

Highway, Low Way

**A One-Round D&D LIVING GREYHAWK®
Highfolk Regional Adventure**

Version 1

by Chris Tulach

The Wyvern's Sting, a bandit group marauding about the Faidells, has planned a grand heist - one that will surely spell the ruin of a well-respected gnome miner. You are all that stands between the bandits and their goal. Your trip will take you through the Highvale and into the treacherous Clatspurs during the beginnings of winter. Recommended for resilient PCs. For characters levels 1-6.

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

Preparation

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

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

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

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

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

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

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

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

Scoring

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

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

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

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

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

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

LIVING GREYHAWK Tier Structure

Because players bring their own characters to LIVING GREYHAWK campaigns, this adventure is tiered. Basically, the challenges in this adventure are proportioned to the average character level of the characters participating in the adventure. To determine the tier that you will use to run this adventure, add the character levels of all the characters. In addition, add the levels of any cohorts or animals according to the values on their certificates. Cross-reference the total and the number of players participating in the game using the chart below to determine the tier used for this adventure.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th

The level cap indicated is the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

Is it a Full Moon?

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

Lifestyle

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

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

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

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

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

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

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

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

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

DM's Introduction

The Wyvern's Sting has a good deal going. This band of brigands has been operating in the Highfolk region for quite some time, and with success. They have stolen from merchants and travelers all along the Quagflow Road, masquerading as other traveling merchants and waylaying unsuspecting people when they offer to "share their fire" for a night. The folk of the Fairdells, while alarmed at their thefts, have not attempted to retaliate in a noticeable way. Since the Wyvern's Sting is not typically violent, and no one has died during their thefts, they are considered more of a wandering hazard than a dangerous threat. They are so successful that a mysterious elven man has contacted them, hoping to put their skills to good use.

Magliana, the thieves' leader, received the new mission for her band a few months back. They have been employed to steal elven weapons transported to and from the Vesve, and bring those weapons to a drop-off point near the border of the great forest. Once again, the

Wyvern's Sting proved successful, and has taken in a good deal of money from this line of work.

Just last week, another gentlemen of Baklunish decent (apparently an associate of the first mysterious man) offered a different target for their depredations. For the sum of 1000 golden solars, the thieves agreed to rob a small caravan heading back to Highfolk from Gildenhand (a gnomish mining community in the hilly northern part of the Vesve Forest). Their target was one simple item - a *wand of stone shape*, carried by a wizard heading home.

The wizard, known as Everain the Intrepid, just finished crafting the wand a few weeks earlier. He was taking it with him on a trip to visit a gnome friend of his in Gildenhand. He had received the wand on loan from a member of the Guildsmen of the High Art (the Highfolk wizard's guild); he had planned to use it to help fashion his new laboratory back in Highfolk.

On the caravan's return trip, Magliana's group met up with them (posing as merchants), and shared a rest stop. In the morning, the caravan awoke to find the thieves gone, along with the wand. They did not harm anyone or take anything else.

Magliana, while wishing to collect for her mission, had other plans for the use of the wand. She had heard recently of a gnome miner named Ezerthum who discovered a large vein of gold in the Clatspur Mountains. He was apparently looking for help in Verbeeg Hill several months ago, and Magliana has wanted to go check out the mine ever since. Now that she has a *wand of stone shape*, she believes it would be a good time for a break in the monotony of caravan raiding. She wants to steal the gold with the help of her band.

Unfortunately, her employer had kept a close eye on her. He realized what she was doing, and decided to send another group (perhaps a bit more loyal) to retrieve the wand and punish her for diverting from her task. A group of hobgoblins, led by Hetgark, is on the thieves' trail. They know exactly where the Wyvern's Sting is headed, and won't rest until the wand is in their employer's hands.

Adventure Summary

The PCs start off in Verbeeg Hill, and are contacted by Everain (some may have helped him before). He explains what happened to him, and tells the heroes he spent all of his money on a *srying* spell to find out where the bandits were headed. Through the spell, he was able to determine that the Wyvern's Sting's destination is Ezerthum's mine in the Clatspurs. He is unwilling to contact the Guildsmen of the High Art, as it is the wand of the co-founder of the guild, Wilmont. He has just been accepted (i.e., paid) into the Guildsmen, and does not want to be booted out for losing a valuable magic item. He can't offer the characters much in return (he spent it all on the clerical spell), but promises that he'll think of something.

The PCs can then get packed up and start their journey, or take some time to gather a little information in the town. If they choose the latter, the heroes find out

some details of Ezerthum's mine and the nature of the Wyvern's Sting.

Along the Quagflow Road heading north, the heroes encounter Oslen Oakbough, a Knight of the High Forest. He tells the characters about the recent rash of banditry along the road, and advises them to be cautious.

At their last night in the Highvale, the PCs stop at the Home on the Road, an inn right off the Quagflow Road. Here, they can find people that have seen the bandits pass through, and get some rumors about the Clatspurs.

The next day, they enter the mountains, and find signs of a battle. Dead members of the Wyvern's Sting are found, as well as indications that there are others out on the trail (it just so happens that the ogre killed these bandits; the hobgoblins came upon the trail soon after the battle).

A fight with the ogre (and his mountain lion pet) ensues soon afterward. The weather begins to get colder and windier.

The PCs come upon the bridge used to span a gorge, and find that its ropes have been cut. The high winds and lack of a reliable means of crossing makes this a tough obstacle.

After all of this, the heroes eventually get to the mine and find the gnomes either tied up or unconscious. Ezerthum was just finishing up the last load of ore, and had sent most of his miners home for the winter. The few that remained were helping mostly with cleanup and closing down the mine. It is here that the bandits and heroes fight it out or negotiate. The bandits, led by Magliana, attempt to escape once things turn sour. They reveal all they know if captured.

On the way back out of the mountains, the characters find themselves stuck in a blizzard. As the blizzard whips about them, the hobgoblins, lead by Hetgark, attack. They do not surrender, and are unwilling to take any prisoners.

Once all that is done, the PCs can return to Highfolk to give back the wand to either Everain or Wilmont, and are thanked profusely either way.

Players' Introduction

It is the last day of Ready'reat, and all about the Faidells, people are making their final preparations for the winter season. Winters in Highfolk are relatively mild when compared to the rest of the Flaeness, but snow and frost still make their rounds here.

You are in Verbeeg Hill, a bustling town that lies on the Volverdyva River. This makes the community a prime stopping point for trade barges and riverboats heading to points north (such as Schwartzbruin and Traft in Perrenland) and south (such as Highfolk, Caronis in Furyondy, Verbobonc, and Dyvers).

Verbeeg Hill has two qualities of note - eel jelly and gambling. The former creates an unmistakable odor that permeates the town. The latter creates an unmistakable atmosphere that permeates the town. Verbeeg Hill's prime gambling houses are the Smiling Halls of Good Fortune,

which also do double duty as the temple to Norebo, the god of chance. As a result of the town's enthusiasm with this risky pastime, there is a certain wild and rowdy element ever present here. It is certainly a perfect spot for adventurers to enjoy themselves.

It is around noon. The PCs may begin anywhere they wish in town; have them take a moment to describe what they are doing in Verbeeg Hill. Some characters may have adventured together recently, and may still be together at the beginning of this adventure. Let the players figure it out.

After a brief while, the PCs (at various places) see a parchment being nailed up to several shops and public buildings in town. If any of the heroes investigate the writing, give them **Handout 1**. Everain, a wizard from Highfolk, recently had his wand stolen by a group of thieves out on the Quagflow Road. He's looking for adventurers to help him recover it.

When (and if) the characters decide to head over to the Eel's Escape, read the following:

You reach the docks, and quickly you find the questionable establishment known as the Eel's Escape. You're not quite certain how the place got its name, but upon walking in it is certain that something tried to escape from here, probably a large beast. The tables are scratched, cracked, and wobbly; you'd swear the little kitchen in the back was once the lair of an otyugh. Even the sailors and dockworkers have grime all about them. Most in here pay you no mind, including the bartender - which might be a good thing.

A skinny, balding Suloise fellow with a faded red robe looks up as you enter. He stands, making certain you see him in the small common room, and waves you over.

This man is **Everain the Intrepid** (male human Wiz4; hp 14; Alchemy +10, Knowledge (arcana) +10, Spellcraft +10), a person that some may know from *Deep in the Vesve*. In that adventure, Everain asked the PCs to make a delivery of a silver mirror to a companion in Ironstead. He generally acts in a very positive manner to any heroes he has met before. Now he is asking for the PCs help again, but this time, he's the one in need.

Everain likes to do magical experiments back at his home in Highfolk. Recently, he did a lot of damage to his basement laboratory (alchemist's fire and *burning hands* don't seem to work well together), and was in need of some remodeling. As Everain is a just-joined member of the Guildsmen of the High Art (the wizard's guild), he asked around the guildhouse for any suggestions on a new lab. Wilmont the Sagely, one of two co-founders of the Guildsmen, decided to give the junior member a hand. He lent Everain a *wand of stone shape* with which the wizard can construct his new experiment shop. Everain was to give it back "when he was done". Well, the wand is gone, and Wilmont will want it back soon. Everain is happy to provide the PCs with the following information (as well as information listed above):

- I was returning from Gildenhand (north of here in the Gnome Hills), visiting a gnome friend of mine named Hergen Litlosh. We are both

members of the Guildsmen of the High Art, and have some similar interests when it comes to magical experimentation.

- I decided to go back to Highfolk with Kerrum's group. They own a caravan company that makes frequent visits throughout the Fairdells. I figured there would be safety in numbers. I guess I was wrong.

- On the way back, we made camp with what I thought was a group of cloth merchants from Ket. Everything seemed to be going along fine, and in the morning, we parted and went in opposite directions.

- Yesterday, we had stopped to rest at an inn. I decided to take inventory on my gear at that time. That is when I found the wand missing.

- Kerrum did a shake down of all of his people, and found nothing. It was then that I thought the thief may have belonged to that Ketite group that we shared our fire with a couple of days back.

- The thieves seemed like nice folk at the time. They were not violent in any way, just very deceptive. Thinking back on it, I know now that they're good at pulling this trick. They must have done it before.

- When I reached Verbeeg Hill (this morning), I went to the Smiling Halls of Good Fortune to see if they could help me locate the missing wand. They said they could, but it would cost me almost every coin I had. I agreed.

- The clerics there cast *screaming* and found the group that stole the wand. They were still in the Highvale, along the Quagflow Road, when we saw them. I don't think they detected the *screaming*. The leader seems to be a female human that goes by the name of Magliana. They also mentioned that they were headed to Ezerthum's mine in the Clatspurs. Magliana mentioned something about the wand being perfect for cracking open the mine. I don't know exactly where the mine is located in the mountains.

- Magliana is a real pretty woman, with auburn hair and cream-colored skin. She was very witty and quick to smile.

- Once I found this out, I took the remaining money I had and paid a scribe to write up a few parchments on the matter, and post them throughout the town. It looks like there are a few good folk still visiting this town.

- The wand is a *wand of stone shape* that was lent to me on Wilmont the Sagely's good faith. He gave it to me so I could finish remodeling my new basement laboratory. Wilmont is the co-founder of the Guildsmen, and wields considerable power in Highfolk.

- I can't tell the Guildsmen what has happened; Wilmont would kill me if he knew, and I would be expelled from the guild for losing a magic item. For the same reasons, I can't go to any of them for a *teleport* spell or any other means of magical travel. Most powerful wizards and

sorcerers around here are members of the Guildsmen of the High Art.

- I really am in need of help here. I know that I can't pay you anything to help out, but I promise that I'll do what I can to compensate you. Please find the thieves and bring back the wand.

If the characters accept the mission, Everain is so thrilled he almost jumps out of his seat. He thanks the heroes profusely, and promises to see what he can arrange for payment. He also informs the PCs to take the wand back to Highfolk (which is where he lives), and ask for him at the Vesve's Tankard (a well-known tavern in town). Everain suggests the heroes start right away. He also suggests horses, if possible, so that they may catch up to the thieves. If asked, he tells the PCs that the bandits had a large covered wagon, and should be slowed down if they keep their cover up to the mine.

Everain the Intrepid, male human Wiz4: Medium-size Humanoid (5 ft. 11 in. tall); HD 4d4; hp 14; Init +1 (Dex); Spd 30 ft.; AC 11 (+1 Dex); Atks +2 melee (1d4 [crit 19-20], dagger); SA Wiz spells; SD Wiz spells; AL NG; SV Fort +1, Ref +2, Will +5.

Str 10, Dex 13, Con 11, Int 17, Wis 12, Cha 12.

Skills: Alchemy +10, Concentration +7, Knowledge (arcana) +10, Listen +2, Scry +7, Speak Draconic, Speak Elven, Speak Old Oeridian, Spellcraft +10, Spot +3. **Feats:** Brew Potion, Scribe Scroll, Still Spell.

Equipment: Dagger, spell components, coin purse with 45 solars (gp) and 28 small lunars (sp).

Spells Prepared (4/4/3): 0—*detect magic, mage hand, ray of frost, resistance*; 1st—*color spray, expeditious retreat, identify, shield*; 2nd—*invisibility, summon monster II, web*.

Personality Traits: Honest, eager, absent-minded, serious.

Encounter 1: Information, Please

After meeting with Everain, the PCs can go about town and gather provisions. Since they are aware that they are going into the mountains, the characters should be purchasing suitable equipment and clothing. Horses can be found for the standard rate in the *Player's Handbook*; if characters cannot afford the standard prices for mounts, broken down nags are available for half price (although the characters may have more problems with them).

In addition to supplies, the characters might wish to go about the town to hunt for information. Each PC is entitled to a Gather Information check. Listed below is the information gained at different DCs, as well as the cost for gaining the information.

DC 10 (2 gp)

- Ezerthum has been in the mining business for well over 100 years. He has been successful in the past. He is much better at mineral mining than gemstone mining.

- The Clatspurs are an arm of the Yatil Mountains, and are not known for yielding much in the way of precious gems and minerals. The range separates Highfolk from Perrenland, and on the western side, many Perrenlanders live on the lower slopes.

DC 15 (5 gp)

- All the information for DC 10.
- Bandit activity has picked up over the last few months. The main trade routes seem to be the most affected. Merchants are starting to get very concerned.
- The PCs are given directions to the mine they seek. The mine is located north of Verbeeg Hill. It is a 5-day (or 4 with fast horses) ride to reach the trail that branches off from the Quagflow Road into the Clatspurs. Ezerthum's mine is located along the trail, about 8 miles into the mountains.

DC 20 (10 gp)

- All the information for DC 10 and 15.
- The group of bandits sounds like the Wyvern's Sting. They've been operating in the region for a couple of years now. It is said that they deceive their marks by disguising themselves as merchants or other travelers wanting to share a fire for the night. In the middle of the night, they rob their unsuspecting victims, and are gone by daybreak. As far as is known, they have never killed one of their victims. That's what keeps them going; no one ever gets enough resolve to go hunt them for long, since they're not really murderers, just bad folk.
- The PCs are given a map showing them the location of the mine. Give the players **Map 1**.
- Many have heard about Ezerthum's latest mining expedition. He came around Verbeeg Hill in the spring, and was looking for good workers to help him mine. Word got out that he had hit a gold mine, and quite a few folks signed on to work. This is his first mine in the Clatspurs; he usually mines the Sepia Uplands and Gnome Hills. He should be closing the mine up for the winter soon; the mountains get real nasty this time of year.

Encounter 2: Oslen Oakbough

Your journey along the Quagflow Road has been quiet and uneventful for the past two days. The weather is clear and very cool, but comfortable enough for traveling. Fortunately, you have spent each of the chilly evenings by the warmth of an inn's fire.

Up ahead of you on the road, the path becomes a bit more forested. Bare trees whose branches still cling to the last of their dead leaves flank the road on either side. Twisted masses of brown shrubs sit in the shadows of their giant cousins.

Characters may make Spot checks (DC 15) if they wish. Successful rolls indicate movement in the shrubs on both sides of the path. Making the Spot check by 10 or more gives a PC a glance at a humanoid figure, approximately

the size of a man or elf. Let the players figure out what they want their heroes to do next.

Oslen Oakbough (male half-elf Rgr8; hp 68) and his retinue lie in wait here; not to raid merchants and travelers, but to protect them. Oslen is a Knight of the High Forest, and along with many other Knights, he has pulled himself from the Vesve Forest to help in curbing the rash of banditries along the trade routes in the Fairdells. He has brought a group of elves with him to aid in his task. They are waiting to size up the PCs, and he approaches them when his men are in position.

Heroes that see the movement in the brush spot Oslen as he walks from his hiding position on to the trail. Others simply see him appear on the trail in front of them.

Just ahead of you, a half-elfen man appears on the path. He is wearing brown and green leather armor, and has a composite longbow in his hands. The bow is nocked, but he has not pulled back on the string, and is pointing the arrow at the ground.

Some characters that participated in *A Path Less Traveled* may recognize this person as Oslen Oakbough (the player must point it out, however). If some in the group have met Oslen before, he hails them, and has his band drop from cover. He is more guarded with a group that does not have any recognizable faces. Oslen attempts to ascertain their business on the road, and once he is told the truth, he relaxes a bit and has his men come out from hiding.

He can share the following information with the characters, once he has found them to be non-threatening:

- I am here to help protect the Quagflow Road from bandits and other thieves. My band and I had been patrolling the Vesve Forest for quite some time. When I heard about the alarmingly high number of raids on merchants in the Highvale, I decided to help safeguard the road from future predations.
- I just arrived here a couple of days ago. It took a while for me to outfit my group with what I thought we would need. *Sleep arrows* aren't cheap, you know.
- Many Knights are now guarding caravans and watching the roads. The impact of the bandit raids on trade is beginning to take its toll. If we don't stop them soon, Highfolk will have a hard winter this year.
- **If asked about the Wyvern's Sting:** I have not seen the bandits you are looking for. However, I will keep close watch for any that fit the description. If I find your quarry, I will leave a note for you at the Leaping Deer in Highfolk.
- **If asked about the Clatspurs or Ezerthum's mine:** I really don't know much about that. However, the Clatspur Range is very dangerous this time of year, so be careful.

Oslen Oakbough, male half-elfen Rgr8: Medium-size Humanoid (5 ft. 5 in. tall); HD 8d10+16; hp 68; Init +3

(Dex); Spd 30 ft.; AC 19 (+4 +2 *deerskin leather armor*, +1 *ring of protection* +1, +3 Dex); Atks +9/+4 melee (1d8+3 [crit 17-20], +1 *keen longsword*) and +9 melee (1d6+2 [crit 19-20], +1 *short sword*) or +14 ranged (1d8+4 [crit x3], +2 *mighty composite longbow* (+2 Str)); AL CG; SA Favored enemy (1st-orcs, 2nd- aberrations); SV Fort +8, Ref +5, Will +4.

Str 14, Dex 16, Con 14, Int 10, Wis 14, Cha 10.

Skills: Handle Animal +3, Hide +14, Move Silently +14, Ride +7, Spot +14, Wilderness Lore +6. **Feats:** Ambidexterity (when in light or no armor), Point Blank Shot, Rapid Shot, Track, Two Weapon Fighting (when in light or no armor), Weapon Focus (composite longbow).

Equipment: +2 *deerskin leather armor*, +1 *keen longsword*, +1 *short sword*, +2 *mighty composite longbow* (+2 Str), +1 *ring of protection*, 20 +1 arrows, 8 +2 arrows, 3 *potions of cure light wounds*, *potion of cure moderate wounds*, pouch containing 40 solars (gp) and 12 small lunars (sp).

Spells Prepared (2/1): 1st—*entangle*, *resist elements*; 2nd—*cure light wounds*.

Personality Traits: Practical, haughty, deliberate, resolute.

Elven archers, male high elf Ftr2 (8): Medium humanoid (varying heights); HD 2d10+2; hp 20; Init +4; Spd 30 ft.; AC 17 (+3 *studded leather armor*, +4 Dex); Atks +4 melee (1d8+2 [crit 19-20], *longsword*) or +7 ranged (1d8 subdual [crit x3], *composite longbow with sleep arrows*); SA Favored enemy (orcs); SQ Favored enemy (orcs); AL NG; SV Fort +3, Ref +1, Will +2.

Str 14, Dex 18, Con 12, Int 10, Wis 10, Cha 10.

Skills: Hide +6, Move Silently +5. **Feats:** Point Blank Shot, Precise Shot, Rapid Shot.

Equipment: *Studded leather armor*, *longsword*, *composite longbow*, 20 arrows, 2 *sleep arrows*, pouch containing 1d8 solars (gp) and 1d12 small lunars (sp).

Tactics: If the characters fight Oslen, he fires his first bowshot off, and then draws his weapons for melee. The elves in the bushes (about 30 feet away) fire *sleep arrows* at the characters on the road. Once they run out of *sleep arrows*, they engage in melee with any still standing. They do not fight to kill, only to subdue.

Note that if the characters attack Oslen's band and attempt to take all his gear (if they win the combat), they are not be able to keep any of it, and face justice back in Highfolk from Paxana Eventhil. Each character that attacked Oslen receives a sentence of six months in the Roots (costing 26 Time Units). If they stole his gear as well, or killed any of the archers (or Oslen), contact the Wisconsin Triad for punishment. Make sure to note any crime committed on the log sheet of the offending character. If the characters attacked Oslen, but were unsuccessful (i.e., they lost), losing is its own punishment. **Regardless, attacking Oslen or his band results in the enmity of the Knights of the High Forest. Give the offender an Enmity of the Knights of the High Forest certificate.**

Encounter 3: The Home on the Road Inn

An inn greets the PCs on their last night in the Highvale. Read the following to the players:

Through the dusky sky you can see an inn ahead. It will be good to have one final night of comfort before heading into the mountains. As you approach, you can see that the wood timber inn bears a large painted sign on its front. Painted in Common are the words "Home on the Road". A few horses are tethered outside the inn proper, and a stable around the back provides the animals a resting spot for the night.

Entering the inn, you see many travelers sharing the warmth of the fire, laughing and talking to each other. An older halfling gentleman tends the bar, and three human serving girls keep the patrons well fed and watered.

The halfling, named **Feltus Westing** (male halfling Exp3; hp 11; Profession (innkeeper) +10) is an older man, who is quiet and friendly. He motions the characters over to the bar, and asks them if they'd like a room for the night. Rooms are two person affairs, with each individual paying 5 small lunars (sp) per night. If drinks and a meal are desired, then the cost is one solar (gp) per night stayed (it also includes breakfast). Meals are hearty, with soup, bread, vegetables, and venison.

In addition, Feltus is more than happy to share the following information if PCs ask:

- **If the PCs ask about the Wyvern's Sting:** Yes, they were here a couple of days ago. They said they were merchants from Ket, selling cloth. They did have some very nice bolts of cloth; we gave them free rooms for some of the cloth. My wife is looking forward to making our serving girls new dresses from it.
- **If the PCs ask specifically about Magliana:** She was a real charmer. She bought everyone in the bar a round of drinks, and told jokes that made us laugh until we cried.
- **If the PCs don't know exactly where the mine is, and ask directions:** Well, I don't know much about the Clatspurs myself. However, Thorgor over there frequents the mountains all the time. It's best to ask him such questions.
- **If the heroes ask about the bandit raids:** The bandits have been preying on many along the main trade routes lately. It is fortunate that I run an inn, otherwise my family might have had a hard time this winter. I think provisions are going to be a bit short because of the raids.

Around the common room, many patrons and travelers are enjoying the night. **Thorgor** (male dwarf Rgr3; hp 31; Wilderness Lore +8) sits alone in one corner of the room. The dwarf looks like he spent the last few nights sleeping outside (his clothes and beard are dirty and full of small bits of twig and grass). While not being particularly friendly, when asked about the Clatspurs, he gets a wild

look in his eye and cracks a broad smile. He has the following to share:

- So, yer gonna go in. Into the Clatspurs. In tha beginnin's of winter, eh? Heh. Heh, heh. Hah, hah, hah hah!
- Well, I hope ya have a good outdoors type with ya. Yer gonna need 'em. There's giants an' trolls an' dragons an' all kindsa other things that'll gitcha if yer not careful. Mind tha weather too, that'll gitcha sooner than them beasties. Ya got warmer clothin' don't cha?
- If yer gonna stay tha night in there, make sure ya find yerself a nice cave or somethin' ta rest in; ya got tents, right? Don't wanna find yerself sleepin' out in tha cold, all naked ta tha wind.
- **If asked about the mine:** Yeah, I know where that mine's at. Here, if ya got yerself some writin' bark, I'll draw it fer ya. Give the players **Map 1**.

Also, the patrons can provide the heroes with some information. After a few drinks (costing 1 gp) and a Gather Information check (DC 10), the heroes can obtain the following information (in addition to any information that Feltus has):

- It sounds like the bandits you're describing are the Wyvern's Sting gang. The Wyvern's Sting is becoming very notorious. They are well known for their ability to deceive merchants and travelers. They rarely steal more than they can easily carry, and they never resort to violence. In fact, for the most part, they leave the commoners alone, and only target rich folks. They don't take any staple goods like foodstuffs and clothing either. All in all, they're more of a nuisance than a real threat.
- Ezerthum has stopped in here on a few occasions. He's a pretty decent fellow that seems to live and breathe mining. He's had some hard times in the past, but for the most part, he's been successful.
- Ezerthum recently abandoned a copper mine in the Gnome Hills. There were complaints from the workers of too many accidents and that the place was haunted (or cursed). So he closed it down, and took his remaining miners to find another decent site.
- Earlier this year, he found what he said was a large vein of gold in the Clatspurs. He spent a few weeks recruiting more workers for the task, heading up to Gildenhand and down to Verbeeg Hill. He built up quite a crew.
- Most of the crew's back home for the winter, and the rest are probably getting the mine ready to be closed down. I'm sure he'll be back down from the mountains soon.

Encounter 4: Into the Clatspurs

The following day, the characters take the Clatspur Trail from the Quagflow Road. After a half a day of travel, they are in the lower slopes. The weather begins to get much colder, and the wind picks up a bit. The trail is safe

enough to travel on with horses. Read the following to the players:

After a half-day's ride through the hills leading up to the Clatspur Range, you find yourselves on the lower slopes, winding on the Clatspur Trail westward and upward. The wind is picking up, and as you climb higher in the mountains, the temperate drops below freezing. Small patches of snow dot the rocks around the trail. You slow down your pace a bit, to keep the horses from tiring and to watch out for any dangers.

Have the characters set a marching order that they are typically in while in the mountains. The trail is wide enough to accommodate anything within reason.

At this point, characters need to be wearing winter clothing; otherwise they suffer the effects of cold weather. Any character not wearing winter clothing must make a Fortitude save each hour (DC 15, +1 per previous check) or sustain 1d6 points of subdual damage. Characters using the Wilderness Lore skill may make a check (DC 15) to give themselves a +2 bonus to the saves for one day. For each point above 15 that the check succeeds by, another character can be granted the save bonus. If a character falls unconscious from cold subdual damage, they begin taking real damage until dead. **Characters wearing winter clothing (or putting it on after a while) are not affected.** Remember, spell use (such as *endure elements (cold)*) can also make a difference.

In the late afternoon of the same day, the characters come upon the site of a battle. Read the following to them:

Rounding another steadily climbing bend, you see some debris lying on the trail. As you get a bit closer, you can see the debris more clearly; it is the mangled bodies of two humanoids, along with various bits of equipment scattered about the trail. It appears as though a battle was fought here not long ago.

Characters that are looking see the sides of the trail slope upward toward higher points on the mountains, making it a perfect spot for an ambush. That is exactly what happened here. Yesterday an ogre, always on the lookout for travelers stupid enough to brave the mountain passes, beset upon the Wyvern's Sting as they were making their way to the mine. He managed to kill one of the bandits with his longspear; another bandit fell to his mountain lion pet. The rest escaped, and continued onward. Earlier today, the hobgoblins were here, and continued on toward their quarry.

Characters examining the bodies find that they are devoid of any valuable equipment they once had (the ogre took everything it thought was valuable). The rest of the gear was smashed near the bodies (including swords and traveling gear). The bodies themselves are beyond help, except with a *raise dead*. Both are male humans; one of them is badly mauled (missing an arm and his face looks chewed upon) as if by an animal. The other appears to have a large chest wound from a piercing weapon. Use

of the Heal skill (DC 10) reveals that the bodies have been dead for about a day.

Searching around the area yields some important clues. A character with the Track feat may make three separate Wilderness Lore checks. The first check (DC 11) reveals that several horses and a wagon went off in the direction of the mine, down the trail. The second check (DC 14) reveals that a large two-legged humanoid (the ogre) and a catlike creature (the mountain lion) came down the east slope, moved around on the trail, and went back up the same slope. The final check (DC 13) reveals another set of humanoid footprints (about a half dozen) went in the same direction as the horses, only they were here not long ago (perhaps a half a day or so). **Characters without the Track feat cannot gain the above information.** A Wilderness Lore check made at DC 15 (with a +2 circumstance bonus if the character hails from the mountains or hills) reveals that the pawprints are those of a mountain lion.

Encounter 5: Gruntok Smash!

By now, the PCs should be aware that something very large is lurking in the area. That something is Gruntok, an ogre who makes his home a few miles from the Clatspur Trail. Occasionally, when he's in the mood, he'll camp out near the trail for a few days with Nowagna, his mountain lion companion (boy, did it take him a long time to rear that animal). If someone comes along, Gruntok takes the opportunity to ambush whomever it is along the trail. He's become aware that many smaller humanoids using the trail carry nice things, and likes to see if there's something interesting on those who pass through.

Gruntok spots the PCs walking through the mountains, just a few hundred yards from the point where he attacked the Wyvern's Sting. He now lies in wait up on the eastern slope, while his pet quietly chews on an arm taken from one of the bodies. Have characters **that specifically stated they were watching the eastern slope** make Spot checks (DC 10). If they succeed, tell them that they see a large form moving behind a rock on the eastern slope, about 30 feet away. Those characters may act on the surprise round; all the others are caught flat-footed until the normal combat round begins. Use **Map 2** to set up the battle.

Tier 1 (EL 4)

Gruntok, male ogre: CR 2; Large Giant (9 ft. tall); HD 4d8+8; hp 26; Init -1 (Dex); Spd 30 ft.; AC 16 (-1 size, -1 Dex, +5 natural, +3 hide armor); Atks +8 melee (2d6+7, huge greatclub) or +1 ranged (2d6+5, huge longspear); Face/Reach 5ft. x 5 ft./10 ft.; AL CE; SV Fort +6, Ref +0, Will +1.

Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 10.

Skills: Climb +4, Handle Animal +4. **Feats:** Weapon Focus (greatclub).

Equipment: Hide armor, huge greatclub, huge longspear, animal pelts, sack with 80 gp, 130 sp, and 95 cp.

Nowagna, mountain lion: CR 2; Medium-size Animal; HD 3d8+6; hp 19; Init +4 (Dex); Spd 40 ft., climb 20 ft.; AC 15 (+4 Dex, +1 natural); Atks +6 melee (1d6+3, bite) and +1/+1 melee (1d3+1, 2 claws); SA Pounce, improved grab, rake 1d3+1; SQ Scent; AL N; SV Fort +5, Ref +7, Will +2.

Str 16, Dex 19, Con 15, Int 2, Wis 12, Cha 6.

Skills: Balance +12, Climb +11, Hide +9, Listen +6, Move Silently +9, Spot +6. **Feats:** Weapon Finesse (bite, claws).

SA: Pounce (Ex)—If a mountain lion leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action. **Improved Grab (Ex)**—A successful bite attack indicates the mountain lion deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. (See Grapple on page 137 of the *Player's Handbook*.) If it gets a hold, it can rake. **Rake (Ex)**—A mountain lion that gets a hold can make two rake attacks (+6 melee) with its hind legs for 1d3+1 damage each. If the mountain lion pounces an opponent, it can also rake.

SQ: Scent (Ex)—For a description of this ability, see the *Monster Manual*, page 10.

Tier 2 (EL 6)

Gruntok, male ogre Bbn3: CR 5; Large Giant (9 ft. tall); HD 4d8+8 + 3d12+6; hp 53; Init -1 (Dex); Spd 40 ft.; AC 16 (-1 size, -1 Dex, +5 natural, +3 hide armor); Atks +11 melee (2d6+7, huge greatclub) or +4 ranged (2d6+5, huge long spear); Face/Reach 5 ft. x 5 ft./10 ft.; SA Rage 1/day; SQ Uncanny dodge (retains Dex bonus to AC); AL CE; SV Fort +9, Ref +1, Will +2.

Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 10.

Skills: Climb +7, Handle Animal +7, Jump +3, Wilderness Lore +7. **Feats:** Power Attack, Weapon Focus (greatclub).

Equipment: Hide armor, huge greatclub, huge long spear, animal pelts, sack with 80 gp, 130 sp, and 95 cp.

Nowagna uses the same statistics as Tier 1.

Tier 3 (EL 8)

Gruntok, male ogre Bbn5: CR 7; Large Giant (9 ft. tall); HD 4d8+8 + 5d12+10; hp 71; Init -1 (Dex); Spd 40 ft.; AC 16 (-1 size, -1 Dex, +5 natural, +3 hide armor); Atks +14 melee (2d6+8, huge greatclub) or +5 ranged (2d6+6, huge long spear); Face/Reach 5 ft. x 5 ft./10 ft.; SA Rage 2/day; SQ Uncanny dodge (retains Dex bonus to AC, can't be flanked); AL CE; SV Fort +10, Ref +1, Will +2.

Str 22, Dex 8, Con 15, Int 6, Wis 10, Cha 10.

Skills: Climb +6, Handle Animal +9, Jump +3, Wilderness Lore +9. **Feats:** Weapon Focus (greatclub).

Equipment: Hide armor, huge greatclub, huge long spear, animal pelts, sack with 80 gp, 130 sp, and 95 cp.

Nowagna uses the same statistics as Tier 1.

Tactics: Gruntok is strong, tough, but also very dumb. He is also overconfident. The first thing he does (during the surprise round) is toss his long spear at a heavily armored character (he has an additional -2 to hit because of range). On the next round, he picks up his greatclub (a move-equivalent action) and strides down the slope. PCs can get a chance to pepper Gruntok with missiles before he even gets to them. Don't forget about his reach, though (10 feet)! In addition, Gruntok yells (in Giant), "Nowagna, dinner's here!" Two rounds later, Nowagna comes running, and pounces on a fresh victim. Characters that make a Spot roll (DC 12) see Nowagna bounding down the slope.

Development: It is possible to keep Nowagna from attacking a party member. If a character has a higher initiative score than Nowagna, they may see the cat running down the slope. Casting *animal friendship*, *calm animals* (no save, as it's not specifically trained to attack or guard), *hold animal* or successful use of the Animal Empathy skill (DC 25) stops Nowagna from attacking (in addition to damage causing magic). Otherwise, the above spells can be used after the initial attack to break Nowagna from a party member.

In addition, should a druid, ranger, or cleric with the Animal Domain cast *animal friendship* on the cat, it begins to follow them around. If Gruntok is killed, Nowagna can also be coaxed to follow with a successful Animal Empathy roll (DC 15). In any case, if Nowagna survives the battle, and is befriended by a cleric (with the Animal Domain), druid, or ranger that casts *animal friendship* on him within the next 24 hours, he becomes an animal companion for that character (if they do not exceed the Hit Dice limit for their level, which is (for adventuring characters) equal to their level). A certificate can be found for Nowagna.

If captured, the ogre knows little (and only understands and can speak in Giant).

- He saw a group of many people, all humans, pass by near here yesterday. He thought they might have nice things, so he attacked them.
- The humans fled down the trail after he attacked, but he managed to kill one, and Nowagna killed another. They didn't have much, just a few coins and other junk. Gruntok smashed most of it.

Treasure from Gruntok:

- Gruntok's gear. Only the huge greatclub and long spear are worth anything (half the price of the standard sized items listed in the *Player's Handbook*). His hide armor is too smelly and disgusting to be worth anything to anyone.
- Gruntok has 80 gp, 130 sp, and 95 cp in his sack.

Encounter 6: The Bridge Is Out!

Night is fast beginning to fall after the battle with Gruntok. The characters must find shelter somewhere in the mountains, or else pitch tents. Let them know that they need to rest; as night is falling, and they are still a little over a half-day's ride from the mine. PCs that succeed in a Wilderness Lore check (DC 15) can locate a sheltered area on the western slope that seems to be safe from the worst of the wind. If the heroes don't find a suitable location, they are alright as long as they brought tents to sleep in. **Characters that do not find shelter, or have no tents (but still have bedrolls and warm clothing)** must make two Fortitude saving throws during the night (DC 15 for each).

- Failing the first save results in 2d6 subdual damage taken in the morning, as a result of the cold and wind. Wilderness Lore (DC 15) can be used to give a +2 circumstance bonus to the saving throw. Subdual damage is regained at 1 hit point per hour.
- Failing the second save results in the PC waking up fatigued (unable to sleep due to the weather). Throughout the next day, the character is at a -2 penalty to Strength and Dexterity, and cannot run or charge. Eight hours of complete rest are needed to recover from this state. Wilderness Lore cannot be used to modify this save.

Characters that do not have protection against the elements (in any form) face the same deadly hazard as listed under **Encounter 4**. If PCs without winter clothing find shelter or tents, they face the same situation as those characters that do not find suitable shelter (listed above). Remember, spells may affect the situation.

The next morning, after a few short hours of riding, they reach the bridge that leads to the mine beyond. Unfortunately, the bridge has been smashed (the hobgoblins smashed it when they crossed). It spans a 20-foot wide gorge that goes down about 120 feet, and continues in either direction for miles. Going around to the next pass would require at least two more days travel. It should be obvious that the characters must cross at this point. Read the following when they come upon the bridge:

Ahead of you, the trail comes to an abrupt halt at a twenty-foot wide gorge. A bridge was once constructed here to make crossing the gap easy, but it has since been smashed; only a few planks at either end remain. The gorge continues in both directions as far as the eye can see, and plummets far down to the depths below. The wind howls as it blows tiny flakes of snow all around you.

Crossing the Gorge

Consult **Map 3**. The heroes have some options for crossing the bridge. Presented here are some choices. If the PCs come up with a reasonable plan not listed here, give it a chance to succeed.

Jumping the Gorge

The gorge can be jumped. This is one of the most obvious and potentially dangerous ways of crossing.

- A character doing a running jump through the gorge with a base movement of 30 feet needs to succeed at a Jump check, DC 25. If the speed of the character is 20 feet, the check is DC 35. If the speed of the character is 15 feet, the check is DC 45. Conversely, if the speed of the character is 40 feet, the check is DC 20. Characters with the Run feat jump one-quarter farther than normal (still subject to maximum jumping distance based on height). Note that a character cannot take a running jump in heavy armor. **Regardless, the character must be at least 3 feet, 4 inches tall in order to make the jump without magic or other aids.**
- Casting *expeditious retreat* doubles both the distance jumped on a successful roll, and the maximum possible distance (factored by height). Thus the characters above would need the following rolls to make their Jump checks: 40 feet- DC 13, 30 feet- DC 15, 20 feet- DC 20, 15 feet- DC 25. Note that the height limitation would not apply to PCs (unless magically altered in some form).
- Casting *jump* adds a +30 bonus to the roll. This may still require a roll if the character is of small size, or encumbered.
- If a character fails the Jump roll by 1, allow a Reflex save (DC 12). If this is not made, the character plummets to his or her (likely) death. If this save is made, the character has caught the ledge on the other side, and is hanging down. A Climb skill check (DC 10) must be made to pull up to the top. Each Climb check takes 1 minute. Failing this roll means no progress, unless it was failed by 5 or more, in which case the character falls. A character can hold onto the ledge for 3 minutes before falling, adjusted by the PC's Strength modifier (both up or down; i.e., Strength 14 would give a character 5 minutes). Characters that have the Endurance feat get 4 extra minutes to hold on.
- Any character failing the Jump roll by more than 1 falls.

Swinging Across

Perhaps the safest solution is to attempt to swing across the gorge. Once one character is across, a rope can be passed back to another very easily.

- There are trees along the other side of the gorge. A Wilderness Lore check (DC 15) spots the strongest branches to attempt to grapple with a grappling hook. Hitting the right branch requires an attack roll against AC 18 (which accounts for the high winds). Grappling hook rope must be tied to the grapple correctly for this to work; it requires a Use Rope skill check (**rolled secretly**) at DC 10. Failing this roll means the grapple comes off as the rope is being tested for strength. Failing this roll by 5 or more means that the strength test for the rope

holds, but once sufficient weight (i.e., a PC) is put on the rope, it comes loose of the grapple. The PC most likely plummets to his or her death in this circumstance.

- Once a successful grapple is made, a hero can swing across the gorge. The gorge is level on both sides, so characters swinging across hit the cliff face on the opposite side, and must make a Climb check (DC 5) to scramble up to the opposite side. A character can hold themselves up on the rope for a number of minutes equal to their Strength score (+4 if they have the Endurance feat).

Other Means

Spells such as *levitate*, *feather fall*, *fly*, and others might make this gorge much easier in negotiating. The judge is left to adjudicate the results of such attempts, as well as any other mundane attempts at crossing the gorge.

What About the Animals?

The horses (unless a paladin's mount) do not attempt to jump the gorge under any circumstances. If a paladin's mount wishes to make the jump, roll for it just like a normal character. The mountain lion (as well as other earthbound creatures) also refuses to go across. Of course, **magical means that does not involve the animals physically jumping** might get them over the expanse. Once the PCs cross, earthbound animals wait for the heroes on the other side until they return, or more than a few days pass (unless tethered or restricted in some way).

Falling Is Bad

Any character that plummets to the hard rock 120 feet below takes a lot of damage; 12d6 damage, in fact. A Jump check may be made (DC 15) to lessen the damage to 10d6 real damage and 1d6 subdual damage. Depending on where they fall, monks might get to use their slow fall ability.

Of course, if the character had the foresight (or luck) to have a *feather fall* spell in effect when the fall occurs, they take no damage from the fall if the spell was cast by a caster of 2nd level or higher. A 1st level *feather fall* negates 60 feet of falling damage; the other 60 must be taken normally (a Jump check can still apply to the result).

Climbing Back Up

A character that falls and survives may attempt to climb back up. The DC for the Climb checks is 15 without any assistance; with a rope, the check is 5. A successful Climb roll results in the character climbing half of his or her normal movement rate. Characters fall if they fail their Climb checks by 5 or more.

Encounter 7: The Wyvern's Sting

The wagon and horse trail can be picked back up on the other side of the gorge (Track check, using Wilderness Lore, DC 11), and continues on to the mine. The other footprints (the hobgoblins) break from the trail, and continue off to the west, over barren rock. The check to follow those footprints is DC 23 (the hobgoblins began to hide their trail). While it is possible to follow the hobgoblin footprints to their source (which is a small camp about 100 yards west of the mine, with a good vantage point), it would take a lot longer. By the time the PCs make it to the hobgoblin campsite, they are gone, already having headed down to the trail to deal with the Wyvern's Sting. They can then follow the tracks back down to the mine. See **Encounter 8** if this occurs.

More than likely, the heroes continue along the trail, and a few hours later, reach the mine. Read the following as the PCs approach:

You climb a rise in trail to find the mine just ahead of you. Tents dot the barren landscape around the gaping maw in the earth. You can see a host of ponies and horses tethered to stakes just outside the mine's entrance. Carts lie scattered throughout the camp, and around the mine itself. To the east side of the entrance into the earth, a covered wagon is parked. People, probably humans, are loading up the back of the wagon with large chunks of rock. The sky is getting darker, and a light dusting of snow is falling from the heavens.

As you survey the scene, a woman stops the others from working. She begins to walk toward you and lowers the hood on her cloak. The others follow her.

Magliana spots the heroes as they survey the scene. She orders the workers to stop, and intends to talk the heroes out of a violent confrontation. Consult **Map 4** for the positions of Magliana and her men. If the heroes want to fight it out, go right to initiative. Otherwise, they can discuss the situation with Magliana like civilized beings.

Talking with Magliana

If the PCs let her approach, read the following:

A beautiful woman with auburn hair, dressed in warm furs (like the rest of her companions), grins at you as she approaches. The others, five human males, flank her as she walks up. Not a single one of the group has a weapon brandished, but they are armed with short swords at their sides.

"Well, it seems we have not been properly introduced. My name is Magliana, leader of the Wyvern's Sting. We decided to drop by and do the gnomes a favor by cleaning up their dirty mine. If you wouldn't mind terribly much, I would like to get our work done before the snow begins to fall any harder. I wouldn't want to disappoint our gnomish friends. After all, we're supposed to be finished before they wake up. So, what is it that I may help you with?"

Magliana is fully aware that a group of armed adventurers is here for only one reason: to stop them from stealing the gold. The Wyvern's Sting has already finished emptying all of the remaining carts, and she has already culled a fair amount from the mine itself using the *wand of stone shape*. The group was just about ready to leave when the PCs showed up. She knows that the Wyvern's Sting is not equipped to fight, and would much prefer that a deal be struck. She is willing to talk things through, and attempts to bargain her way out of the situation.

The Deal

After exchanging greetings (or listening to the PCs' threats) Magliana offers up a deal to the heroes. She will give the heroes the wand (she's done with it, anyway) and split half of the gold with them (a sum worth about 5000 gp). Each group will then go their separate way (the path does continue onward past the mine; Magliana offers to take that path). Obviously, this deal should only interest the greediest wretches. If this deal doesn't work, she is ready to negotiate other terms. Listed below is a framework to bargain within. Note that Diplomacy skill checks (along with good roleplaying) might get the characters the best deal.

- Magliana is more than willing to give up the wand. However, she does not want to just let it go and walk away with nothing. She is ready to give over the wand for 2000 gold (1000 gold if the party is convincing/threatening and makes a successful Diplomacy (or Intimidation) skill check, DC 20).
- Magliana offers information about her employers if the characters give their word that they will not bring them to justice. She attempts to bargain this from the heroes if they seem willing to close a deal with her.
- If the characters begin to take aggressive stances (not just verbal threats), Magliana drops the ransom for the wand to 500 gold. She assures the heroes that she seeks a peaceful solution to the problem, and she doesn't want to see any more of her men come to harm.
- If the PCs are very convincing (and roll a Diplomacy check, DC 25), going on about how the Wyvern's Sting should face justice, Magliana is prepared to take the whole mission as a loss. She asks for her (and her band's) freedom in exchange for the wand.
- A Sense Motive check (DC 20) reveals nothing out of the ordinary. She seems forthright.

What Magliana Knows

In between bargaining for the gold and her freedom, Magliana may share some information with the PCs. Obviously, if she has worked out a deal by which she exchanges information for the bandits' freedom, she'll give all of the following information to the heroes.

- We have been successful bandits in the Highvale for a couple of years now. I, along with the rest of the Sting, don't believe in using violence to

get what we want. When bandits use violence, people take it far more personal than if they are just duped.

- I try not to steal anything that would be considered a basic necessity (food, clothing, raw materials for shelter). To be honest, there's little resale value, and it would just result in too much attention from the law. Besides, people have got to live on that stuff.

- Our raids have been so successful that a few months ago I was contacted by an elven gentleman. He was attempting to be all shadowy and mysterious, so I obliged him and never asked too many questions. He said that he liked our work, and wanted to hire us to steal elven weapons from caravans in the area. Even though it seemed a little odd, we agreed.

- We would steal the weapons using our standard procedure (duping unsuspecting merchants and traders), and drop the weapons off at a location on the edge of the Vesve. (If the PCs have a map, and ask her to show where they dumped the weapons, she marks the point on the map. It is not important where you mark on the PC's map, as the location has changed numerous times. She gives the PCs only one location.)

- At the drop-off point, a woodsman would be waiting for us at the appointed time. He would then pay us. The woodsman would then leave. I don't know what happened to the weapons, as I never remained around long enough to see who took them.

- After doing this for several months (in between other jobs), a Baklunish gentleman contacted us. He told us that he was an associate of the mysterious elf, and had another task for us. The man told us that a caravan with a wizard was heading south from Gildenhand to Highfolk, and the wizard had in his possession a *wand of stone shape*. He said that he would pay us 1000 gold if we stole the wand and returned it to him. I asked him where we would meet to return the wand, and he told me that he would contact our group when he needed the item. I still don't know how he intended to contact us.

- He also mentioned something about helping him steal a few corpses after we returned the wand, but I wasn't about to go skulking around graveyards late at night.

- I had heard about this mine a few months earlier while our group was staying in Verbeeg Hill. Ezerthum, the mine's owner, was in town looking for workers. Word got out that he had hit a big gold vein. I wanted to get here much sooner, but I didn't have a good enough plan to get in and out quickly with a large amount of gold.

- When the Baklunish man gave us the job, I figured it would be easy enough to take a little trip up here to use the wand to help break into the mine, and harvest the gold. Since I knew Ezerthum would be closing the mine down soon as winter drew near, I surmised that most of the mining crew would be home for the season.

- Unfortunately, on the way here, we lost two of my men. Kigert and Roshan were good men. An ogre attacked us yesterday on the trail here. He killed Kigert with his spear, and a mountain lion (which must be his pet or something) took down Roshan before we could get away.
- We managed to get here and surprise the workers while they were cleaning up. A couple of well-placed *sleep* spells took care of the lot of them. Ezerthum himself just surrendered. I told him we wouldn't be here long, and we'd make sure that he was comfortable during our stay. The gnomes are all tied up in their bedrolls. None of them have been harmed. We even made sure each of them had some water this morning. Never tell me that we're not gracious hosts!
- Don't worry; we were planning on untying some of the miners before we left, so they could go about their business, and wouldn't die of thirst or starvation. I'm not a monster after all; the storms up here would kill a helpless man in a matter of a few hours.
- I used the wand to get at some choice veins of gold in the mine that would have taken weeks for the miners to dig out. I was just finishing up loading the cart when you arrived.
- In fact, after this job was done, my men and I were planning to take a trip away from Highfolk for, say, a few years. I think we're getting a little too well known around the Fairdells.

Fighting the Wyvern's Sting

If the heroes really don't handle words very well, there's always the option of combat.

All Tiers

Magliana, female human Rog2/Wiz(Ench)3: Medium-size Humanoid (5 ft. 7 in. tall); HD 2d6 + 3d4; hp 19; Init +0 (Dex); Spd 30 ft.; AC 10; Atks +2 melee (1d6 [crit 19-20], short sword) or +2 ranged (1d8 [crit 19-20], light crossbow); SA Sneak attack +1d6, spells; SD Evasion, spells; AL N; SV Fort +1, Ref +4, Will +4.

Str 10, Dex 10, Con 10, Int 16, Wis 12, Cha 16.

Skills: Appraise +8, Bluff +13, Diplomacy +10, Disguise +10, Gather Information +8, Innuendo +8, Perform +5, Read Lips +6, Search +8, Sense Motive +8, Spellcraft +7, Use Magic Device +8. **Feats:** Scribe Scroll, Skill Focus (Bluff), Spell Focus (enchantment), Spell Mastery (*alter self*, *invisibility*, *sleep*).

Equipment: Leather armor, short sword, light crossbow with 20 bolts, *scroll of sleep* (x2), spell components, waterskin (the rest of the equipment is in the wagon). **Note that Magliana does not carry her spellbook with her; she relies on her skills and her Spell Mastery to get her through situations.**

Spells Prepared (4/4/3): 0—*detect magic*, *daze*, *mage hand*, *mending*; 1st—*charm person*, *change self*, *sleep* (x2); 2nd—*alter self*, *invisibility*, *Tasha's hideous laughter*.

Personality Traits: Witty, charming, confident, caring (for a bandit, anyway).

Wyvern's Sting bandits (Nordun, Filgar, Jonhen, Remmings, "Quill", Zuko), male human Rog1 (6): Medium humanoids (height varies); HD 1d6; hp 6; Init +2; Spd 30 ft.; AC 14 (+2 Dex, +2 leather armor); Atks +0 melee (1d6 [crit 19-20], short sword) or +2 ranged (1d8 [crit 19-20], light crossbow); SA Sneak attack +1d6; AL N or CN; SV Fort +0, Ref +4, Will +1.

Str 10, Dex 14, Con 10, Int 12, Wis 12, Cha 14.

Skills: Bluff +6, Disable Device +6, Disguise +6, Hide +6, Innuendo +6, Move Silently +6, Open Locks +6, Pick Pocket +6, Read Lips +5, Search +5. **Feats:** Dodge, Skill Focus (Bluff).

Equipment: Leather armor, short sword, light crossbow with 10 bolts, waterskin; other equipment is in the wagon.

Tactics: It should be obvious that the Wyvern's Sting isn't built for combat. After going defensive in the first round of battle, the Sting attempt to flee down the trail (heading further into the mountains). Magliana casts *invisibility* at her first opportunity, and attempts to escape. She rationalizes that the PCs won't slaughter her band, and she'll be able to free the rest of her gang later (much later than the scope of this adventure).

The Gnomes

Either after winning the battle or negotiating a settlement with Magliana, the heroes may want to check in on the gnomes. There are eight workers still in the camp; all of them have been bound and gagged in their bedrolls. They can share the following information:

- They have all been working at the mine for well over 8 months now. Ezerthum hired them in Gildenhand and Verbeeg Hill after he told them he had found gold in the mountains. Each was promised a share of the riches.
- Some of the gnomes were a little reluctant to join up with Ezerthum after his last mining excursion in the Gnome Hills. The copper mine there failed because of "unusual circumstances". Some say it was haunted, others cursed.
- So far, aside from the occasional bought of bad weather or ogre sighting, the mining has went relatively well. Right before the miners started closing up for the winter, they had struck a large vein of gold.
- Most of the miners have returned to their homes for the season. The ones that are left here are cleaning up and shutting down the mine. Work will resume in the spring.
- The bandits surprised the gnomes while they were all working on cleanup within the mine. Most were knocked unconscious right away, probably by spells. The two remaining surrendered.
- The bandits didn't hurt any of us; they said they just wanted to take some gold and leave. They tied us

up, gagged us, and put us in our bedrolls. This morning, the woman came around and made sure we all had water. She told us that she would be leaving by the end of the day.

- We'll need to finish cleanup before going home. We should be done here in just a few days.

Ezerthum (male gnome Exp8; hp 34; Appraising +15, Profession (miner) +15) can also be found in one of the tents. When freed, he is deeply distressed, but relieved if the characters managed to keep his gold from being taken by the bandits. He has the following to offer:

- I've been mining for well over a hundred years, and I never saw a gold mine such as this. I found gold here on an old dwarf's suggestion that I close up my mine in the Gnome Hills and head out to the Clatspurs to look. It was the best suggestion he ever had.
- I have a mine over in the Gnome Hills, near Gildenhand. It's got veins of copper, and I think there's some silver in there, too. My crew, however, was yellow-bellied after a few equipment accidents and such. They thought the place was cursed or something, and wouldn't work it any more.
- After I found gold up here, I went back to Gildenhand to find workers. Most of the gnomes up there had heard of the copper mine I owned, and were real afraid to go into another venture with me, even though all my previous mining expeditions had been profitable. I hired on those I could, and headed to Verbeeg Hill for more help.
- In Verbeeg Hill, I found many more that were interested in a good paying job. Once I had a sizable crew, we began work. That was back in Coldeven. Since then, the mining has progressed nicely, and we've had minimal problems, until now.
- Those wretches showed up yesterday, and immobilized most of my crew with spells. I had no choice but to surrender. After all the work my miners have been through to turn a profit, those villains show up and just collect on my labor! I hope they spend a long time in the Roots for this! (The Roots is the prison under the town of Highfolk.)
- If he is told that the bridge is out, Ezerthum is very upset, and blames the bandits for doing this (although he doesn't know why they would, since they came in on horses). It'll take him a few extra days to go around, but he and his men will make the journey.
- If the bandit's wagon is still at the mine, Ezerthum offers 100 solars for all the equipment inside (it is mostly tents, climbing gear, etc.).

After talking to you for a bit, Ezerthum rubs his near-bald head and says, "Anyway, since you helped me out and all, I'll give you each a nice-sized nugget from my mine. Right now, that's all I can afford until I turn a profit on this thing. Well, there is something else, but...no, forget I even thought it."

If the PCs ask him what he was thinking about, he just tells them that it's not worth mentioning, and to ignore what he said. He is unwilling, under any normal means, to reveal what it is. **If magically persuaded**, he reveals that it is his old copper mine; but he's not sure about giving it up just yet.

After all this, Ezerthum thanks the PCs profusely, and lets them know that he needs to get back to work. His miners need to head home for the winter, and they only have a few days of cleanup left.

Treasure from the bandits (if defeated and captured) and Ezerthum:

- The equipment on each bandit is worth the standard rate (half of the *Player's Handbook* value).
- *Scroll of sleep* (x2) on Magliana. This is one scroll with 2 *sleep* spells on it. Value: 50 gp.
- Golden nugget from Ezerthum's mine. Value: 50 gp.

Encounter 8: Battle in the Blizzard

Eventually, the characters depart, either with or without the Wyvern's Sting in tow. As they are heading back to the bridge (or going the long way around), they are attacked by the hobgoblins that have been following Magliana. Their mission is to get the wand, and leave no survivors. As the hobgoblins attack, a blizzard kicks up, obscuring vision and making the combat more hazardous for all. Read the following:

You are finally on your way back out of the Clatspurs. You'll need to stop for the evening soon, but you're confident that you can make it a little farther today. The wind begins to pick up, and you notice dark clouds rolling in very quickly. You begin to look around for shelter as the snow starts falling in sheets of white, and the wind's chill rips through you like a frozen claw. As you scan the area, you notice five humanoid-shaped outlines through the falling snow. They are about a spear's throw away, and are approaching rapidly.

Go right to initiative. Neither side is surprised. The trail is 15 feet wide. The hobgoblins are 40 feet away from the trail when combat begins. Hetgark and his hobgoblins move to attack, as the blizzard begins.

The Blizzard

As the characters begin the battle, a blizzard whips through the area. This severely impairs missile combat and can effect spell use. The force of the wind can also knock down small characters. The effects of the blizzard on the combat are summarized below:

- Movement is cut in half. Characters can still take a double move action or run, but see below.

- Characters can only see at a maximum distance of 10 feet. Beyond that, only vague forms can be seen.
- All ranged attacks are at a -8 penalty to hit, due to both high winds and blinding conditions. Characters cannot attempt a ranged attack at a distance greater than 10 feet.
- Every time a spell is cast a Concentration check (DC 5 + spell level) must be made to succeed in casting due to the high winds and blinding snow.
- On each character's initiative, a Fortitude save (DC 15) must be rolled. If successful, the character may act normally, in accordance with the above guidelines. If the save is failed, and the character is of **Medium height**, they are unable to take a move action this round, including a 5-foot adjustment (they are checked by the force of the wind). If the save is failed, and the character is of **Small height**, they are knocked down by the wind. Standing up is a move-equivalent action, but the character may not conduct any other move actions in the round in which he or she stood up (considered checked for the rest of the round).
- Characters suffer from the biting cold as detailed in **Encounter 4**, except that unprotected characters need to make a Fortitude saving throw every minute (10 rounds) to avoid subdual damage. Protected heroes need not worry about taking damage from the cold.
- **Please note that the hobgoblins are also affected by the above conditions (but are dressed appropriately, and as such need not worry about the cold).**

The Battle

Tier 1 (EL 4)

Hetgark, male hobgoblin Rgr1/Sor1: CR 2; Medium-size Humanoid (Goblinoid) (5 ft. 10 in. tall); HD 1d10+2 + 1d4+2; hp 15; Init +0; Spd 30 ft.; AC 20 (+3 studded leather armor, +7 *shield* spell); Atks +1 melee (1d8+2 [crit 19-20], longsword)/+1 melee (1d6+1 [crit 19-20], short sword); SQ Darkvision 60 ft.; AL LE; SV Fort +4, Ref +0, Will +3.

Str 14, Dex 10, Con 14, Int 12, Wis 12, Cha 14.

Skills: Concentration +4, Hide +3, Listen +7, Move Silently +3, Spellcraft +2, Spot +7, Wilderness Lore +5. **Feats:** Alertness, Ambidexterity (in light or no armor), Track, Two-Weapon Fighting (in light or no armor).

Equipment: Studded leather armor, longsword, short sword, 2 javelins (not used in this combat), *wand of magic missile* (1st level), *potion of bull's strength*, *scroll of true strike*.

Spells Known (5/3 (*shield* spell already cast prior to combat)): 0—*detect magic*, *daze*, *disrupt undead*, *ray of frost*; 1st—*shield*, *true strike*. **Note that Hetgark has a 15% chance of spell failure each time he casts a spell.**

Hobgoblins (4): CR 0.5; Medium-size Humanoid (Goblinoid) (5 ft. 8 in. tall); HD 1d8+1; hp 5; Init +1; Spd 30 ft.; AC 15 (+1 Dex, +3 studded leather armor, +1 small

shield); Atks +1 melee (1d8 [crit 19-20], longsword); SQ Darkvision 60 ft.; AL LE; SV Fort +3, Ref +1, Will +0.

Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills: Hide +1, Listen +3, Move Silently +3, Spot +3.

Feats: Alertness.

Equipment: Studded leather armor, small shield, longsword, 2 javelins (not used in this combat).

Tier 2 (EL 6)

Hetgark, male hobgoblin Rgr2/Sor2: CR 4; Medium-size Humanoid (Goblinoid) (5 ft. 10 in. tall); HD 2d10+4 + 2d4+4; hp 28; Init +0; Spd 30 ft.; AC 20 (+3 studded leather armor, +7 *shield* spell); Atks +3 melee (1d8+2 [crit 19-20], longsword)/+3 melee (1d6+1 [crit 19-20], short sword); SQ Darkvision 60 ft.; AL LE; SV Fort +5, Ref +0, Will +4.

Str 14, Dex 10, Con 14, Int 12, Wis 12, Cha 14.

Skills: Concentration +5, Hide +4, Listen +8, Move Silently +4, Spellcraft +4, Spot +8, Wilderness Lore +6. **Feats:** Alertness, Ambidexterity (in light or no armor), Power Attack, Track, Two-Weapon Fighting (in light or no armor).

Equipment: Studded leather armor, longsword, short sword, 2 javelins (not used in this combat), *wand of magic missile* (3rd level), *potion of bull's strength*, *scroll of true strike*.

Spells Known (6/4 (*shield* spell already cast prior to combat)): 0—*detect magic*, *daze*, *disrupt undead*, *flare*, *ray of frost*; 1st—*shield*, *true strike*. **Note that Hetgark has a 15% chance of spell failure each time he casts a spell.**

Hobgoblin scouts, male hobgoblin Rgr1 (4): CR 1; Medium-size Humanoid (Goblinoid) (5 ft. 8 in. tall); HD 1d10+2; hp 12; Init +2; Spd 30 ft.; AC 15 (+2 Dex, +3 studded leather armor); Atks +0 melee (1d8+1 [crit 19-20], longsword)/+0 melee (1d6 [crit 19-20], short sword); SQ Darkvision 60 ft.; AL LE; SV Fort +4, Ref +2, Will +1.

Str 13, Dex 14, Con 14, Int 10, Wis 12, Cha 10.

Skills: Listen +5, Move Silently +5, Spot +5, Wilderness Lore +5. **Feats:** Ambidexterity (in light or no armor), Combat Reflexes, Track, Two-Weapon Fighting (in light or no armor).

Equipment: Studded leather armor, longsword, short sword, 2 javelins (not used in this combat).

Tier 3 (EL 8)

Hetgark, male hobgoblin Rgr3/Sor3: CR 6; Medium-size Humanoid (Goblinoid) (5 ft. 10 in. tall); HD 3d10+6 + 3d4+6; hp 41; Init +0; Spd 30 ft.; AC 20 (+3 studded leather armor, +7 *shield* spell); Atks +4 melee (1d8+2 [crit 19-20], longsword)/+4 melee (1d6+1 [crit 19-20], short sword); SQ Darkvision 60 ft.; AL LE; SV Fort +6, Ref +2, Will +5.

Str 14, Dex 10, Con 14, Int 12, Wis 12, Cha 14.

Skills: Concentration +6, Hide +5, Listen +9, Move Silently +5, Spellcraft +6, Spot +9, Wilderness Lore +7. **Feats:** Alertness, Ambidexterity (in light or no armor), Cleave, Power Attack, Track, Two-Weapon Fighting (in light or no armor).

Equipment: Studded leather armor, longsword, short sword, 2 javelins (not used in this combat), *wand of magic missile* (5th level), *potion of bull's strength*, *scroll of true strike*.

Spells Known (6/5 (*shield* spell already cast prior to combat)): o—*detect magic*, *daze*, *disrupt undead*, *flare*, *ray of frost*; 1st—*shield*, *summon monster I*, *true strike*. **Note that Hetgark has a 15% chance of spell failure each time he casts a spell.**

Hobgoblin scouts, male hobgoblin Rgr2 (4): CR 2; Medium-size Humanoid (Goblinoid) (5 ft. 8 in. tall); HD 2d10+4; hp 20; Init +2; Spd 30 ft.; AC 15 (+2 Dex, +3 studded leather armor); Atks +1 melee (1d8+1 [crit 19-20], longsword)/+1 melee (1d6 [crit 19-20], short sword); SQ Darkvision 60 ft.; AL LE; SV Fort +5, Ref +2, Will +1.

Str 13, Dex 14, Con 14, Int 10, Wis 12, Cha 10.

Skills: Listen +6, Move Silently +6, Spot +6, Wilderness Lore +6. *Feats*: Ambidexterity (in light or no armor), Combat Reflexes, Track, Two-Weapon Fighting (in light or no armor).

Equipment: Studded leather armor, longsword, short sword, 2 javelins (not used in this combat).

Tactics: Hetgark stands back from the main fray and lets his scouts do the work. He uses the *wand of magic missile* liberally, until engaged in melee. At Tier 3, he casts *summon monster I* as well, adding combatants to the fight. Once he gets into melee, he fights until he or his opponent goes down. Their goal is to get the *wand of stone shape*, but they attempt to kill everyone at the battle before taking the item.

Treasure from the hobgoblins:

- Mundane equipment from the hobgoblins. This gear is in good shape (for humanoids, anyway) and fetches the standard rate (half the value listed in the *Player's Handbook*).
- Hetgark's *scroll of true strike*. Value: 25 gp.
- Hetgark's *potion of bull's strength*. Value: 300 gp.
- Hetgark's *wand of magic missile*. This wand is a **tiered magic item**. Depending on the tier of the party it is either a 1st level, 3rd level, or 5th level wand. It has 20 charges once the PCs get a hold of it. Value: 300 gp (Tier 1), 900 gp (Tier 2), 1500 gp (Tier 3).

Conclusion

At the end of the battle, read the following to the players:

The wind still howls and blows as the last of the foul humanoids crumple to the snow-covered ground. You are able to quickly find some items of worth on the bodies, and begin to stagger and crawl your way to a rock outcropping for some shelter from the biting cold.

Have each hero that has an Intelligence score of 12 or better make a Intelligence check or Scry check (DC 20). Those that make the check feel as though they are being

watched; characters with Spellcraft may make a check (DC 20) to know that they are the subject of a scrying spell. Characters with ranks in the Scry skill that succeed in the check automatically know they are being scryed upon. The magical sensor (a tiny purple light) winks out as soon as the characters look around for it (they see it go out just as they spot it).

Back to Highfolk

The journey back to the town of Highfolk is uneventful. There are a few things to wrap up once the characters enter the town.

The Bandits

If the PCs have captured the bandits, they can be turned over to Constable Paxana Eventhil for justice. Their crimes earn them a sentence of five years' time in the underground prison known as the Roots. Paxana thanks the characters for stopping this menace to trade in the Fairdells.

If the heroes let the bandits get away, and tell Paxana Eventhil that they are on the loose, she thanks them for their efforts. Unfortunately, she has neither the time nor the resources to go track them down. She lets the heroes know that the Knights of the High Forest will be kept informed of the Wyvern's Sting.

If the heroes took the **initial deal** that Magliana offered (splitting up the gold, characters get the wand, everyone goes their separate ways), justice catches up to them in Highfolk. They are arrested a few weeks later, and must either pay a fine of 2000 gp to Ezerthum, or spend two years in the Roots. The judge must record the prison sentence on the log sheet of the PC; that character loses all the remaining Time Units for this year and all Time Units for next year. If Ezerthum or any of the gnomes were killed, contact the Wisconsin Triad for punishment.

Everain and the Wand

Returning to the Vesve's Tankard, a messenger boy is sent to fetch Everain. He appears a half an hour later, carrying a small bag.

Everain smiles at all of you, and looks visibly relieved when you show him the wand. "Thank you so much for helping me out! I would have been expelled from the guild for certain if it wasn't for you! Oh, I do have something for you...let me see". Everain fishes around in a small bag.

After a moment, he produces a blue-silver feather, and a glass flask with a potion in it. "This is it. I do hope it's enough. It's really all I could find around the house."

Everain explains what the items are as he hands them over to the PCs. One is a Quaal's feather token (*anchor*); the other is a *potion of jump*. He looks very sheepish as he hands them to the heroes, but it's really all he has right now. The Smiling Halls of Good Fortune cleaned him out.

Returning the Wand to Wilmont

The characters might get the idea that Everain isn't really worthy of holding onto this wand, and may want to make sure the truth is revealed about the wand's disappearance. The heroes may receive an audience with Wilmont the Sagely (the wand's real owner and co-founder of the Guildsmen of the High Art in Highfolk) to inform him of what has transpired and to give him back the wand.

Wilmont's meeting with the heroes is brief. He thanks them for their honesty, and mentions that Everain shall be dealt with accordingly. He tells the PCs that he is in their debt. Everain, of course, is promptly expelled from the wizard's guild.

Final Thoughts

Modify the following based on what information the PCs gathered during the adventure.

Your journey was long and arduous, yet you managed to bring the wand back to Highfolk. However, Magliana's comments to you about their recent activities have raised many questions. Who is this mysterious elven man? What does he want with elven weapons? Who is the Baklunish fellow? Why did he want the wand, and more alarmingly, why did he want dead bodies?

As the clouds gather over Highfolk and a light snow falls on the town, a chill stirs within you, as you ponder what has past, and wonder what is to come.

The End

Experience Point Summary

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

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

Encounter 1	
Gathering information in Verbeeg Hill	25 xp
Encounter 3	
Gathering information at the inn	25 xp
Encounter 4	
Finding the tracks	25 xp
Encounter 5	
Defeating Gruntok	100 xp
Encounter 6	
Getting across the gorge	50 xp
Encounter 7	

Negotiating a deal with Magliana (other than her initial offer)	125 xp
or	
Capturing the Wyvern's Sting	Magliana - 65 xp
	Per other bandit (six total) - 10 xp
Encounter 8	
Defeating Hetgark and the hobgoblins	100 xp
Discretionary roleplaying award	0-50 xp
Total possible experience	500 xp

Treasure Summary

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

1. The item must be non-magical and specifically listed in the text of the adventure (e.g. armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchman, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items that are worth more than 500 gp, that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. Alternatively, or if the character cannot afford the fine, the character may be incarcerated for a period of time dependant on the region and value of the theft. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

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

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

Encounter 2

This is only given if the PCs attacked Oslen Oakbough or his group.

- Enmity of the Knights of the High Forest. The PC named above has earned the enmity of the Knights of the High Forest for attacking Sir Oslen Oakbough during his mission to secure trade along the Quagflow Road. The hero may never become a Knight of the High Forest, and Knights never reacted any better than indifferent to the named character. Other specific disadvantages may present themselves during the course of play.

Encounter 5

- Gruntok's huge greatclub and huge longspear (can be sold for half the price listed for the normal-sized versions found in the *Player's Handbook*).
- 80 gp, 130 sp, and 95 cp from Gruntok's sack.

Encounter 7

If Magliana and the Wyvern's Sting are captured:

- Personal equipment from the Wyvern's Sting. It can be sold for half *Player's Handbook* prices.
- *Scroll of sleep* (x2) from Magliana.
Scroll of sleep (x2) (Neg. weight, parchment scroll, 50 gp, rarity: common): This scroll contains two *sleep* spells, each scribed at 1st level.
- 100 gp from Ezerthum for the Wyvern's Sting gear in the wagon.
- Each PC receives a 50 gp nugget of gold from Ezerthum.

If a deal is negotiated with Magliana that does not involve Ezerthum losing any gold:

- Each PC receives a 50 gp nugget of gold from Ezerthum.

Encounter 8

- Equipment off of the hobgoblins. It can be sold for half *Player's Handbook* prices.
Wand of magic missile (20 charges) (1/2 lb., blue-green wood wand, value variable, rarity: common): This wand was found in the possession of a hobgoblin that accosted you during a blizzard in the Clatspur Mountains. 1st-level caster.

- *Potion of bull's strength* from Hetgark.
Potion of bull's strength (1 lb., potion in glass flask, 300 gp, rarity: common): When quaffed, this potion functions as the *bull's strength* spell cast at 3rd level.
- *Scroll of true strike* from Hetgark.
Scroll of true strike (Neg. weight, parchment scroll, 25 gp, rarity: common): This scroll is scribed at 1st level.

Conclusion

If the PCs returned the wand to Everain:

- *Potion of jump* for returning the wand to Everain.

Potion of jump (1 lb., potion in glass flask, 50 gp, rarity: common): When quaffed, this potion functions as the *jump* spell cast at 1st level.

- *Quaal's feather token (anchor)* for returning the wand to Everain.

Quaal's feather token (anchor) (Neg. weight, blue-silver feather, 50 gp, rarity: common): This feather can be used to moor a craft in water so as to render it immobile for one day.

If the PCs returned the wand to Wilmont:

- Influence Point in Guildsmen of the High Art.

Handout 1

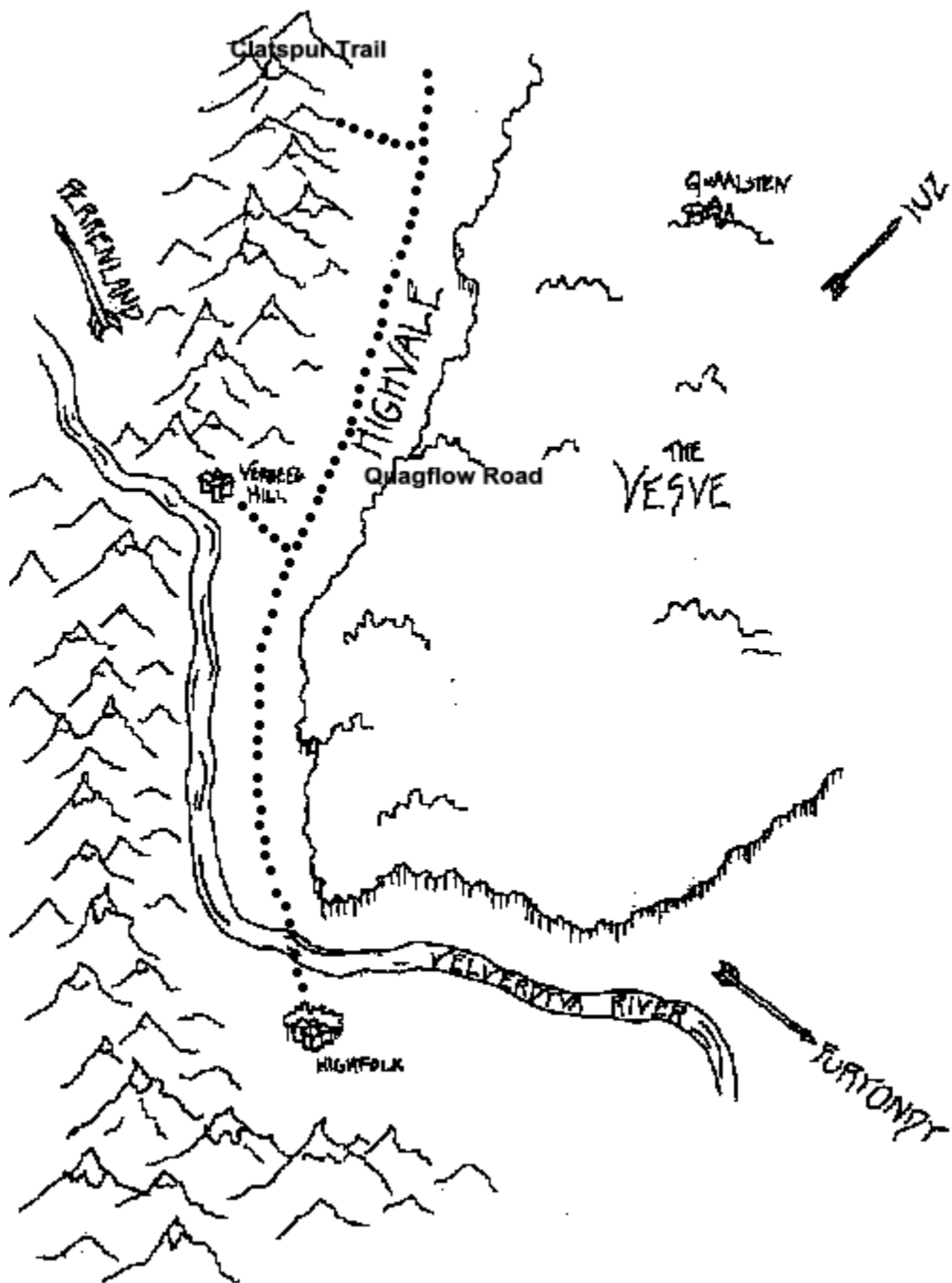
To all interested parties

I am in need of assistance from a brave stalwart heroes. An item of mine has been lost. I wish to retrieve it. The task may involve work outdoors, and some travel. If anyone is interested, please stop by the Eel's End at the docks here in town. I will be present in the afternoon.

Everain the Intrepid
Guildsman of the High

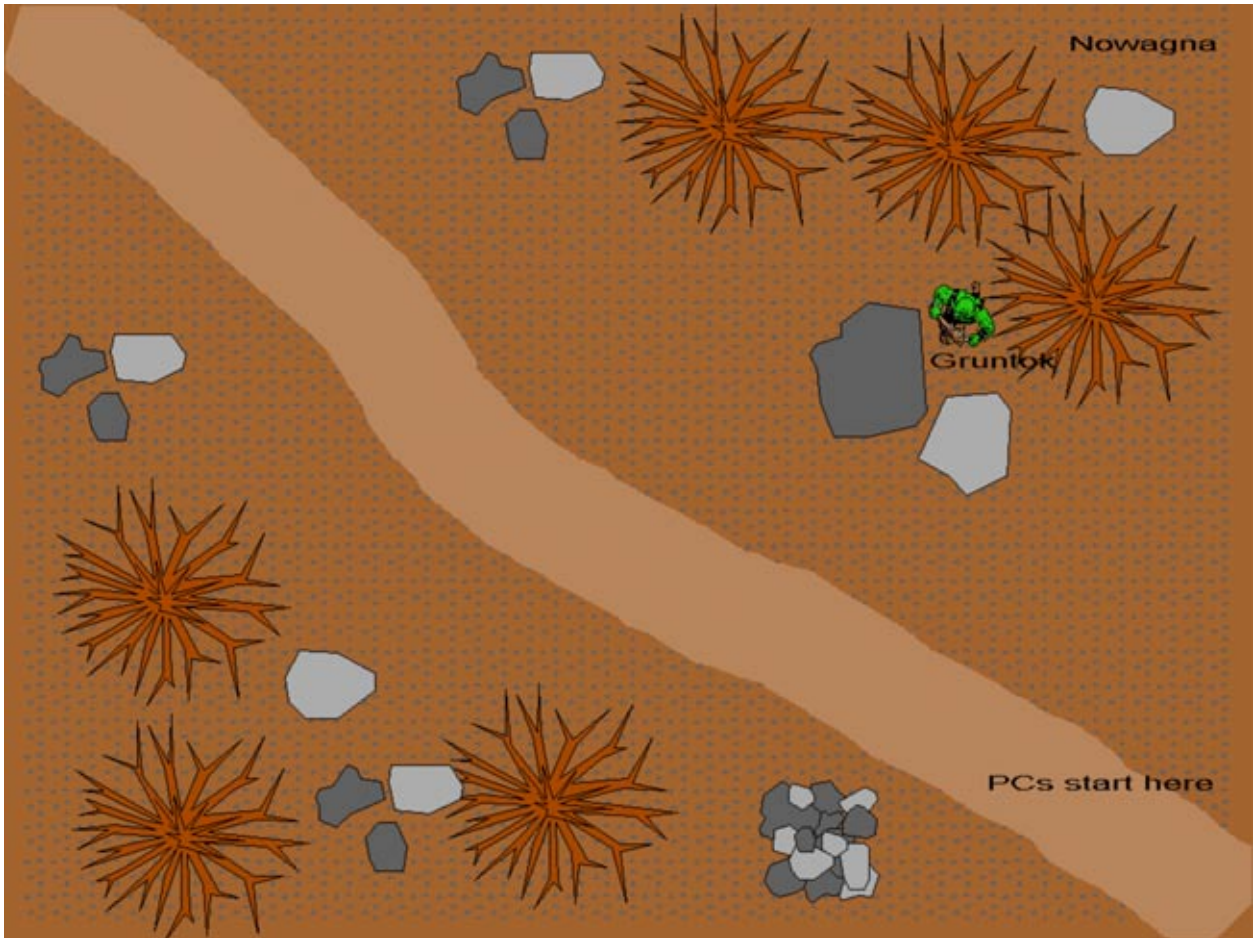
Map 1

This is both a players' and DM's map.



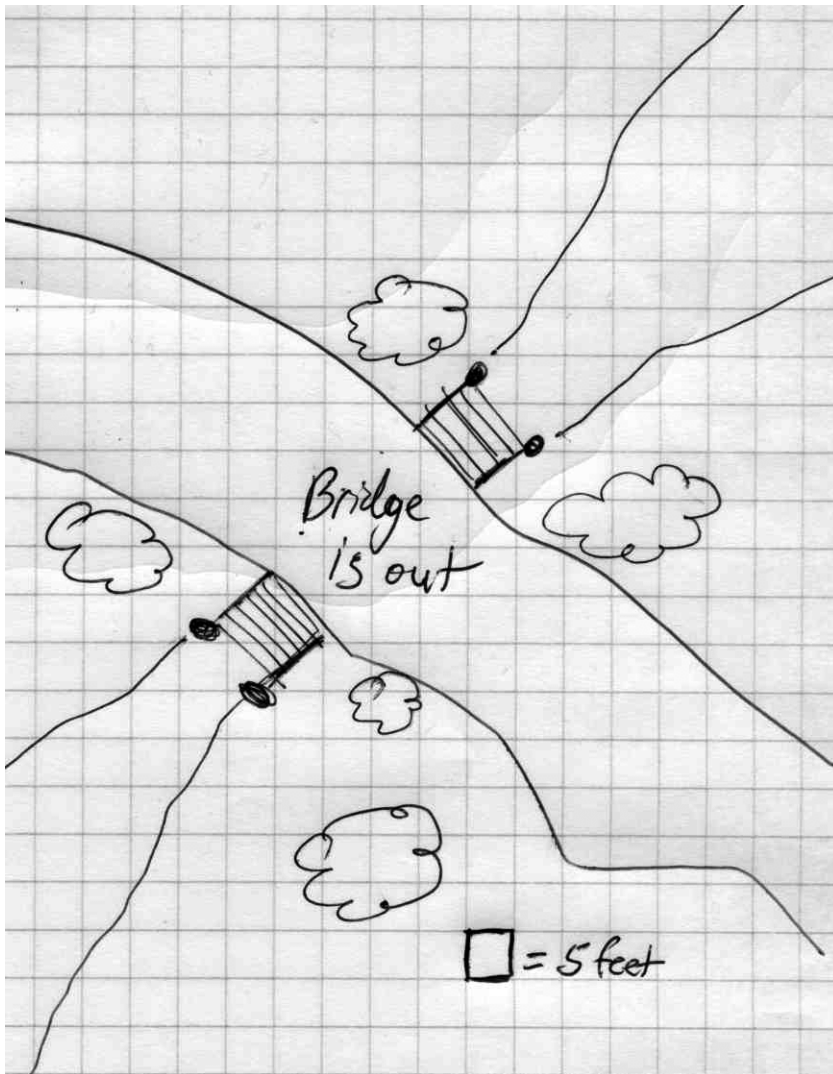
Map 2

This is a DM's map, used to help set up Encounter 5.



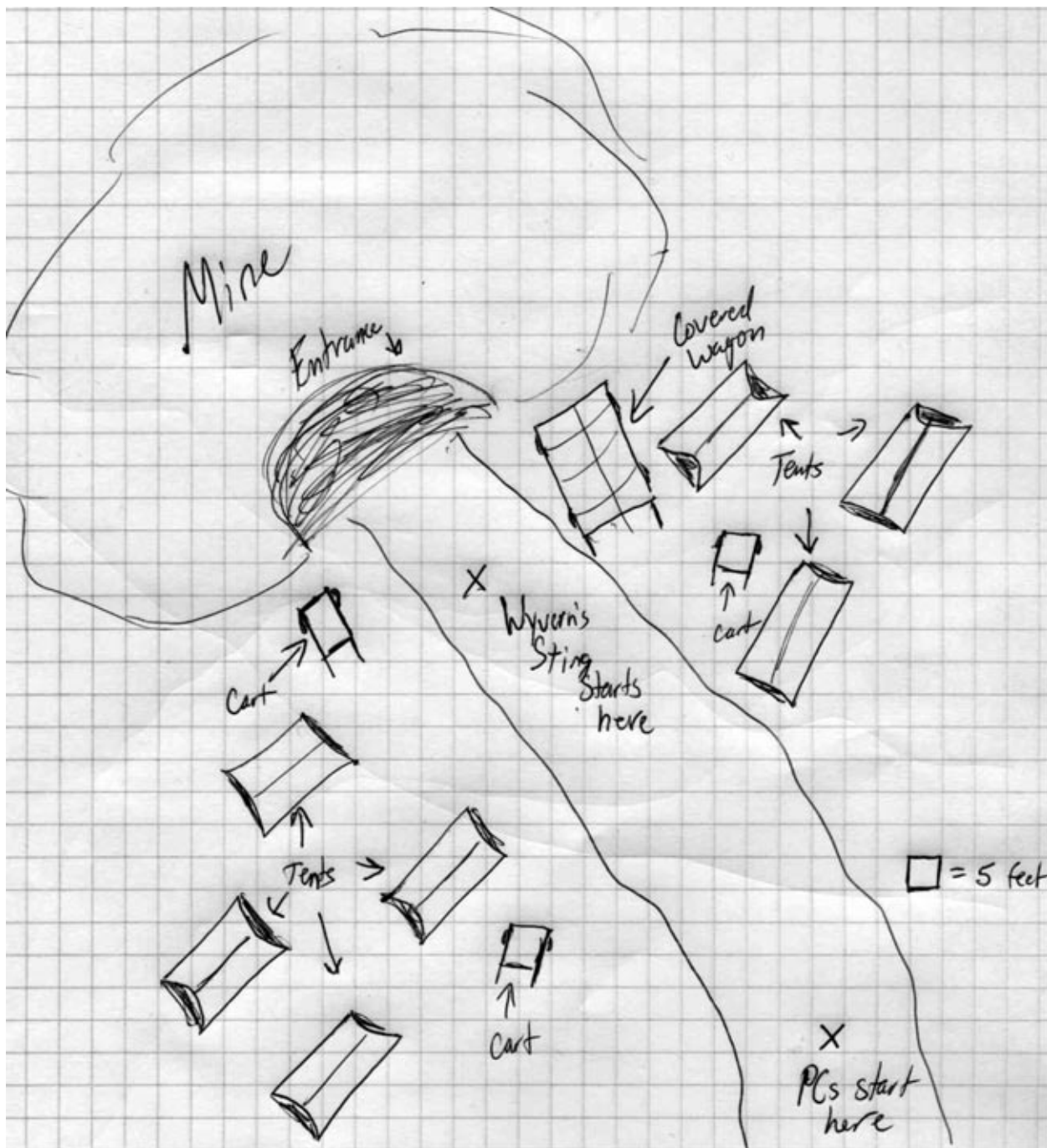
Map 3

This is a players' and DM's map, useful for Encounter 6.



Map 4

This is a players' and DM's map, useful for Encounter 7.



Appendix: NPCs and Monsters

Player's Introduction

Everain the Intrepid, male human Wiz4: Medium-size Humanoid (5 ft. 11 in. tall); HD 4d4; hp 14; Init +1 (Dex); Spd 30 ft.; AC 11 (+1 Dex); Atks +2 melee (1d4 [crit 19-20], dagger); SA Wiz spells; SD Wiz spells; AL NG; SV Fort +1, Ref +2, Will +5.

Str 10, Dex 13, Con 11, Int 17, Wis 12, Cha 12.

Skills: Alchemy +10, Concentration +7, Knowledge (arcana) +10, Listen +2, Scry +7, Speak Draconic, Speak Elven, Speak Old Oeridian, Spellcraft +10, Spot +3. **Feats:** Brew Potion, Scribe Scroll, Still Spell.

Equipment: Dagger, spell components, coin purse with 45 solars (gp) and 28 small lunars (sp).

Spells Prepared (4/4/3): 0—*detect magic, mage hand, ray of frost, resistance*; 1st—*color spray, expeditious retreat, identify, shield*; 2nd—*invisibility, summon monster II, web*.

Personality Traits: Honest, eager, absent-minded, serious.

Encounter 2

Oslen Oakbough, male half-elven Rgr8: Medium-size Humanoid (5 ft. 5 in. tall); HD 8d10+16; hp 68; Init +3 (Dex); Spd 30 ft.; AC 19 (+4 +2 *deerskin leather armor*, +1 *ring of protection* +1, +3 Dex); Atks +9/+4 melee (1d8+3 [crit 17-20], +1 *keen longsword*) and +9 melee (1d6+2 [crit 19-20], +1 *short sword*) or +14 ranged (1d8+4 [crit x3], +2 *mighty composite longbow* (+2 Str)); AL CG; SA Favored enemy (1st-orcs, 2nd-aberrations); SV Fort +8, Ref +5, Will +4.

Str 14, Dex 16, Con 14, Int 10, Wis 14, Cha 10.

Skills: Handle Animal +3, Hide +14, Move Silently +14, Ride +7, Spot +14, Wilderness Lore +6. **Feats:** Ambidexterity (when in light or no armor), Point Blank Shot, Rapid Shot, Track, Two Weapon Fighting (when in light or no armor), Weapon Focus (composite longbow).

Equipment: +2 *deerskin leather armor*, +1 *keen longsword*, +1 *short sword*, +2 *mighty composite longbow* (+2 Str), +1 *ring of protection*, 20 +1 arrows, 8 +2 arrows, 3 *potions of cure light wounds*, *potion of cure moderate wounds*, pouch containing 40 solars (gp) and 12 small lunars (sp).

Spells Prepared (2/1): 1st—*entangle, resist elements*; 2nd—*cure light wounds*.

Personality Traits: Practical, haughty, deliberate, resolute.

Elven archers, male high elf Ftr2 (8): Medium humanoid (varying heights); HD 2d10+2; hp 20; Init +4; Spd 30 ft.; AC 17 (+3 *studded leather armor*, +4 Dex); Atks +4 melee (1d8+2 [crit 19-20], *longsword*) or +7 ranged (1d8 subdual [crit x3], *composite longbow with sleep arrows*); SA Favored enemy (orcs); SQ Favored enemy (orcs); AL NG; SV Fort +3, Ref +1, Will +2.

Str 14, Dex 18, Con 12, Int 10, Wis 10, Cha 10.

Skills: Hide +6, Move Silently +5. **Feats:** Point Blank Shot, Precise Shot, Rapid Shot.

Equipment: Studded leather armor, longsword, composite longbow, 20 arrows, 2 *sleep arrows*, pouch containing 1d8 solars (gp) and 1d12 small lunars (sp).

Encounter 5 Tier 1 (EL 4)

Gruntok, male ogre: CR 2; Large Giant (9 ft. tall); HD 4d8+8; hp 26; Init -1 (Dex); Spd 30 ft.; AC 16 (-1 size, -1 Dex, +5 natural, +3 *hide armor*); Atks +8 melee (2d6+7, huge greatclub) or +1 ranged (2d6+5, huge longspear); Face/Reach 5 ft. x 5 ft./10 ft.; AL CE; SV Fort +6, Ref +0, Will +1.

Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 10.

Skills: Climb +4, Handle Animal +4. **Feats:** Weapon Focus (greatclub).

Equipment: Hide armor, huge greatclub, huge longspear, animal pelts, sack with 80 gp, 130 sp, and 95 cp.

Nowagna, mountain lion: CR 2; Medium-size Animal; HD 3d8+6; hp 19; Init +4 (Dex); Spd 40 ft., climb 20 ft.; AC 15 (+4 Dex, +1 natural); Atks +6 melee (1d6+3, bite) and +1/+1 melee (1d3+1, 2 claws); SA Pounce, improved grab, rake 1d3+1; SQ Scent; AL N; SV Fort +5, Ref +7, Will +2.

Str 16, Dex 19, Con 15, Int 2, Wis 12, Cha 6.

Skills: Balance +12, Climb +11, Hide +9, Listen +6, Move Silently +9, Spot +6. **Feats:** Weapon Finesse (bite, claws).

SA: Pounce (Ex)—If a mountain lion leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action. **Improved Grab (Ex)**—A successful bite attack indicates the mountain lion deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. (See Grapple on page 137 of the *Player's Handbook*.) If it gets a hold, it can rake. **Rake (Ex)**—A mountain lion that gets a hold can make two rake attacks (+6 melee) with its hind legs for 1d3+1 damage each. If the mountain lion pounces an opponent, it can also rake.

SQ: Scent (Ex)—For a description of this ability, see the *Monster Manual*, page 10.

Tier 2 (EL 6)

Gruntok, male ogre Bbn3: CR 5; Large Giant (9 ft. tall); HD 4d8+8 + 3d12+6; hp 53; Init -1 (Dex); Spd 40 ft.; AC 16 (-1 size, -1 Dex, +5 natural, +3 *hide armor*); Atks +11 melee (2d6+7, huge greatclub) or +4 ranged (2d6+5, huge longspear); Face/Reach 5 ft. x 5 ft./10 ft.; SA Rage 1/day; SQ Uncanny dodge (retains Dex bonus to AC); AL CE; SV Fort +9, Ref +1, Will +2.

Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 10.

Skills: Climb +7, Handle Animal +7, Jump +3, Wilderness Lore +7. **Feats:** Power Attack, Weapon Focus (greatclub).

Equipment: Hide armor, huge greatclub, huge longspears, animal pelts, sack with 80 gp, 130 sp, and 95 cp.

Nowagna uses the same statistics as Tier 1.

Tier 3 (EL 8)

Gruntok, male ogre Bbn5: CR 7; Large Giant (9 ft. tall); HD 4d8+8 + 5d12+10; hp 71; Init -1 (Dex); Spd 40 ft.; AC 16 (-1 size, -1 Dex, +5 natural, +3 hide armor); Atks +14 melee (2d6+8, huge greatclub) or +5 ranged (2d6+6, huge longspears); Face/Reach 5 ft. x 5 ft./10 ft.; SA Rage 2/day; SQ Uncanny dodge (retains Dex bonus to AC, can't be flanked); AL CE; SV Fort +10, Ref +1, Will +2.

Str 22, Dex 8, Con 15, Int 6, Wis 10, Cha 10.

Skills: Climb +6, Handle Animal +9, Jump +3, Wilderness Lore +9. **Feats:** Weapon Focus (greatclub).

Equipment: Hide armor, huge greatclub, huge longspears, animal pelts, sack with 80 gp, 130 sp, and 95 cp.

Nowagna uses the same statistics as Tier 1.

Encounter 7 All Tiers

Magliana, female human Rog2/Wiz(Ench)3: Medium-size Humanoid (5 ft. 7 in. tall); HD 2d6 + 3d4; hp 19; Init +0 (Dex); Spd 30 ft.; AC 10; Atks +2 melee (1d6 [crit 19-20], short sword) or +2 ranged (1d8 [crit 19-20], light crossbow); SA Sneak attack +1d6, spells; SD Evasion, spells; AL N; SV Fort +1, Ref +4, Will +4.

Str 10, Dex 10, Con 10, Int 16, Wis 12, Cha 16.

Skills: Appraise +8, Bluff +13, Diplomacy +10, Disguise +10, Gather Information +8, Innuendo +8, Perform +5, Read Lips +6, Search +8, Sense Motive +8, Spellcraft +7, Use Magic Device +8. **Feats:** Scribe Scroll, Skill Focus (Bluff), Spell Focus (enchantment), Spell Mastery (*alter self*, *invisibility*, *sleep*).

Equipment: Leather armor, short sword, light crossbow with 20 bolts, *scroll of sleep* (x2), spell components, waterskin (the rest of the equipment is in the wagon).

Spells Prepared (4/4/3): o—*detect magic*, *daze*, *mage hand*, *mending*; 1st—*charm person*, *change self*, *sleep* (x2); 2nd—*alter self*, *invisibility*, *Tasha's hideous laughter*.

Personality Traits: Witty, charming, confident, caring (for a bandit, anyway).

Wyvern's Sting bandits (Nordun, Filgar, Jonhen, Remmings, "Quill", Zuko), male human Rog1 (6): Medium humanoids (height varies); HD 1d6; hp 6; Init +2; Spd 30 ft.; AC 14 (+2 Dex, +2 leather armor); Atks +0 melee (1d6 [crit 19-20], short sword) or +2 ranged (1d8 [crit 19-20], light crossbow); SA Sneak attack +1d6; AL N or CN; SV Fort +0, Ref +4, Will +1.

Str 10, Dex 14, Con 10, Int 12, Wis 12, Cha 14.

Skills: Bluff +6, Disable Device +6, Disguise +6, Hide +6, Innuendo +6, Move Silently +6, Open Locks +6, Pick

Pocket +6, Read Lips +5, Search +5. **Feats:** Dodge, Skill Focus (Bluff).

Equipment: Leather armor, short sword, light crossbow with 10 bolts, waterskin; other equipment is in the wagon.

Encounter 8 Tier 1 (EL 4)

Hetgark, male hobgoblin Rgr1/Sor1: CR 2; Medium-size Humanoid (Goblinoid) (5 ft. 10 in. tall); HD 1d10+2 + 1d4+2; hp 15; Init +0; Spd 30 ft.; AC 20 (+3 studded leather armor, +7 shield spell); Atks +1 melee (1d8+2 [crit 19-20], longsword)/+1 melee (1d6+1 [crit 19-20], short sword); SQ Darkvision 60 ft.; AL LE; SV Fort +4, Ref +0, Will +3.

Str 14, Dex 10, Con 14, Int 12, Wis 12, Cha 14.

Skills: Concentration +4, Hide +3, Listen +7, Move Silently +3, Spellcraft +2, Spot +7, Wilderness Lore +5. **Feats:** Alertness, Ambidexterity (in light or no armor), Track, Two-Weapon Fighting (in light or no armor).

Equipment: Studded leather armor, longsword, short sword, 2 javelins (not used in this combat), *wand of magic missile* (1st level), *potion of bull's strength*, *scroll of true strike*.

Spells Known (5/3) (*shield* spell already cast prior to combat)): o—*detect magic*, *daze*, *disrupt undead*, *ray of frost*; 1st—*shield*, *true strike*. **Note that Hetgark has a 15% chance of spell failure each time he casts a spell.**

Hobgoblins (4): CR 0.5; Medium-size Humanoid (Goblinoid) (5 ft. 8 in. tall); HD 1d8+1; hp 5; Init +1; Spd 30 ft.; AC 15 (+1 Dex, +3 studded leather armor, +1 small shield); Atks +1 melee (1d8 [crit 19-20], longsword); SQ Darkvision 60 ft.; AL LE; SV Fort +3, Ref +1, Will +0.

Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills: Hide +1, Listen +3, Move Silently +3, Spot +3. **Feats:** Alertness.

Equipment: Studded leather armor, small shield, longsword, 2 javelins (not used in this combat).

Tier 2 (EL 6)

Hetgark, male hobgoblin Rgr2/Sor2: CR 4; Medium-size Humanoid (Goblinoid) (5 ft. 10 in. tall); HD 2d10+4 + 2d4+4; hp 28; Init +0; Spd 30 ft.; AC 20 (+3 studded leather armor, +7 shield spell); Atks +3 melee (1d8+2 [crit 19-20], longsword)/+3 melee (1d6+1 [crit 19-20], short sword); SQ Darkvision 60 ft.; AL LE; SV Fort +5, Ref +0, Will +4.

Str 14, Dex 10, Con 14, Int 12, Wis 12, Cha 14.

Skills: Concentration +5, Hide +4, Listen +8, Move Silently +4, Spellcraft +4, Spot +8, Wilderness Lore +6. **Feats:** Alertness, Ambidexterity (in light or no armor), Power Attack, Track, Two-Weapon Fighting (in light or no armor).

Equipment: Studded leather armor, longsword, short sword, 2 javelins (not used in this combat), *wand of magic missile* (3rd level), *potion of bull's strength*, *scroll of true strike*.

Spells Known (6/4) (*shield* spell already cast prior to combat)): o—*detect magic*, *daze*, *disrupt undead*, *flare*, *ray of*

frost; 1st—*shield*, *true strike*. **Note that Hetgark has a 15% chance of spell failure each time he casts a spell.**

Hobgoblin scouts, male hobgoblin Rgr1 (4): CR 1; Medium-size Humanoid (Goblinoid) (5 ft. 8 in. tall); HD 1d10+2; hp 12; Init +2; Spd 30 ft.; AC 15 (+2 Dex, +3 studded leather armor); Atks +0 melee (1d8+1 [crit 19-20], longsword)/+0 melee (1d6 [crit 19-20], short sword); SQ Darkvision 60 ft.; AL LE; SV Fort +4, Ref +2, Will +1.

Str 13, Dex 14, Con 14, Int 10, Wis 12, Cha 10.

Skills: Listen +5, Move Silently +5, Spot +5, Wilderness Lore +5. *Feats*: Ambidexterity (in light or no armor), Combat Reflexes, Track, Two-Weapon Fighting (in light or no armor).

Equipment: Studded leather armor, longsword, short sword, 2 javelins (not used in this combat).

Tier 3 (EL 8)

Hetgark, male hobgoblin Rgr3/Sor3: CR 6; Medium-size Humanoid (Goblinoid) (5 ft. 10 in. tall); HD 3d10+6 + 3d4+6; hp 41; Init +0; Spd 30 ft.; AC 20 (+3 studded leather armor, +7 *shield* spell); Atks +4 melee (1d8+2 [crit 19-20], longsword)/+4 melee (1d6+1 [crit 19-20], short sword); SQ Darkvision 60 ft.; AL LE; SV Fort +6, Ref +2, Will +5.

Str 14, Dex 10, Con 14, Int 12, Wis 12, Cha 14.

Skills: Concentration +6, Hide +5, Listen +9, Move Silently +5, Spellcraft +6, Spot +9, Wilderness Lore +7. *Feats*: Alertness, Ambidexterity (in light or no armor), Cleave, Power Attack, Track, Two-Weapon Fighting (in light or no armor).

Equipment: Studded leather armor, longsword, short sword, 2 javelins (not used in this combat), *wand of magic missile* (5th level), *potion of bull's strength*, *scroll of true strike*.

Spells Known (6/5 (*shield* spell already cast prior to combat)): 0—*detect magic*, *daze*, *disrupt undead*, *flare*, *ray of frost*; 1st—*shield*, *summon monster I*, *true strike*. **Note that Hetgark has a 15% chance of spell failure each time he casts a spell.**

Hobgoblin scouts, male hobgoblin Rgr2 (4): CR 2; Medium-size Humanoid (Goblinoid) (5 ft. 8 in. tall); HD 2d10+4; hp 20; Init +2; Spd 30 ft.; AC 15 (+2 Dex, +3 studded leather armor); Atks +1 melee (1d8+1 [crit 19-20], longsword)/+1 melee (1d6 [crit 19-20], short sword); SQ Darkvision 60 ft.; AL LE; SV Fort +5, Ref +2, Will +1.

Str 13, Dex 14, Con 14, Int 10, Wis 12, Cha 10.

Skills: Listen +6, Move Silently +6, Spot +6, Wilderness Lore +6. *Feats*: Ambidexterity (in light or no armor), Combat Reflexes, Track, Two-Weapon Fighting (in light or no armor).

Equipment: Studded leather armor, longsword, short sword, 2 javelins (not used in this combat).

Highway, Low Way

Critical Events Summary - Milwaukee Summer Revel 'or

1. Did the characters attack Sir Oslen Oakbough?	Yes	No
2. Did the PCs find out that there has been a trade disruption in the Faidells?	Yes	No
3. Did the PCs learn that the Wyvern's Sting had been stealing elven weapons?	Yes	No
4. Did the PCs learn that a Baklunish gentleman hired them to retrieve the wand?	Yes	No
5. Did the heroes learn that the Baklunish gentleman wanted the Wyvern's Sting to steal bodies?	Yes	No
6. Did the characters notice the <i>screaming</i> on them after the battle with the hobgoblins?	Yes	No

Please briefly describe below how the PCs dealt with the Wyvern's Sting.