9	Krishena is willing to listen but skeptical of their motives.	+2
1 – 3	Krishena is not particularly interested in the PCs and skeptical.	+1
0	Krishena is indifferent to the PC’s.	0
To -5	Krishena is not really willing to listen to PC’s	-3

To -15	Krishena is saddened by the actions taken by the PC’s	-6
-20 and below	Krishena has no interest in listening to the PC’s.	-10

B. Other factors about party composition or PC actions at this point may make Krishena more or less inclined to listen to the PCs. The chart below summarizes additional circumstance bonuses that the party may earn for selected actions they take or statements they make. Use the bonus noted to adjust any Charisma related checks (e.g. Diplomacy) the PCs make with Krishena. Unless noted otherwise, each of these bonuses may be gained only once.

Action	Modifier
Party pledges to defend nature	+3
At least one PC is a ranger	+1
At least one PC is a scout	+1
At least one PC is a druid	+1
At least one PC is a cleric of a god with has the <i>Plant</i> or <i>Animal</i> domain (can be awarded up to three times)	+1
Party is respectful of Krishena	+1
Party is disrespectful to Krishena (anger, yelling, etc.)	-1
Party contains a half-orc	-2
Party ignores the need to defend nature in their attempt to convince her.	-3

C. Other bonuses or penalties can be applied at the GM’s discretion, using the above chart as an example. These discretionary bonuses should total no more than +5.

If they succeed on the check, they have gained Krishena’s trust. Read the following:

“I see. I have observed your actions in the forest and I am impressed with the compassion of heart and strength of will you have shown. It does appear that you are driven to protect the balance of nature and perhaps deserve a chance to prove yourselves.

“Listen well. Recently there has been a disturbance in the natural order. Orcs have been moving through the Dapple for no

apparent reason. Orcs are creatures of evil and have no respect for the forests. Something is happening of late and there is a shift in the random actions of the orcs. They seem to be more organized. I believe something is about to happen and I want to know more about it. I need you to go into the woods and find anything that seems out of the ordinary. I know this is a vague mission but you must understand that I cannot trust you enough yet to tell you more. If you solve this puzzle, then maybe you deserve my trust and we can speak more of the mission that brought you here."

If the players fail the Diplomacy check, they have failed to obtain Krishena's trust. Instead, read the following.

"Enough! I have nothing further to say to you. I am not sure if what you are saying is merely lies for your own entertainment or if you truly feel that I am a fool but I have had enough of this. Be gone and leave my woods in peace. If you truly seek the 'help' of the Old Faith perhaps you should have shown more respect to the balance and to the spirits of this world." With that, Krishena transforms back into an eagle and flies off into the woods. You realize that the only thing left for you to do at this point is depend on your own skills to find the next part of your mission.

Development: If the PCs gained her trust, then she explains to them that there are many creatures that do not belong in the forest about and that the creatures that are supposed to be there being upset and dwindling in numbers. She tasks the PCs with finding the source (or at least information thereof) of these disturbances. She offers any healing that the PCs might need and offers her clearing as a place to rest before they head out. Once PCs head out, proceed to Encounter Seven.

If the PCs failed to obtain her trust, the adventure may, in fact, be over. Krishena insists they leave immediately (no healing is given and no rest allowed there). Once they leave Krishena's clearing, a PC with the Track feat can make a DC 12 Survival check to notice a set of tracks that don't seem to belong there. If PCs chose to investigate, continue to Encounter Seven. Otherwise, continue to Encounter Nine.

Encounter Seven: Tipping the Scales

When the PCs leave Krishena's clearing, they travel to the area of the forest where she directed them and Kalinda is able to locate some tracks that seem out of place. If PCs did not obtain Krishena's trust in Encounter Six, they may have found their own way here through a successful DC 12 Survival check by an individual with the Track feat.

You have been traveling for the better part of the day through the forest, following tracks that didn't seem to belong to anyone that should be in the woods. Approaching a clearing, your senses are assaulted by the smell of something disgusting. You cannot specifically tell what this foul odor is but you know it is coming from in front of you.

At this point, use a prerolled Listen check. Read the following to PCs who succeed on a DC 15 Listen check:

Then you hear it...grunting and cursing in some foul language (PCs who speak Orcish can identify it as this).

As you move closer to the clearing you can finally tell that the grunting isn't just grunting, it is chanting. In fact, it is two distinct types of chanting.

A DC 17 Knowledge (arcana) check identifies this as an arcane ritual being performed.

Closing, you notice three orcs standing in the clearing. One that you assume to be a fighter by the battleaxe he is leaning on seems to be completely and totally bored with what the other two are doing. The other two orcs are standing around a small pit from which emanates the noxious odor you noticed earlier. They are dressed in robes and one has a scimitar at his side.

If the PCs decide to move in stealthily, allow Move Silently checks opposed by the orc's Listen checks. If the PCs succeed they are able to surprise the orcs. Regardless, combat begins once the PCs enter the clearing.

If the PCs do not hear the orcs, instead read the following.

You follow the scent... it starts to burn at your eyes as tears flow from the absolute disgust of it. Finally you reach the source of this odor...

three orcs stand around a pit of... something. One of the orcs, obviously a fighter by the battleaxe he is brandishing; screams out in orc as you approach. The other two look up and steel themselves for your approach.

Creatures:

APL 2 (EL 3)

Lekreth, Male orc Wiz1; hp 5; see *appendix 1*

Kargesh, Male half-orc Ftr1; hp 13; see *appendix 1*

Xecnu, Male orc Drd1; hp 9; see *appendix 1*.

Dire Rat (Xecnu's animal companion); 5 hp; see *Monster Manual 64*.

Tactics: The orcs are not very good at working together and do things that may hinder the others. Generally Lekreth casts *color spray* on the entire opposing party, then casts *magic missiles*. Xecnu casts *entangle* followed by *summon nature's ally*. Both of them cast whether or not Kargesh is in the way or not. Once Lekreth and Xecnu fall, Kargesh drops his axe and run away.

Treasure:

APL 2: Loot 22 gp; Coin 0 gp; Magic 0 gp; Total 22 gp.

Development: If the party subdues the orcs, they really don't have much to say. A DC 5 Search in the area reveals the pit mentioned earlier. A DC 18 Knowledge (nature) check reveals that the items in the pit are actually different kinds of poisonous herbs. PCs who succeed at those checks as well as a DC 15 Knowledge (arcana) check realize that these were spell components.

Searching the bodies of the orcs locates a letter (Player Handout Two) that is simply signed "C". A DC 12 Forgery check reveals that this letter and the letter the PCs acquired from Larena match in both style and handwriting. The letter and the fact they subdued or defeated the orcs is enough information for them to return to Krishena, assuming they gained her trust and were tasked with uncovering more about problems in the area. Once they return to Krishena, proceed to Encounter Eight. If the PCs did not garner Krishena's trust in Encounter Six, move on to Encounter Nine.

Encounter Eight: The Evidence is Painfully Clear...

Note that this encounter only occurs if the PCs succeeded in garnering Krishena's trust in Encounter Six. If that did not occur, move onto Encounter Nine.

Upon returning to Krishena and presenting your report, a crease of worry crosses the druid's face. She is obviously not happy with the news you have just brought her. "I thank you for bringing me this information. I can now see that I was correct in my estimation of your character. You are in fact strong of will and your hearts are filled with compassion.

"You have asked to speak to the Old Faith and since, at the very least, you are true to your word you deserve that opportunity. Soon, there will be a gathering deep in Dapple Wood. I will give your scout directions on where you can find them. I also present you with this letter explaining your presence.

At this point, give the PCs Players Handout 3. Krishena continues:

"I only hope we can determine how to turn back the encroaching darkness. As your trek will be long and the gathering will not occur until tomorrow I offer my clearing as a safe haven for you to rest and recover. Feel free to spend the night here and then continue your journey in the morning. May the Oerth Mother watch over us all." Before your eyes she transforms back into her eagle form and flies away.

Developments: At this point the PCs can once again use Krishena's home to rest and recuperate before heading off into the woods the next day.

Encounter Nine: The Gathering Beset

This encounter can be reached in one of two ways. If the PCs arrive with Krishena's blessing, simply proceed with the read aloud text. It is assumed that Krishena's directions to the scout were sufficient to allow Kalinda to locate the gathering.

If the PCs did not garner Krishena's trust, but still wish to try and locate the Old Faith, allow them a DC 25 Survival check to find a large amount of tracks leading deeper into the forest. If they succeed, continue as below. If they fail, they are

unable to locate the gathering; continue on to Conclusion C.

It has been a long trek to reach this point; however after spending so much time in these woods over the last few days you are actually quite comfortable being here. Following Kalinda towards the gathering of the Old Faith; you note that the sun is nowhere to be seen and a cold rain falls upon you...and something seems out of place. Moving closer to a clearing in front of you, the sounds of a struggle and then the screams of men and women being killed can be heard.

Once PCs indicate they are moving forward, determine initiative and continue with the following.

Rushing toward the screams, you come upon a gruesome scene. In the clearing are the dead and mangled bodies of elves, humans, dwarves, gnomes, and halflings.

“Fools! Why do you even bother asking for mercy? There is no mercy, there is only death.” A human in blood red robes states to them before looking up at you. “Well, well, it appears that we have more interlopers. How... annoying. But then again that leaves more blood for me. Colgoth...we have company.” He declares calmly as he motions over an orc who looks menacingly at you, froth coming from his mouth.

Creatures:

APL 2 (EL 3)

Fireth, Male human Drd2; hp 15; see Appendix 1.

Colgoth, Male orc Ftr1; hp 12; see Appendix 1.

Wolf (Fireth's animal companion); hp 13; *Monster Manual* 283.

Tactics: Before beginning combat, refer to DM Map 2 for starting positions of the combatants. Fireth and Colgoth work very well together. Fireth is primarily a summoner and continually casts *summon nature's ally I* to create more things to fight for him. Colgoth charges as best he can and attacks. If the PCs attempt to stay at a distance and attack with ranged weapons, Colgoth simply charges them whilst Fireth moves in to stay just within the reach of his spells and hopefully out of reach of the PC's weapons. If things start to go bad (i.e. Colgoth falls) he casts his *entangle* spell and attempts to escape.

Treasure:

APL 2: Loot 37 gp; Coin 0 gp; Magic 4 gp; 2 *potions of cure light wounds* (2 gp each); Total 41 gp.

Development: After defeating Fireth and Colgoth, the PCs are joined by a human ranger just as she fells a wolf that appears to have been working with the warriors.

Anagenise, Female human Rng 2.

Ana is a follower of Beory and was seeking the gathering herself for some answers as to what has been going on the forests of the Oerth and Furyondy itself. She is strong willed but accepts the PCs as they have assisted her in her time of need.

Upon looking around you see a human archer fell an attacking wolf. She looks up at you panting, obviously out of breath from her fight, drawing an arrow but not notching it. “Who are you? What are your intentions?”

Ana does not wish to fight those that seemed to help her and stands down at any reasonable explanation. After giving the PCs a chance to respond continue with the following, assuming the PCs have informed her their actual intentions in the area:

“I see...I am afraid that you have not yet reached your goal. This thankfully was not the gathering that we both seek. However, I am saddened by the loss of these fine people. Will you assist me in burying them?” She requests, beginning to do so.

“Once they are allowed to rest perhaps we can get back to the business at hand of finding the gathering. This attack must be reported to them.”

Allow the PCs to act as they would. If they choose to stay and help Ana, read the following.

With Ana's help it takes a few hours for the bodies to be properly placed to rest. Once finished, Ana shakes her head and sighs. “Come, the gathering is not far and it is already underway.”

Ana then leads the PCs to the gathering.

The PCs may simply choose to look for the gathering themselves. If they choose to do so, a DC 20 Survival check by someone with the Track feat is needed to find the path that leads to the gathering. Should they fail, they may return and assist Ana, who then agrees to accompany them

(see above) or they may return to Sir Frehicald Azkagar (proceed to the conclusion).

If the PCs succeed in locating the gathering, either by their own Survival skill or Ana's assistance, proceed to Encounter Ten.

Encounter Ten: The Old man and the Forest

This encounter occurs either after Ana leads the PCs through the forest a bit or they find their own way.

It takes the better part of the day to reach the clearing where you can clearly see a gathering of robed individuals.

If the PCs followed Ana continue with the following.

Ana takes a knee and stands on the outside of the throng of people. As she does this you notice that one of the people gathered, a very old elf turns and 'looks' at you. At that point, two more members of the gathering stand and notch arrows at you. One appears to be a male elf, much younger than one in the middle. The other archer appears to be a young human girl. The man in the middle simply sighs and states, while his white eyes seem to stare directly at you, "Telios, Melina...that is no way to treat our guests, lower your weapons." They both begrudgingly appear to do so.

The man then addresses you in a tired voice: "Please, step forward and address us as it is quite unusual for outsiders to know of a gathering such as this. Please state your reasoning for joining us."

If the PCs found their own way here, instead proceed with the following.

At the center of this gathering is a very old elf who turns and 'looks' at you. At that point, two more members of the gathering, a younger male elf and a young human girl, stand and notch arrows at you. The man in the middle simply sighs and states, while white eyes seem to stare directly at you, "Telios, Melina...that is no way to treat our guests, lower your weapons." They both begrudgingly appear to do so.

The man then addresses you in a tired voice: "Please, step forward and address us as it is quite unusual for outsiders to know of a

gathering such as this. Please state your reasoning for joining us."

After the PCs state their business, they are introduced to the seven members of the council (described below). The primary task of the PCs is to present their case for an alliance between Furyondy and the Old Faith as was requested of them by Sir Frehicald. Each of the members of the council has their own agenda and motivation and way to be swayed to vote for or against this alliance (as described in GMs Aid 2).

Creatures:

Agamemnon, Male elf Drd15. Agamemnon is a very old (575 years) elf. He has been around for a long time and has seen the rise and fall of many nations. He is dressed in a long white cloak and his eyes are white fields belying his blindness. He is very wise but does not wish to be involved what he feels are "fleeting" politics.

Telios, Male elf Rgr13. Telios is taller (4'11") and a bit stockier than most of his kin. He is wearing the traditional trail cloak of elven people and has a longbow slung across his back. He is also far younger than Agamemnon and it shows in his fiery and almost confrontational personality. He wishes for a change in the normal regime, he has heard of places where elves have power and he wishes to make his people better by gaining said power.

Hannali, Female human Clr12 [Elhonna]. Hannali is an older (55 years) human follower of the Huntress, but unlike some of her brethren she is not warlike. She is dressed in robes of green and white with a prominent symbol of a unicorn emblazoned on the side. Her hair is silver but still shows a few flecks of the auburn it once was. Hannali is a healer by trade and merely wishes to avoid more needless suffering.

Atrigon, Male halfling Spirit Shaman12. Atrigon is very interesting halfling. He is of average height but seems to be a little bit better built than most of his rather pudgy kin. He is dressed in leather armor that seems to have more plants growing over it than the ground itself and he seems to sit and talk to himself a lot. He always seems to be in some sort of fog except when it comes to Hannali, against whom he appears to have some sort of grudge.

Xinli, Female human Drd3/Wiz3/Arcane Hierophant8. Xinli is a rather comely looking human in silver and purple robes. She does not carry herself as the traditional druid would and she

does not fit the description either. Her black hair is tied back into two small buns on each side of her head and her deep blue eyes appear to always be seeking knowledge. She appreciates the knowledge that outsiders bring her. She holds herself with a noble countenance and despite her relatively young age is recognized as the council second.

Melina, Female human Scout 11. At seventeen, Melina is the youngest member of the council and does not step too far from Agamemnon. She is dressed in tight-fitting leather armor, has red hair and green eyes that appear to be as sharp as the points of the arrows that are strung over her back. Those eyes drift over to Telios every once in awhile in an image of both loathing and love seems to fill them. She has a fiery temper and does not take dealing with outsiders too well.

Selinos Male gnome Clr10 [Segojan Earthcaller]. Selinos is a cantankerous old gnome who doesn't like people. He is wearing brown robes and has a long tangled beard. He doesn't really seem to like anyone or anything at the gathering for that matter and seems to look down at just about everyone over his giant bulbous nose.

After giving the PCs time to speak and explain their presence and why they are there, each NPC reacts in turn. Give the PCs a chance to argue (or agree) with their reactions. DM Aid 2 lists each member's initial position regarding the PCs' request as well what would change that vote. If the PCs state something that would persuade an NPC to their cause, allow the speaker a chance to roll a DC 20 Diplomacy check to see if they succeed at doing so. PCs who produce the letter from Krishena receive a +5 circumstance bonus on this check with Hannali and Agamemnon. Once the PCs have had a concluded, continue with the following.

Agamemnon sighs and "looks" at his Council. You have given us a lot to think about. Wait here and we shall ponder your request." He articulates quietly as his council leaves you there to ponder whether your words were enough.

At this point note the votes that each member of the council makes and whether the PCs made the proper checks to sway the ones that vote "no." Count the number of votes for and the number against.

If a majority of votes are "yes", read the following.

The council returns and although a few faces are dower, most seem cautiously optimistic. Agamemnon is the first to speak: "You speak with more passion and fire than I have heard in a long time. However, in all of that I hear more... I hear the strength of heart that led you to us. You have shown compassion, valor and a concern for nature. Furyondy is a land where people fight to protect property without concern for the land and its inhabitants. However, you have shown me a different face today.

"While there are more of us than what you see here today, our numbers are limited; and there is very little I can promise you. I will, however, promise you this one thing...we will continue to defend the balance of nature as we always have. We will not involve ourselves directly in your wars or, worse, your "politics," but if our goals coincide with the protection of Furyondy and its people...well then..." With that he claps and the remainder of the gathering stands and begins to move back into the forest and out of sight. Ana bows to you and follows close behind the rest. The time has come to return to Caronis with this news.

If the majority of votes are for "no", read the following.

The Council returns and by the looks on their faces it does not appear that today is your day. Agamemnon is the first to speak: "I am afraid that we still see no reason to extend any aid to those who fight only for themselves. You see, you miss the point of all of this. We do not gather to plant trees and flowers. We gather to defend the balance of nature. That balance... is something that those like you will never fully understand. Though you have shown some understanding, you will never be able to tap into the potential within yourselves. I am afraid you would do better to seek allies for your petty wars elsewhere. Now be gone from our forest. You are thanked for your help but you are not wanted here." With that the gathering turns and walks away into the forest. Ana nods to you, then follows them. Any attempt to follow them yourselves is met with dead ends and closed paths. It seems that there is nothing left to do but return to Caronis and report this turn of events.

Continue to Encounter Eleven.

Encounter Eleven: To Uncover a Spy

If the PCs have realized Celenia is a spy, allow them to prepare for the battle in Kisail or in Caronis.

If the PCs decide to enter the manor house in a clandestine manner (by going in through the window, for example), call for opposed checks as you feel would be appropriate for a manor house's slightly inattentive guards. If they are noticed, the guards simply prevent them from entering, but do not arrest them (as Azkagar is more forgiving than many other nobles). If they succeed at breaking and entering and are defeated by Celenia, they are guilty of Assault on a Commoner; refer to the most recent version of the Fyryondy Laws and Punishments documents for details.

If the PCs attempt to go in through the front door, read the following.

The trip out of the Dapple took longer than you thought but you are finally back into the civilized world. You have a lot to report back about your meeting with the Druid Priestess Krishena, the orc incursion and the Old Faith.

At the gates of the manor you are met by the same annoying guards that stopped you before. They allow you to pass without much of a hassle. As you reach the door you are met by the lady maid Celenia. "Welcome back good lords and ladies. Sir Frehicald anxiously awaits your arrival in the inner courtyard." She smiles, bidding you to enter.

PCs prepared for battle may choose to attack here. Should they do so within sight of the guards, add two guards (use first level NPC fighters from Table 4-16, DMG p 117). If they follow Celenia into the manor, in which case continue with the following:

As you follow her she leads you into the inner courtyard and much to your surprise there is no one to be found. You turn around and she locks the door behind. "FOOLS! You could not leave well enough alone, could you? This did not concern you and yet you had to interfere with my master's plans. No matter...I shall destroy you and complete the plan myself. Darkness shall fall and my master will reign forever in this disgusting country. Too bad you won't be around to see it."

Creatures:

APL 2 (EL 3)

Celenia, Female human Sor3; hp 19, see Appendix 1

Tactics: This battle occurs in a 25ft long by 25ft wide courtyard and there is no way out other than through Celenia (Refer to DMs Map 3). If the PCs have followed Celenia into the courtyard, they have given up their ability to surprise her, as she is well prepared for the possibility of battle (if the PCs do not suspect Celenia or do not believe she would attack them in Azkagar's home, she may still surprise them). If PCs were not prepared for combat allow a DC 15 Sense Motive check to determine the situation before combat ensues. This is meant to be a tough fight if the players did not deduce the spy. On her first round (surprise or not) she casts *color spray* on as many targets as she can conceivably hit. After that she uses *magic missile* until the PCs are dead or she is out of spells. She only draws her dagger if she has nothing else left.

Treasure:

APL 2: Loot 1 gp; Coin 10 gp; Magic 110 gp – *cloak of resistance* +1 (83 gp), *potion of cure moderate wounds* (25 gp), *potion of cure light wounds* (2 gp); Total 111 gp.

Development: A search of her body reveals a crest of luz. Proceed to the conclusion.

Troubleshooting: Clever PCs may attempt to bluff Celenia into thinking that they failed their mission. Celenia's Sense Motive modifier is +0. If they succeed, proceed to Conclusion section. If the PCs attack Celenia they are taken into custody. If this occurs, read the following.

You are taken into custody for your actions and you await the arrival of Sir Frehicald. Soon your patron enters and eyes each of you individually. After a long pause he speaks. "You have five minutes to explain to me why you have assaulted one of my maids in my home before I have you thrown in prison for a very long time."

At this point, the PCs are released to speak freely to Frehicald. They can present any evidence they see fit to present including letters and the words of those that have attacked them. Once the PCs have presented all of the information they have, have them roll a diplomacy check DC 20 with the following modifiers.

Action	Bonus
--------	-------

Present Larena's Letter	+3
Present Larena's Statements	+2
Present Xecnu's Letter	+4
PCs inform Frehicald that they succeeded at their task	+4

If the PC's succeed on the check or simply don't attack Celenia, move to Conclusion C, if they fail; move to Conclusion D.

Conclusion

If the PCs confront and defeat Celenia, continue with the text below. If the PCs did not meet with the Old Faith, Celenia does not confront them; instead proceed to Conclusion D. If instead they attempt to bluff her and succeed, move to Conclusion C

Celenia falls at your feet. Despite the victory you can't help but feeling a bit worried about what she meant by 'continuing the plan herself'. Who is this master and what plan does she speak of?

Moments later, you are approached by the guards led by Sir Frehicald. He demands an immediate explanation of what occurred here and why one of his maids lies in a pool of her own blood. Upon showing him the crest of luz that you found upon her, he merely blinks. "To think... that an agent of Old Wicked was so close to me... what have you to report to me?"

Allow the PCs to report and then continue to Conclusion A or B, depending on what was accomplished.

Conclusion A: The PCs managed to acquire the help of the Old Faith.

"I see... it seems I was right in placing my trust in you. My colleagues stated that I was foolhardy to think that unseasoned adventurers such as yourselves could handle such an important task but it seems they were mistaken. This news will bring a great boon to our kingdom, I thank you for that and for rooting out the spy...you have done a great service for king and country this day."

With that, he bids you adieu. His words ring in your ears as you leave his manor onto whatever far flung portion of the Flanness that your next adventure takes you too. However,

no matter what you face you know that at least this day was won for justice and the forces of good...and perhaps even for the Oerth herself.

Treasure:

APL 2: Loot 0 gp; Coin 200 gp; Magic 0 gp; Total 200 gp.

Conclusion B: The PCs met with the Old Faith but did not secure an alliance.

"So you were not able to secure the alliance I asked for. I am slightly disappointed in you all. Perhaps I should have sent diplomats instead of untested adventures such as yourselves. Thank you for services you did render." With that, Sir Frehicald dismisses you from his manor.

Despite all your hard work you cannot help but feel somewhat dejected at this turn of events. Perhaps with a little bit more experience you will be able to live up to the standards that will make the nobility and the people of Furyondy proud.

Treasure:

APL 2: Loot 0 gp; Coin 200 gp; Magic 0 gp; Total 200 gp.

Conclusion C: The PCs bluff Celenia into thinking that they failed in their mission and either attack Celenia and convince Frehicald or don't attack at all.

The PCs may have done well in suspecting that Celenia is a traitor, but without solid evidence they must tread lightly. If they simply allow her to escort them to Frehicald read below otherwise move onto the next set of read-aloud text.

You are met at the door by the maid Celenia. She bows courteously to you and escorts you to the chambers of Sir Frehicald. For his part, the noble knight seems to be looking over some paperwork. He looks up at you. "Greetings, adventurers. What news do you have for me?"

Give the PCs a chance to respond. At this point they will most likely point out what they suspect about Celenia and the fact they in fact succeeded in their task. Move onto the read-aloud text below.

If the PCs attacked Celenia and are successful at their diplomacy check forego the above read-aloud text and continue below.

Frehicald seems to think for a moment on what you have told him and then looks deeply at Celenia. Celenia for her part just blinks a bit. "Celenia... do you have a response to this?" Frehicald asks pointedly. Celenia looks scared and then responds. "My lord... certainly you cannot believe this group of ruffians?" Frehicald actually chuckles at this comment and then looks back at you. "You see my friends... I have suspected a spy in my midst for sometime though I had no evidence of who. With what you have presented me this day I think I can come to a pretty solid conclusion. Guards! Take her into custody." A pair of guards enter the room and grab Celenia on either side. She sneers at Frehicald and then at you. "I swear in luz's name that you all will pay for this... this is but a minor setback." Celenia mentions as she is removed from the room. Frehicald smiles and then turns back to you.

"I see... it seems I was right in placing my trust in you. My colleagues stated that I was foolhardy to think that unseasoned adventurers such as yourselves could handle such an important task but it seems they were mistaken. This news will bring a great boon to our kingdom, I thank you for that and for rooting out the spy...you have done a great service for king and country this day."

With that, he bids you adieu. His words ring in your ears as you leave his manor onto whatever far flung portion of the Flanness that your next adventure takes you too. However, no matter what you face you know that at least this day was won for justice and the forces of good...and perhaps even for the Oerth herself.

Treasure:

APL 2: Loot 0 gp; Coin 200 gp; Magic 0 gp; Total 200 gp.

Conclusion D: The PCs bluff Celenia into thinking that they failed in their mission and attack Celenia and DO NOT convince Frehicald.

This conclusion occurs if the PCs fail the diplomacy check references in Encounter 11.

Frehicald sighs. "This is what I get for hiring brigands. Guards... remove them from my estate. Be glad I am being so lenient as to simply banish you from my lands." With these words you are removed from the Azkagard estate and returned to the world outside.

Despite success in your mission you cannot help but feel dejected about this turn of events as you move on to whatever adventure awaits you over the next hill.

If this occurs, the PCs do not receive experience for the Encounter 11 and do not receive a gold award from Frehicald.

Conclusion E: The PCs did not meet with the Old Faith.

The trek back to Caronis is a long and cold one. It seems today just wasn't your day.

At this point the PCs can choose to report to Frehicald or simply leave. If they choose to leave, the adventure ends. If they report to Frehicald continue with the following.

You are met at the door by the maid Celenia. She bows courteously to you and escorts you to the chambers of Sir Frehicald. For his part, the noble knight seems to be looking over some paperwork. He looks up at you. "Greetings, adventurers. What news do you have for me?"

Give the PCs a chance to respond. They can bring up what they have experienced throughout the forest, the fact that they met with Krishena and found the orcs as well as the notes they were able to recover. Following their report, continue with the following:

"I see... perhaps the task was too much for untested adventurers such as you. I hope that in the future you take a little bit more care. At least this allowed you to gain some valuable knowledge for next time. Have a pleasant day." When Frehicald finishes you are quickly escorted out of the manor and back out in the world at large. Although today was not a success, you suspect there is more at work here than you found.

The End

Experience Point Summary

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

Encounter Three

Defeat or Subdue Larena and Alacore

APL2 90 xp

Encounter Seven

Defeat the orcs in Dapple Wood

APL 2 90 xp

Encounter Nine

Defeat Fireth and his orc ally

APL 2 90 xp

Encounter Eleven

Defeat or Subdue Celenia

APL 2 90 xp

Story Award

Gain Krishena's Trust

APL 2 20 xp

Gain the assistance of the Old Faith

APL 2 30 xp

Discretionary roleplaying award

APL2 40 xp

Total possible experience:

APL2 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. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter Three: Two roads diverged in Dapple Wood...

APL 2: Loot 51 gp; Coin 10 gp; Magic 0 gp; Total 61 gp.

Encounter Seven: Tipping the Scales

APL 2: Loot 22 gp; Coin 0 gp; Magic 0 gp; Total 22 gp.

Encounter Nine: The Gathering Beset

APL 2: Loot 37 gp; Coin 0 gp; Magic 4 gp; 2 *potions of cure light wounds* (2 gp each); Total 41 gp.

Encounter Eleven: To Uncover a Spy

APL 2: Loot 1 gp; Coin 10 gp; Magic 110 gp – *cloak of resistance +1* (83 gp), *potion of cure moderate wounds* (25 gp), *potion of cure light wounds* (2 gp); Total 111 gp.

Conclusion

APL 2: Loot 0 gp; Coin 200 gp; Magic 0 gp; Total 200 gp.

Total Possible Treasure

APL 2: Loot 111 gp; Coin 230 gp; Magic 111 gp; Total 452 gp.

Appendix One – APL 2

Encounter Three

LARENA	CR 2
Female human bard1/rogue 1 N Medium humanoid (human) Init +1; Senses Listen +5, Spot +0 Languages Common, Elven, Orc	
AC 15, touch 11, flat-footed 14 (+1 Dex, +4 armor) hp 12 (2 HD) Fort +1, Ref +5, Will +2	
Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.;	
Melee mw longsword +1 (1d8/19-20)	
Space 5 ft.; Reach 5 ft.	
Base Atk +0; Grp +0	
Atk Options Sneak attack (1d6)	
Special Actions Bardic music (1/day): <i>countersong</i> , <i>fascinate</i> , <i>inspire courage</i> (+1)	
Combat Gear mw longsword, chain shirt, tanglefoot bag	
Bard Spells Known (CL 1st): 0 (2/day)— <i>daze</i> (DC 13), <i>flare</i> (DC 13), <i>ghost sound</i> (DC 13), <i>resistance</i> ‡ Already cast	
Abilities Str 10, Dex 12, Con 12, Int 14, Wis 10, Cha 16	
SQ Bardic Knowledge, Trapfinding	
Feats Persuasive, Skill focus (Bluff)	
Skills Bluff +13, Concentration +5, Decipher Script +5, Diplomacy +8, Disable Device +5, Disguise +7, Escape Artist +5, Intimidate +5, Listen +5, Open Lock +3, Perform (sing) +8, Sense Motive +2, Sleight of Hand +6, Tumble +6	
Countersong (Su) Larena can use her music to counter magical effects that depend on sound (but not that simply have verbal component). Each round of the countersong, she must make a Perform check. Any creature within 30 feet of Larena (including Larena herself) that is affected by a sonic or language-dependent magical attack may use Larena's Perform check result in place of its saving throw if the Perform check result proves to be higher. If a creature within the range of the counter is already under the effect of a noninstantaneous sonic or language-dependent magical affect, it gains another saving throw against the effect each round it hears the countersong, but must use Larena's Perform check result for the save. Countersong has no effect against effects that don't allow saves. Larena may keep up countersong for ten rounds.	
Fascinate (Sp) Larena can use her music or poetics to cause one creature to become fascinated with her. That creature must be within 90 feet, able to see, hear and pay attention to her. Larena must also be able to see the creature. The distraction of nearby combat or other dangers prevents the	

ability from working. To use this ability, Larena makes a Perform check. Her check result is the DC for the creature's Will save against the effect. If a creature's saving throw succeeds, she cannot attempt to *fascinate* that creature again for 24 hours. If the saving throw fails, the creature sits quietly and listens to the song, taking no other actions for as long as Larena continues to play and concentrate, up to one round. While fascinated, the target takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat requires that Larena make another Perform check and allows the creature a new saving throw against a DC equal to the new Perform check result. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability.

Inspire Courage (Su) Larena can use her music to inspire courage in her allies (including herself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear Larena sing. The effect lasts for as long as the ally hears the bard sing and five rounds thereafter. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and +1 morale bonus to attack and weapon damage rolls. Inspire Courage is a mind-affecting ability.

ALACORE	CR 1
Male wood elf ranger 1 CN Medium humanoid (elf) Init +3; Senses Low light vision; Listen +8, Spot +8 Languages Common, Elven	
AC 17, touch 13, flat-footed 14 (+3 Dex, +4 armor) hp 9 (1 HD) Immune magical sleep effects Fort +3, Ref +5, Will +2 (+2 enchantment)	
Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.;	
Melee longsword +3 (1d8+2/19-20) or	
Ranged longbow +4 (1d8/X3)	
Space 5 ft.; Reach 5 ft.	
Base Atk +1; Grp +3	
Atk Options Point Blank Shot; Favored enemy (human)	
Special Actions	
Combat Gear longsword, longbow, 20 arrows, chain shirt	
Abilities Str 14, Dex 16, Con 12, Int 10, Wis 14, Cha 10	
Feats Point Blank Shot, Track	
Skills Hide +7, Knowledge (nature) +4, Listen +8, Move Silently +7, Search +2, Spot +8, Survival +6	

Possessions combat gear plus
Spellbook spells prepared plus 0—

Favored Enemy (Ex) Alacore gains a +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival checks when using these skills against humans. Likewise, he gets a +2 bonus to weapon damage rolls against humans.

Wild Empathy (Ex) Alacore can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. He rolls 1d20+1 to determine the wild empathy check results. The typical domestic animal has the starting attitude of indifferent, while wild animals are usually unfriendly. To use wild empathy, Alacore and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes one minute, but, as with influencing people, it might take more or less time. Alacore can also use this ability to influence a magical beast with an intelligence score of 1 or 2, but he takes a -4 penalty.

Encounter Seven

LEKRETH **CR 1**

Male orc wizard 1

CE Medium humanoid (orc)

Init +1; **Senses** Darkvision 60ft, Listen +0, Spot +0

Languages Common, Draconic, Gnoll, Goblin, Orc

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 armor)

hp 5 (1 HD);

Fort +1, **Ref** +1, **Will** +2

Weakness Light sensitivity

Speed 30 ft. in robes (6 squares);

Melee dagger +1 (1d4+1)

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

Base Atk +0; **Grp** +1

Atk Options

Special Actions spells

Combat Gear dagger, robes, potion of mage armor ‡

Wizard Spells Prepared (CL 1st):

1st—*charm person* (DC 14), *magic missile*

0—*acid splash*, *detect magic*, *read magic*

‡ Already cast

Abilities Str 12, Dex 12, Con 12, Int 16, Wis 10, Cha 6

Feats Scribe Scroll, Spell Mastery

Skills Concentration +5, Decipher Script +7, Knowledge (arcana) +7, Knowledge (nature) +7, Knowledge (planes) +7,

Light Sensitivity (Ex) Lekreth is dazzled in bright sunlight or within the radius of a *daylight* spell.

XECNU **CR 1**

Male orc druid 1

NE Medium humanoid (orc)

Init +1; **Senses** Alertness, Darkvision 60ft, Listen +9, Spot +9

Languages Common, Druidic, Orc

AC 14, touch 11, flat-footed 13

(+1 Dex, +3 armor)

hp 9 (1 HD);

Fort +3, **Ref** +1, **Will** +5

Weakness Light sensitivity

Speed 20 ft. in hide armor (4 squares), base movement 30 ft.;

Melee scimitar +1 (1d6+1/18-20)

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

Base Atk +0; **Grp** +1

Combat Gear scimitar, hide armor

Druid Spells Prepared (CL 1st):

1st—*entangle* (DC 14), *obscuring mist*

0—*guidance*, *know direction*, *mending*

‡ Already cast

Abilities Str 12, Dex 12, Con 12, Int 10, Wis 16, Cha 6

SQ Nature sense, wild empathy, animal companion (dire rat)

Feats Alertness

Skills Knowledge (nature) +9, Listen +9, Spot +9, Survival +9,

Nature Sense (Ex) Xecnu gains a +2 bonus on Knowledge (Nature) and Survival checks.

Light Sensitivity (Ex) Xecnu is dazzled in bright sunlight or within the radius of a *daylight* spell.

Wild Empathy (Ex) Xecnu can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. He rolls 1d20+1 to determine the wild empathy check results. The typical domestic animal has the starting attitude of indifferent, while wild animals are usually unfriendly. To use wild empathy, Xecnu and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes one minute, but, as with influencing people, it might take more or less time. Xecnu can also use this ability to influence a magical beast with an intelligence score of 1 or 2, but he takes a -4 penalty.

KARGESH **CR 1**

Male half-orc fighter 1

CE Medium humanoid (orc)

Init +1; **Senses** Darkvision 60ft., Listen -1, Spot -1

Languages Common, Orc

AC 18, touch 10, flat-footed 18

(+6 armor, +2 shield)

hp 12 (1 HD)

Fort +4, **Ref** +0, **Will** +0

Speed 20 ft. in splintmail armor (4 squares), base movement 30 ft.;

Melee battleaxe +5 (1d8+3/X3)

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

Base Atk +1; Grp +6

Atk Options Power Attack

Combat Gear battleaxe, splintmail, heavy steel shield

Abilities Str 17, Dex 13, Con 14, Int 6, Wis 10, Cha 10

Feats Power Attack, Weapon Focus (battleaxe),

Skills Intimidate +4,

Encounter Nine

FIRETH

CR 2

Male human druid 2

NE Medium humanoid (human)

Init +0; **Senses** Listen +8, Spot +8

Languages Common, Druidic, Orc

AC 15, touch 10, flat-footed 15

(+3 armor, +2 shield)

hp 15 (2 HD)

Fort +4, **Ref** +0, **Will** +6

Speed 20 ft. in hide armor (4 squares), base movement 30 ft.;

Melee mw club +4 (1d6+2)

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

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

Combat Gear masterwork club, hide armor, heavy wooden shield, *potion of cure light wounds*

Druid Spells Prepared (CL 2nd):

1st—*entangle* (DC 14), *produce flame*, *shillelagh*

0— *guidance*, *mending*, *resistance*, *read magic*

‡ Already cast

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

SQ Nature sense, wild empathy, animal companion (wolf)

Feats Augment Summoning, Spell focus (conjunction)

Skills Concentration +7, Handle Animal +5, Knowledge (nature) +8, Listen +8, Spot +8, Survival +9

Possessions combat gear plus

Nature Sense (Ex) Fireth gains a +2 bonus on Knowledge (Nature) and Survival checks.

Wild Empathy (Ex) Fireth can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. He rolls 1d20+1 to determine the wild empathy check results. The typical domestic animal has the starting attitude of indifferent, while wild animals are usually unfriendly. To use wild empathy, Fireth and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes one minute, but, as with influencing people, it might take more or less time. Fireth can also use this ability to influence a magical beast with an intelligence score of 1 or 2, but he takes a -4 penalty.

Woodland Stride (Ex) Fireth may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas), and similar terrain at normal speed without take damage or suffering any other

impairment. However, thorns, briars, and overgrown area that have been magically manipulated to impede motion still affect him.

COLGOTH

CR 1

Male orc fighter 1

CE Medium humanoid (orc)

Init +1; **Senses** Listen +3, Spot -1

Languages Common, Orc

AC 15, touch 11, flat-footed 14

(+4 armor, +1 Dex)

hp 12 (1 HD)

Fort +4, **Ref** +0, **Will** -1

Weakness Light sensitivity

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

Melee Longsword +6 (1d8+4/19-20x2)

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

Base Atk +1; **Grp** +6

Atk Options **Combat Gear** longsword, chain shirt, *potion of cure light wounds*

Abilities Str 19, Dex 12, Con 14, Int 6, Wis 8, Cha 11

Feats Persuasive, Weapon Focus (Longsword)

Skills Intimidate +6,

Light Sensitivity (Ex) Colgoth is dazzled in bright sunlight or within the radius of a *daylight* spell.

Encounter Eleven

CELENIA

CR 3

Female human sorcerer 3

CE Medium humanoid (human)

Init +2; **Senses** Listen +1, Spot +1

Languages Common

AC 16, touch 16, flat-footed 14

(+2 Dex, +4 *mage armor*)

hp 19 (3 HD);

Fort +4, **Ref** +4, **Will** +5

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

Melee dagger +0 (1d4-1) or

Ranged spell +3 (as per spell)

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

Base Atk +1; **Grp** +0

Atk Options: Point Blank Shot

Combat Gear dagger, unholy symbol of luz, *cloak of resistance* +1

Sorcerer Spells Known (CL 3rd):

1st (6/day)— *mage armor* ‡, *color spray* (DC 15), *magic missile*

0 (6/day)—*acid splash*, *daze* (DC 14), *flare* (DC 13), *ray of frost*, *touch of fatigue* (DC 13)

‡ Already cast

Abilities Str 8, Dex 14, Con 14, Int 10, Wis 12, Cha 16

Feats Point blank shot, Improved Toughness, Spell focus (illusion)

Skills Bluff +9, Concentration +8, Knowledge (arcana) +6

Appendix Two – Nature Deities

Below is a list of Deities that garner a bonus to the interaction in Encounter Six.

Deity	Worshippers	Pertinent Domains
Aerdrie Faenya	Elves	Animal, Weather
Atroa	Oeridians	Plant
Baervan Wildwanderer	Gnomes	Animal, Plant
Beory	Flan	Animal, Plant, Weather
Berei	Flan	Plant
Bralm	Suel	Animal
Breeka	Touv	Animal, Plant
Ehlonna	Humans and Elves	Animal, Plant
Fenmarel Mestarine	Elves	Animal, Plant
Gadhelyn	Elves	Animal, Plant
Geshtai	Baklunish	Plant, Weather
Merikka	Oeridians	Plant
Obad-Hai	Flan	Animal, Plant
Phaulkon	Suel	Animal
Phyton	Suel	Plant
Rillifane Rallathil	Elves	Plant
Segojan Earthcaller	Gnomes	Animal
Sheela Peyroyl	Halflings	Plant, Weather
Skerrit	Centaurs	Animal, Plant
Solonor Thelandira	Elves	Animal, Plant, Weather
Sotillion	Oeridians	Plant
Tlazoteotl	Olman	Animal, Plant
Uvot	Touv	Plant
Wenta	Oeridians	Plant
Yondalla	Halflings	Animal, Plant

Appendix Three – Sisters in Arms

KALINDA SARKAREN

CR 1

Female wood elf scout 1

NG Medium humanoid (elf)

Init +3; **Senses** Low light vision, Listen +8, Spot +8

Languages Common, Elven

AC 17, touch 13, flat-footed 14

(+3 Dex, +4 armor)

hp 8 (1 HD)

Immune magical sleep effects

Fort +0, **Ref** +5, **Will** +2 (+2 enchantment)

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

Melee shortsword +2 (1d6+2/19-20) or

Ranged shortbow +3 (1d6/X3)

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

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

Atk Options Point Blank Shot, Skirmish 1d6

Special Actions

Combat Gear shortbow, chainshirt, shortsword, 30 arrows

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

SQ Trapfinding

Feats Point Blank Shot

Skills Disable Device +4, Hide +5, Knowledge (geography) +4, Knowledge (nature) +4, Listen +8, Move Silently +5, Search +6, Spot +8, Survival +6

Skirmish (Ex) Any round in which Kalinda moves at least ten feet she deals an additional 1d6 damage. The extra damage applies only to attacks taken during her turn and to living creatures with a discernable anatomy.

Trapfinding (Ex) Kalinda can use the Search skill to find traps when the DC is higher than 20. She can also use the Disable Device skill to disarm magical traps.

Special Actions Turn undead

Combat Gear chain shirt, club, heavy wood shield, sling

Cleric Spells Prepared (CL 1st):

1st— *bles*^D, *comprehend languages*, *lesser vigor*

0—*create water*, *detect poison*, *purify food and drink*

D: Domain spell. Deity: Berei. Domains: Community (Use calm emotions as a spell-like ability 1/day. Gain +2 bonus on Diplomacy checks); Plant (PHB p 188).

‡ Already cast

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

Feats Negotiator, Skill Focus (diplomacy)

Skills Diplomacy +13, Heal +7, Knowledge (nature) +5, Knowledge (religion) +5

ASTRA TRELLIN

CR 1

Female human cleric (Berei) 1

NG Medium humanoid (human)

Init +0; **Senses** Listen +3, Spot +3

Aura Good (faint)

Languages Common

AC 16, touch 10, flat-footed 16

(+4 armor, +2 shield)

hp 9 (1 HD)

Fort +2, **Ref** +0, **Will** +5

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

Melee club +0 (1d6) or

Ranged sling +0 (1d4)

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

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

Atk Options

GMs Aid 1 – Kisail

Several stores and booths are outlined below as a guideline to the products available in town.

The Marketplace

The produce in the market is sold primarily by humans and includes standard produce as well as some exotic fare. Prices are as per the PHB. Use your best judgement as to what is available to the PCs, but note that standard items are available either here or elsewhere in town. Domial, the berry seller is of particular interest to the PCs (see Encounter 4).

Temples

Rao: There is a small shrine to Rao in town, mostly frequented by visitors from across the border in Veluna. Since there have been fewer travellers from the south of late, the shrine is now unmanned. Through the discontent of the locals, it is no longer as well maintained as it was in the past.

Moradin: Moradin's temple is located in a small, primarily dwarven district. It remains well frequented and maintained.

Heironeous: The largest temple in town is dedicated to Heironeous. Although the townsfolk are not particularly religious, they respect the clergy of Heironeous and speak highly of King Belvor as his servant. The cleric of Heironeous, Cederik, is a middle-aged human who is often asked to preside over local disputes which the populace do not wish to address with the lord. He is a brave and fair man, if somewhat more fond of creature comforts than most of his faith.

Inns, Taverns and Rooms

The Red Ember Inn: Dierna, a female dwarf, runs this common inn and tavern. Dierna is a bustling, motherly sort. Her inn features good but common food and specializes in ale and beer. Dierna is of particular interest to the PCs (see Encounter 4).

Paladin's Pride: This high-class, luxurious inn and tavern is run by Stanislaus and Lucina Sharbow. Their reaction to the PCs is dependent on whether they feel the PCs "fit in" here. This is determined by looking at the PCs lifestyle as well as how they approach the situation. It should also be noted that both of them revere Heironeous.

The Ogling Orc: This common tavern is located across the street from the Beckoning Beauty. It serves cold cut dinners, fruit and drink. The proprietor is Jokko Muleskinner (Bbn 1/Ftr 1) who has made his tavern unique by capitalizing on its view of the Beckoning Beauty. He has had two sets of *eyes of the eagle* (four eyes total) installed and magically merged with the building to discourage theft (removing them will not only take a large portion of the wall but destroys the eyes themselves). He charges a "seating fee" for the four seats (10 wheatsheafs for one hour for one person or 15 wheatsheafs for multiple people). There are typically only one to two tables in use.

Entertainment Venues

Beckoning Beauty: This is a house of ill repute run by Madame Teleril. It is attached to the gambling Hall.

Grinning Gus's Gambling Hall: This gambling hall is open most hours of the day and night. It is run by Grinning Gus and is attached to the Beckoning Beauty. In addition to serving alcohol, Gus offers cards, roulette and dice. Many patrons frequent both establishments.

There is also a bakery, a bathing house, a blacksmith, a jeweler and tailor in town.

GMs Aid 2 – The representatives of the gathering

Agamemnon

Agenda: Preserve the balance of nature; fight the invasion of the outside world into the forests of Oerth.

Motivation: Balance, plain and simple. He wishes the Old Faith to be free of the trials and tribulations of the volatile outside world. He responds well to anything that represents balance and harmony with nature and reacts poorly to anything that implies helping political forces.

Starting Vote: Abstention. If he can be convinced the PCs wish to bring balance to the world he may sway Melina into voting for the alliance. He is easier to convince if the PCs present Krishena's letter.

Telios

Agenda: Expand the influence of the Old Faith by taking a more active role in politics.

Motivation: Telios is tired of simply tending the forests all the time. He believes that the best way to deal with the invasion of outsiders into the forests is by beating them at their own game. He welcomes the adventurers and the potential alliance they bring.

Starting Vote: Yes. Telios vehemently fights for the approval of an alliance unless the PCs have been overtly aggressive toward the gathering or obviously malicious to nature in some way.

Hannali

Agenda: Heal the wounded natural places of Oerth.

Motivation: Hannali is a healer by trade and mostly interested in making sure that no one is hurt needlessly. She understands the threat that is posed by the outside world but is concerned that the hedonistic tendencies of the outside world are part of the problem.

Starting Vote: No. The PCs can sway her by showing that the threats that Furyondy faces are in fact not brought on by the actions of the people of the country and that many innocent people have been hurt in this needless war. She is easier to convince if the PCs present Krishena's letter to the gathering.

Atrigon

Agenda: Maintain the connection between the spirit realm and the material plane. Preserve the natural order.

Motivation: Atrigon is a Spirit Shaman, a specialized divine caster that calls upon the

spirits of nature to garner their power. He understands that there is an energy behind all forms of nature whether it be plant, animal, or man. He seems to have some disagreement with Hannali.

Starting Vote: Yes, unless PCs harmed Telshion in anyway (in Encounter 5).

Xinli

Agenda: Expand her knowledge of the world.

Motivation: Unlike most of the Old Faith, Xaili understands both the power of the arcane and the divine. She seeks to constantly learn new things no matter what they may lead her to. She reacts favorably to any knowledge the PCs may present her.

Starting Vote: Yes, unless the PCs say or do something grossly offensive to her pursuit of knowledge.

Melina

Agenda: The defense of Agamemnon.

Motivation: Melina is the youngest of the counsel. She is the staunch defender of the elder Agamemnon and has learned much from him. She feels that any contact with the political forces of Furyondy is a threat to the balance and vehemently oppose anything they have to say. She and Telios argue a lot.

Starting Vote: No. She can be convinced only by Agamemnon but is more receptive if the PCs convince her that neither they nor Furyondy poses a threat to the balance or Agamemnon.

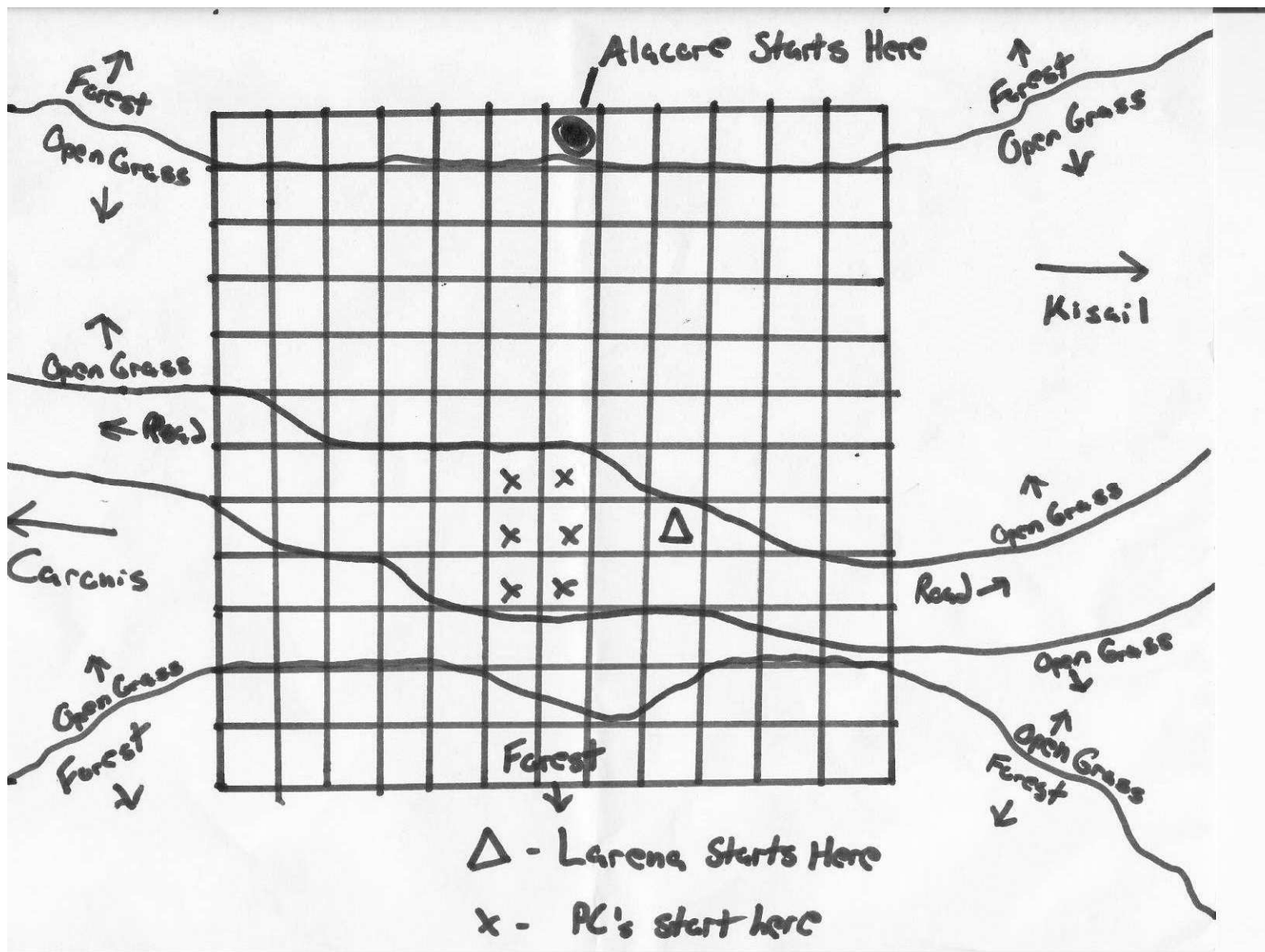
Selinos

Agenda: Wishes to be secluded and be left alone.

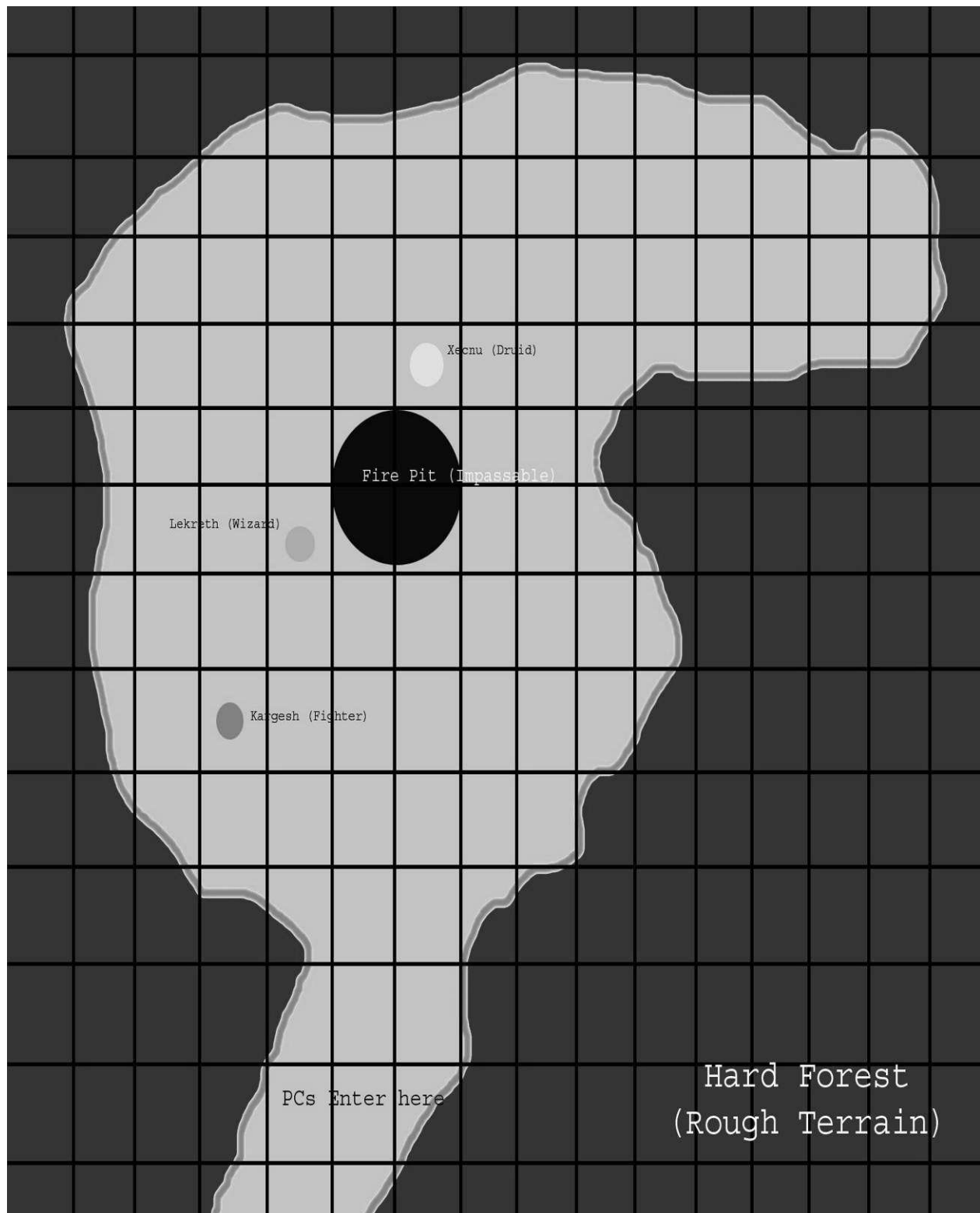
Motivation: Only came to the gathering because of the summons that his clan received. For many years his clan has been threatened by the politics of their area and they simply wish to be left alone. He reacts in a hostile manner to almost anything the PCs have to say.

Starting Vote: No. Although a hard sell, the PCs can convince him to begrudgingly agree to the alliance if they convince him that Furyondy will leave him and his clan alone and end their useless war as quickly as possible.

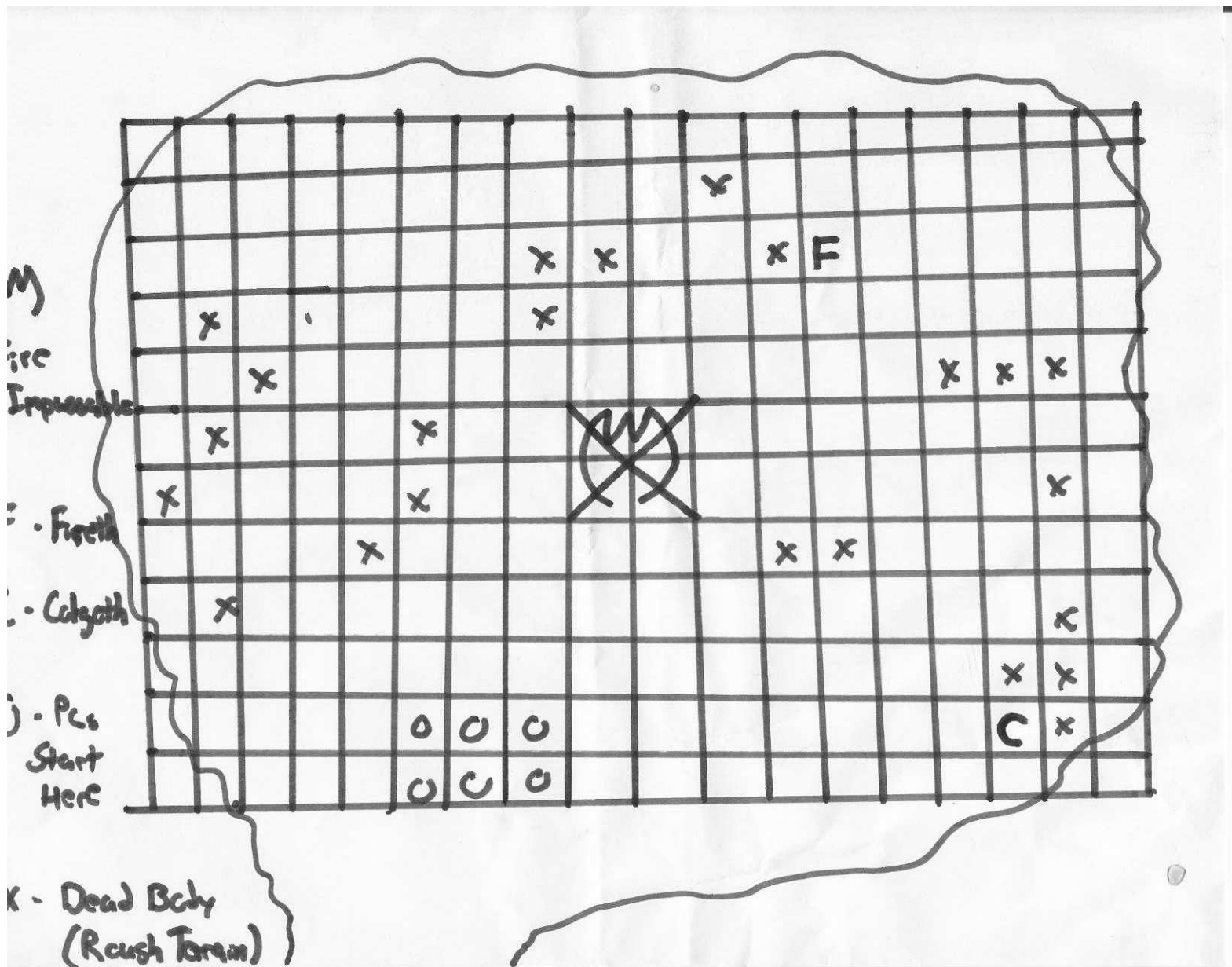
DMs Map 1 – Encounter 3



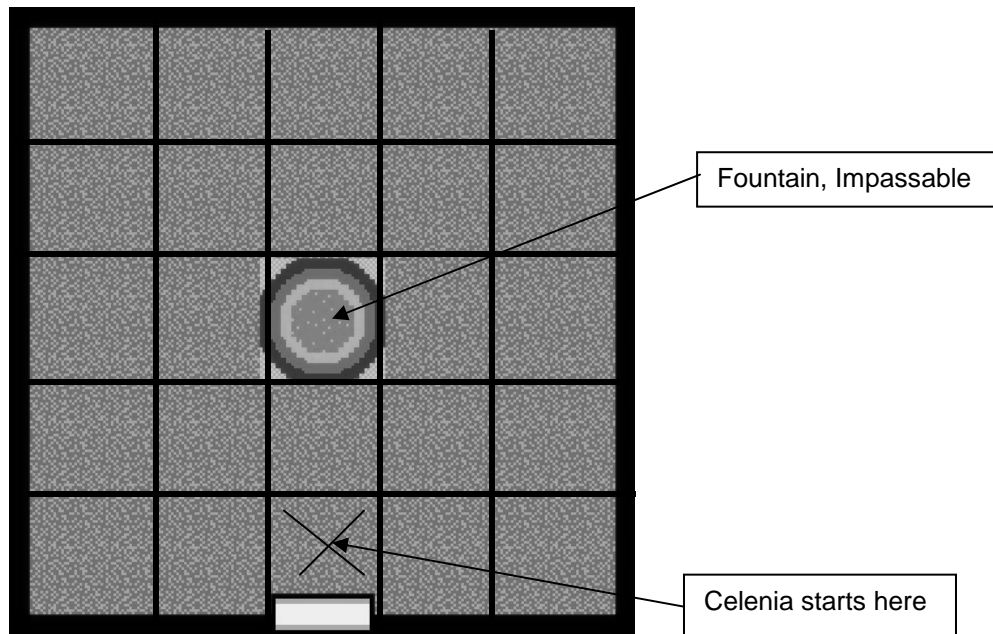
DMs Map 2 – Encounter 7



DMs Map 3 – Encounter 9



DMs Map 4 – Encounter 11



Player Handout #1

Larena

This letter is meant for you and your little friend. Recently it has come to my attention that some adventurers have been sent out in an attempt to stop a plan of my master... of course I cannot allow this. Your duty is simple... stop them, kill them, kidnap them; frankly I don't care as long as they are not allow to reach Kisail. I don't think I have to tell you about the amount of riches that my master can bestow upon you and your companion if you succeed... and the amount of pain and torment you will feel if you fail.

Player Handout #2

Lekreth

Our master has given us orders... soon this country will be brought to its knees and our master's fist will reach across the light and bring forth total darkness. I have included a list of components needed for the spell. This will only be a small attempt at a greater power but we must first know it will work. I am sending Xencu to assist you and Kargesh to act as a body guard. Remember, we need the results of this test so do try to stay alive long enough to bring them to us. Remember... even in death our master feeds...

C

*Aconite
Ampelopsis
Belladonna
Bleeding Heart
Blood Root
Celandine
Dead Man's Hand
Deadly Galernia
Death Camas
Destroying Angel
Fox Glove
Hemlock
Pernettya*

Have Xecnu combined these herbs in the pit and then say the chants... we shall see if the spell does as we believe it will.

Player Handout #3

Wisened One

I present these travelers to you with my blessings. They have ventured through the Dapple and have been proven worthy by its judges. It seems they may have the strength of heart to stem the tide of darkness we have been feeling recently, as well as the compassion to see the balance and to protect it with their lives. I implore you to listen to what they have to say... it seems they are willing to help.

May the Oerth Mother Shine Upon Us All
Krishena