

DUL3-01

# The Trouble with Trolls

A One-Round D&D LIVING GREYHAWK®  
The Dullstrand Regional Adventure

Version 2.0

by Martin Jennings

Circle Reviewer: Creighton Broadhurst

The Svetlow clan is having a slight problem with a few trolls and is looking for a few good adventurers to find out what is going on.

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

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A five-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 three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six 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 rulebooks 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 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, and a character 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 Levels of Play

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

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

CR	1	2	3	4
1/4 & 1/6	0	0	0	1
1/3 & 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

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

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will

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

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

1. Attempt to create a table of six 1<sup>st</sup>-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

## Time Units and Upkeep

This is a standard one-round Regional adventure, set in The Dullstrand. Characters native to The Dullstrand pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per round. Rich Upkeep costs 50gp per round. Luxury Upkeep costs 100gp per round.

## Adventure Summary

The Svetlow clan has always had problems with raiding trolls, but nothing that the clan warriors, all two of them, could not handle. In the last couple of months, though, the raids have increased in number and in size. The Svetlow factotum has asked the Dullstrand Masters for help, but they have refused. While returning to the Svetlow residence, a few drunken youths from the Gatts clan decide to renew clan rivalries; this is when the adventurers intervene.

After seeing off the Gatts, the Svetlow factotum informs the adventurers of his problem and asks if they can help him.

The players set off to the Svetlow clan lands down south. On their journey, they have an encounter with some of the local denizens of the region and have to deal with them.

On arriving in Svetlow, the adventurers notice just how poor the clan is and are informed where the trolls were last seen. They are also warned that there are many of them and fighting them might not be a good idea.

Following the instructions the adventurers set out and find the trolls camp about a day and a half away. Here they can see that the camp is relatively new and that the trolls are just settling in. There are many of them and it is obvious that a frontal assault would be suicide. They can also see why the trolls are organised; a troll shaman is managing to keep them in line.

On scouting around the adventurers can find tracks leading back to the old troll camp. At the old troll camp they find why the trolls moved, the water supply went dry, they also find that someone else has moved into the camp and is not too pleased at being disturbed.

Back tracking the water supply, they find that it was deliberately cut off and they can also find evidence of who did it, followers of Wastri.

With some trouble the water supply is cleared and the water flows again, eventually flooding some of the new troll camp, which has the effect of them moving back to their more permanent and drier old camp.

On returning to Svetlow, the clan elder is extremely interested in their information and rewards the adventurers with what the clan can spare.

## Adventure Background

### Dullstrand City

The Free and Independent City of Dullstrand is a large town built in the crater of an extinct volcano in the Hestmark Highlands. It is one of the few ports capable of receiving large ships anywhere along the coast in the Azure Sea, and the largest settlement for miles in any direction.

Dullstrand is fairly unique in its appearance and this sense of 'uniqueness' has affected its citizens to some extent.

Dullstrand is built on what appears to be the ruins of an ancient, pyramid style city. The top portion of Dullstrand comprising of a dark, igneous rock found virtually no-where else on Oerth. At the centre of the town is a dark rock monolith known as the Citadel, which seems to be the top of the pyramid, from which the 'Masters of Dullstrand' run the town. Four identical concourses run out from the Citadel, dividing the town into four quarters.

Apart from the Citadel, the rest of the original pyramid is buried into the surrounding land, but this has produced a strange consequence in that most of the town is below the level of the adjacent hills and dunes. Over the years these hills have been built up to hide Dullstrand

from being spotted from the sea and today, if you are not from the area, it is necessary for a pilot to enter the City.

To keep to this confidentiality for many years it was against the law to build more than one story high and so a lot of cellar-like structures exist below ground, but in their majority these are only accessible to residents of Dullstrand and off limits to out-of-towners. A few two-story buildings now exist, but these must have all their top floor windows blacked out at all times, something that is strictly enforced by the Dullstrand watch (and no amount of bribes will change this). No lights are allowed to shine at night that can be seen from the sea. Dullstrand itself can barely be discerned in the daytime from offshore, unless one actually enters the inlet (Dullstrand Bay) to see around the artificial hills and carefully planted brush and trees, built up over many decades by the local people.

Non-humans are looked on with suspicion, though this is starting to change, but halflings, especially, are still treated as 'second-class' citizens, with a lot of them still in indentured service to various merchants of the town.

It is a fairly busy town for the most parts, though Dullstrand was heavily affected by the Greyhawk Wars and is now struggling to recover its past prosperity.

There are a lot of merchants in Dullstrand, many of them working on the wrong side of the law, although they are careful not to break any of the town laws.

No formal charter of laws govern the town, though a few straightforward, common-sense rules for the handling of land ownership, the settling of disputes, and public conduct have been written down and are generally enforced. The town has no official jail; severe violations are punished by death and minor violations by beatings or, more often fines or some might say bribes.

The government is authoritarian but tolerably corrupt, keeping its hands off all business in the town as long as it receives the proper "fees" (bribery in Dullstrand City is a long established tradition, not a crime). This does raise the cost of doing business in the city, but the wide-open atmosphere and lack of concern about using the town for smuggling or piracy operations encourages the business turnover.

Smugglers and buccaneers (pirates) are considered to be honourable vocations in The Dullstrand and many turned to these careers during the Greyhawk Wars making a tremendous profit by transferring light goods and personnel through the various blockades or preying on the various ships that transported supplies or refugees. This has led to a large merchant fleet and highly experienced sailors. Some say it is because of this that Dullstrand has managed to remain free and independent.

Most commoners in The Dullstrand only speak Flan or Suloise, but merchants and inhabitants of Dullstrand City also speak Common.

## The Clans

There are 13 recognised human clans in The Dullstrand, each having their own lands and militia. The clans are of Flan, Suloise or mixed extraction; this depends on the age of the clan, their circumstances or their location.

The clans have taxation and mineral rights in all the lands they control. There are other families who are vying to be elevated to clan status, but in doing so they would replace another of the clans who would be demoted to family status and lose all clan rights.

The Clans form their own factions and compete against one another, be it faction-to-faction or clan-to-clan, inside or outside of the factions.

There are also opposing factions within each clan who are always seeking to change the course of a clan. Whatever a clan does, it is always motivated by what is best for the clan and the clansmen, no matter who is steering the course of the actions.

Each clan member will show their clan allegiance by wearing their clan colours on their right upper arm. Quite often this is accompanied by wearing a shoulder patch with their clan emblem.

### **The Svetlow Clan**

The smallest of all the Dullstrand Clans, this Suloise clan now only numbers two score or so. The Svetlow is being forced to re-consider his position as the next Clan Meet in 595 CY will probably demote the clan back to family status, their place being taken by one of the more dynamic families. The Svetlow clan lands are located to the south west of The Dullstrand, at the foot of the Hestmark Highlands.

The Svetlow clan are desperate for new clan members, and are willing to examine all solutions, including that of adopting outsiders and even non-humans

They are excellent vintners, their primary export being fine wines and fortified spirits, but The Svetlow is concerned that this knowledge might be lost forever if the clan loses its status.

The Svetlow colours are black and white with their emblem being a rampant bear.

### **The Gatts Clan**

The Gatts are a wild bunch, even by the mores of The Dullstrand. A Flan tribe given to manners not much different to orcs, the Gatts are trouble, with a habit of drinking too much and enjoying a fight too readily. The Gatts stading in Dullstrand City is always watched closely by The Watch whenever there are clan members present.

The clan lands are to be found in the northwest foothills of the Hestmark Highlands.

The Gatts and the Induchine clans are fond of ganging up and having a fistfight royal every time there is another of them to wreck stuff.

Funnily enough, the only barbarians in Dullstrand are Gatts.

For all their bad manners, the Gatts are known to be excellent loggers, with an uncanny ability to treat wood and bark in almost magical ways. Seeing the lack of wood resources in the other clan lands, most of the Clans are content to endure their anti-social ways than risk alienating them.

The Gatt's colours are blue and yellow with their emblem being a rampant mountain goat.

## **Introduction**

Once the players are settle and you have answered any initial questions they might have read or paraphrase the following:

***You have been searching Dullstrand City for work all day and so far nothing has come up. Finally you turn to Castigar's Inn where all the foreigners meet. Perhaps you can get a job as a caravan guard through to Sunndi now that trade has been re-established. Maybe you might hear some rumours about lost treasure or a dungeon to be explored; Inns seem to be the place to find this sort of information.***

***Seated at table you look around the main bar and at your companions seated with you and you wonder how on earth you managed to end up with such a motley crew.***

This is a good time for the players to introduce themselves. Point out that in Dullstrand City, light armour and one-handed weapons are tolerated, bows must be unstrung and crossbows have a trigger guard. If they insist on anything more and they might have them confiscated by the Watch.

After they have done the introductions read the following:

***The Inn is calm tonight, almost no one in here, then again, this being a merchant's inn, it is very often peaceful. No merchants have approached you with offers of work and not a shady figure to be seen in a dark corner. Perhaps a change of scenery might be on the cards.***

Anyone with Knowledge (local) (Splintered Sun) can make a DC 5 check to remember that 'The Welcome Inn' or 'The Sea Eagle' in the Port quadrant just south of here

offer much more interesting entertainment as long as you are willing to meet the price. Otherwise asking at the bar, or making a DC 10 Gather Information check will reveal the information.

No matter what the players decide, once they have reached their decision, have them make a DC 15 Listen Check.

Those who make it hear the following:

***Voices are raised outside in what sounds like a heated argument, definitely at least one female voice and a few male voices.***

Give the players a few rounds to react.

If they go to the door and open it read the following:

## Encounter 1: Clan Rivalries

This encounter follows directly on from the introduction.

***A young woman and an elderly man seem to be in an argument with three youths. The youths are pushing the man around and laughing; they sound drunk and have heavy accents.***

The Gatts and Svetlow clans have always had an intense rivalry, the origins of which go back in history. Whenever members of these two clans meet it quite often turns to a fight or more.

Three Gatts loggers in town to enjoy themselves, i.e. get into as many fights as possible, have come across Antonin Svetlow the clan Svetlow factotum and his daughter Marla on their way back from meeting Kijirg Retnev at his warehouse on the docks. Being drunk, seeing that no one was around and because of the bad blood between their clans, they decided to have some fun with Antonin and Marla.

Anyone looking at the scene can attempt a DC 20 (DC 15 for characters with darkvision) Spot check because of the poor light. Those who make the rolls can have the following information:

***All the young men have a shoulder patch of a rampant mountain goat on their coats; they also have scarves tied around their right upper arm.***

Characters using normal vision or low-light vision can see that the scarves are blue and yellow. Remember that characters with darkvision are unable to distinguish colours.

If asked, the elderly man and the young woman have a shoulder patch as well, that of a rampant bear and they have a black and white scarf tied on their right upper arms.

Anyone making a DC 15 Knowledge (Splintered Sun) check knows that all of the various clans in The Dullstrand display their allegiance this way. A DC 15 Knowledge (nobility and royalty) check, DC 20 Knowledge (Splintered Sun) check or DC 20 Bardic Lore check will give them the clan names. The blue and yellow with a rampant mountain goat is the Gatts clan while the black and white with rampant bear is the Svetlow clan.

A DC 15 Knowledge (Splintered Sun) or DC 25 Bardic Lore check will give the PC the clan information on the Svetlow and Gatts as presented in the adventure background.

If the players discover the clan information, anyone making a DC 15 Knowledge (Splintered Sun) or DC 20 Bardic Lore check will know that the Gatts and Svetlow clans do not like each other.

If no one made the Listen check about thirty seconds later the following happens:

***A female scream rents the air; it comes from just outside the Inn. It is quickly cut off.***

For anyone outside they see as follows:

***One of the youths pins the elderly man from behind; another grabs the young woman while leering at her. The third youth steps forward, punches the man in the stomach and he folds over. The young woman screams and is silenced by a hand over the mouth, she begins to struggle.***

If none of the players intervene, then Antonin Svetlow will be found dead in the morning and Marla's body will be washed ashore a few days later, badly bruised and her clothing almost ripped from her body.

The adventure ends here for the players; note that good characters should intervene and if they do not they are in breach of alignment.

The Gatts can either be fought or they can be intimidated or talked into leaving.

The adventurers can put on a show of force (+1 to intimidate rolls per character outnumbering the Gatts). It will take a DC 20 + APL Intimidate check to scare off the Gatts. Adventurers may also attempt to calm down the Gatts, but this will take a DC23 + APL Diplomacy check to do so.

Only one character may attempt either an Intimidate check or a Diplomacy check after which the Gatts will no longer be receptive to any sort of form of parlay.

Music or dancing will infuriate the Gatts even more and they will turn on the adventurers doing so.

#### APL 2 (EL 3)

☛ **Gatts Clansmen** (3) hp: 14 each (see Appendix One)

#### APL 4 (EL 5)

☛ **Gatts Clansmen** (3) hp: 23 each (see Appendix Two)

#### APL 6 (EL 7)

☛ **Gatts Clansmen** (3) hp: 41 each (see Appendix Three)

#### APL 8 (EL 9)

☛ **Gatts Clansmen** (3) hp: 59 each (see Appendix Four)

**Tactics:** The Gatts much prefer to use their fists in a fight, attempting to pummel their opponents unconscious. As they all have the Improved Unarmed Strike feat, they do not provoke an attack of opportunity and may deal lethal damage with their fists. At higher APLs, the Gatts will attempt to trip their opponents first.

The Gatts will begin by doing nonlethal damage and will not use their weapons unless lethal damage with weapons or spells is done to them. If improvised weapons such as chairs, tables or beer mugs are used the Gatts will not use their weapons; it is all part of the fight. If any one of Gatts is killed, then the others will fight until death trying to kill as many adventurers as possible. (See page 146 of the *Player's Handbook* for the nonlethal damage rules)

The Gatts will fight until all of them are put out of action or none of the opponents are left standing. Antonin and Marla will take this opportunity to take refuge in Castigar's Inn where they will wait until they feel it is safe to go home or until found by the adventurers.

If the Gatts win, they will walk away from the area after having taken the purses of anyone unconscious (The character loses 10% of their total money). If any of the Gatts have been killed, they will make sure everyone is dead.

**Treasure:** The adventurers will not have time to loot the bodies, but they can take the coin pouches and the weapons of the Gatts.

**APL 2:** Loot - 8gp; Coin - 8gp

**APL 4:** Loot - 8gp; Coin - 10gp

**APL 6:** Loot - 187gp; Coin - 12gp

**APL 8:** Loot - 306gp; Coin - 14gp

If the adventurers were knocked out they will be awakened by Antonin and Marla and thanked, even though they lost. Antonin is so desperate he will offer the job to the adventurers, even though he will comment

about not being sure if it is the right decision after their performance against the Gatts.

There will be a problem for the characters if they have used lethal damage on the Gatts. If they injured, but did not kill any Gatts, there will be a demand of a Blood Price from the Gatts Clan, this will be one of 100gp \* APL per character. A character may refuse to pay in which case a Blood feud against that character begins.

If any of the Gatts were killed and there were survivors amongst the Gatts, a Blood feud will be declared against all the characters. Also, Antonin will become unfriendly towards the characters and it will take a DC15 + APL Diplomacy check for him to ask for help.

If the Diplomacy check fails then Antonin will walk off with Marla.

If Antonin is killed or does not ask for help, the adventure is over.

## Encounter 2: A Clan In Need

Antonin and Marla are very grateful for being saved, but if the adventurers killed any of the Gatts he will tell them the following:

*"The Gatts will not be pleased with you killing members of their clan, I suggest that you leave Dullstrand City for a while and lay low. You do not wish to be on the receiving end of a clan Blood Feud. You must leave quickly, before the Watch arrive; they will arrest you for the killings. I might have just the thing for you, why not come to Svetlow Residence and I will outline the details."*

If asked about the Blood Feud, Antonin replies that it means that all members of the Gatts clan are duty bound to try to kill you. This may only be lifted by decree of The Gatts himself and normally for doing a great favour for the Gatts clan.

Anyone wishing to wait around for the watch can do, they will be arrested and taken to the Watch house. At the Watch house they will be sentenced to death by drowning for murder, this is commutable by a 'fine' of APL x 250 gp per person killed (so the adventurers may put their money together) and they will have a Blood Feud declared against them by the Gatts.

Anyone not paying the fine will be taken out and executed the next day, and the body left to be eaten by the marine life, so it can be recovered for raising if ever.

For anyone arrested by the watch the adventure is over.

Otherwise Antonin will thank the adventurers profusely.

*"Thank you, thank all of you; the Gatts are getting much bolder these days: Ah, for the days of my youth when it was much easier for me to fight back."*

*The elderly man looks you over and then speaks again.*

*"You must leave quickly before the Watch arrive, they do not like brawling on the streets.*

*You have helped me tonight; perhaps you might be interested in helping my clan? Would you be at all interested in coming with me to Svetlow Residence so I may outline the details?"*

🔥 Antonin Svetlow: Ari5

🔥 Marla Svetlow: Rog1

Antonin Svetlow is a man in his late 50s, he looks elderly, but he carries himself well. He is of pure Suloise extraction, with grey hair and blue eyes and about 5 ft. 9 in. tall. He is well dressed, but on closer examination it can be seen that his clothes have seen better days being frayed at the edges and patched in some places. Antonin has been the Svetlow factotum for almost 30 years as no one else has ever wanted the job. Antonin is in charge of selling the produce of the Svetlows and has certainly helped a lot with the clan finances.

Marla Svetlow is Antonin's daughter; she was born in Dullstrand and very rarely goes back to Svetlow town. She is in her early 20s, of pure Suloise extraction and, should anyone ask, is moderately pretty. Marla takes care of the daily tasks around the Svetlow residence but also helps her father when it comes to gathering information and finding out about the latest rumours in the town. Marla does carry a dagger, but is loath to use it.

If the adventurers do not wish to follow Antonin and Marla the adventure ends here.

For those that follow, they are lead across the town into the business quarter where they are shown to the Svetlow Town residence. It is obvious that the residence is badly in need of repair. Inside the furniture is of a solid manufacture, but again looking rather worn and old.

*Antonin motions for you to sit down and asks Marla to bring in some light refreshments.*

*"Please, consider yourselves guests of this house. Once again, thank you for saving my daughter and I from the Gatts, it is not easy for us in Dullstrand City as we are the sole representatives of our clan."*

*Marla returns with a couple of bottles of wine, one red, one white and pours a glass for those who wish.*

*"Allow us to offer you a glass of wine in friendship." With that Antonin raises a glass of the*

*red wine, while Marla raises a glass of white and they look at you expectantly."*

Allow characters to make a DC 15 Knowledge (Splintered Sun) check or Bardic Lore DC 20 check respectively to know that the Svetlows are waiting for you to raise your glasses and drink with them. In doing so, all agree to do no harm to those drinking over the next 24 hours. This is a general custom amongst all the clans.

If anyone asks, Antonin will explain the custom; he is used to doing this after all his dealings with foreigners.

*For those that drink, the wine is excellent, the white coming close to some of the best elven wines, while the red is light and fruity with no aftertaste, both Antonin and Marla drink with you.*

*Antonin continues:*

*"I do not have much time, so I will get straight to business. The Svetlow clan has always had problems with raiding trolls, but nothing that the clan warriors could not handle. The problem is that in the last couple of months, though, the raids have increased in number and in size. I have been asked by the Svetlow to seek help in Dullstrand, unfortunately the Masters of this place are not interested. Now I would like to ask you if you are willing to help us."*

*Antonin holds up his hand to stop any questions.*

*"I can understand that you might be reluctant, for they are many and you are few, but what we are looking for is information that we may present to the Masters and that they will act upon. From what I have been told a frontal attack upon these creatures would be certain death. The clan is not asking for you to sacrifice yourself needlessly, indeed it is certainly not our custom to do so; all we are asking of you is to discover why the raids have increased, and if there is a way to reduce them back to normal.*

*We are prepared to offer you what we can, I must admit that it is not much, but it is all we can afford.*

If he is asked about the reward, Antonin mentions a certain sum of money (APL x 75 gp) for each PC, as well as an offer of a couple of crates of wine. He also offers them board and lodgings in Dullstrand (1 TU's free Standard Upkeep) for the duration of this module.

If the adventurers do not wish to help the Svetlows the adventure ends here.

If the adventurers agree to help the Svetlows, Antonin offers them a roof and food for the night; otherwise they will all meet at the northwestern gate about mid-morning. Antonin tells them that the journey will take about a day and a half so to be prepared to spend a night under the stars. By meeting at mid-morning the



next day, this will give them time to purchase what they need.

## Encounter 3: The Journey South

The next day Antonin and Marla close up the residence and meet the adventurers at the northwestern gate. Leading the adventurers, they head northwest first, parallel to the Choke River until they reach the ferry over the river. Once they have crossed, they head southwest on the coastal road.

On the way, Antonin, if asked, will fill them in with the Svetlow and Gatts information presented in the background to the scenario.

The land the group travels through is at first quite flat once you are out of the hills surrounding Dullstrand City. In the distance can be seen the Hestmark Highlands. There is an almost constant sea breeze blowing in from the ocean. There are a lot of small streams and rivulets running down from the Highlands, but not that many standing concentrations of water.

The road the group is on is well travelled, though at the moment there does not seem to be that many people. They do cross a few merchants heading towards Dullstrand City to sell their wares.

As the day goes on the group gets closer to the Highlands until they are at the foot of the foothills, which are mostly limestone hills with scrubby vegetation, though with low-growing forests in sheltered areas.

As the sun begins to set, Antonin mentions that they should start to look for a campsite and soon they discover what looks like a semi-permanent campsite by the edge of the road, with a reasonable water supply. The terrain around is flat with scrub grass and a few bushes.

The group can settle down here for what seems like a quiet night, except the local nighttime denizens do not agree.

About 2-3 am the camp is visited some of the local wildlife looking for food.

### APL 2 (EL 1)

🐾 **Wild Dogs** (3) hp: 6 each; see Appendix One.

### APL 4 (EL 3)

🐾 **Dire Wolf** (1) hp: 45; see Appendix Two

### APL 6 (EL 5)

🐾 **Dire Wolves** (2) hp: 45 each; see Appendix Three

### APL 8 (EL 7)

🐾 **Dire Wolves** (4) hp: 45 each; see Appendix Four

**Tactics:** The animals are very hungry; they are used to being offered food by travellers and have come to the camp in search of nourishment. Anyone making a DC 15 Knowledge (Splintered Sun) will know that this is the custom as these animals are valued when it comes to advance warning of monsters. Offering them food will calm them down slightly though each medium sized creature requires a whole day's food while the large creatures require the equivalent of 3 medium creatures.

The food from the *create food and water* spell will work.

Once the animals have eaten their fill they will leave, but they will allow themselves to be scratched and stroked.

If food is not offered, the animals will attack, first going for the pack animals and/or horses and then the group. They will continue to attack until over half their number or 2/3 their hit points have gone and then they will flee.

**Dire Wolves:** Dire wolves are mottled gray or black, about 9 feet long and weighing some 800 pounds. They prefer to attack in packs, surrounding and flanking a foe when they can. The dire wolves will use their trip attack and they will all concentrate on anyone who is tripped.

**Treasure:** none

After the PCs have dealt with their "guests" proceed to Encounter 4.

## Encounter 4: Svetlow Town

After the events of the previous evening, the rest of the journey to Svetlow Town is uneventful, and they arrive late afternoon.

*In the waning light you arrive at a small walled village. As you enter through the wooden gates you notice that everyone is looking at you with curiosity.*

*There are not many people around and you can see only a couple of children. The village is starting to look run-down and in need of repair, but what weapons you do see are all in excellent condition and the bearers look as if they know how to use them.*

*Antonin leads you towards the village's central square and to a large building which does not look as run-down as the others. The Svetlow factotum knocks on the door and waits. A female voice is heard from inside, speaking in Suloise.*

Anyone who speaks Suloise can understand that it is an invitation to enter.

***Antonin opens the door and motions for you to enter.  
“The Svetlow says that he will see you now.”***

Anyone who looks around will see that the clan is pure Suloise. A few of the houses look empty and most of the people seem to be your basic commoners.

***On entering the house you are greeted by a middle-aged woman who motions for you to follow her down a small corridor. She turns to Antonin and says something in Suloise; Antonin looks back at her and replies in the same language, the woman seems slightly upset.***

The woman, Irna, is the Svetlow's wife and head of household. She is asking Antonin if there is anyone else and when he replies that there is not, her face dropped.

***The woman leads you down the corridor to another door where she knocks and says something.***

Irna says “My lord there are foreigners to see you, Antonin is with them.” The Svetlow will ask Irna to show them in and to prepare food and drink.

***On hearing the reply, the woman opens the door wide and ushers you in. It is a comfortable room, with seats scattered around a low central table. Seated in a comfortable armchair an elderly man is smoking on a curved pipe, he motions for you to sit down and speaks in a heavy accent.***

***“Please, please sit down, make yourselves comfortable. Irna, drinks for our guests, wine all around.”***

***Also in the room is a younger man, dressed in light leather clothes, with the look of an outdoorsman about him.***

The elderly man is The Svetlow, head of the Svetlow Clan, while the younger man is his son, Segai, who is also the head of the town defenders.

Once the group is settled in, Irna comes back with glasses for everyone and proceeds to pour a glass of red or white for everyone and leaves, taking Marla with her.

***The elderly man takes his glass and raises it; the younger man and Antonin imitate him.***

***“Allow me to offer you a glass of wine in friendship.”***

If anyone does not drink the Svetlow and his son will ignore them during the meeting, if they ask a question, the two men will make a point of turning away.

The Svetlow will introduce his son and tell the group who he is. Then he will ask if Antonin has told them about the situation.

☞ **The Svetlow:** male human Ari10

☞ **Segai:** male human Rgr8

The Svetlow will then open the floor to any questions.

**Where are the trolls?**

“Up in the hills towards the north west, but we are not exactly sure, this is why we need your help. Keep to the high paths as they are narrower and it is difficult for the trolls to negotiate them.”

**Why do you not scout yourself?**

“My son and his assistant are the only two seasoned warriors left in the clan, I can not permit that they leave the village with no protection.”

**What damage have the trolls done?**

“They have ripped up vines and stolen or killed cattle. One of our farmers came very close to being killed, but managed to get away as they destroyed his small farm and stole all the food there.”

**How many trolls are there?**

“We have no idea, but a group of 6 was spotted not far from here last week. This is a huge difference from the lone ones that used to raid us, we need to know numbers.”

**What do you want from us?**

“To find out where the Trolls are; how many there are, if possible why they have increased their attacks on us and if there is a way to reduce the threat they now present. If you should find a method to reduce the number of attacks please do not hesitate to take it. The important thing is that you bring back as much information as possible and do not needlessly get yourselves killed.”

**What is in it for us?**

“We are a small and poor clan, so all I can offer each of you two cases of wine, food and lodgings while you are here and a small reward of (APL x 75) gold each.” (If asked this question, the Svetlow will look at the character that asked with a slight look of contempt in his face before answering).

One point that will be stressed throughout the meeting, especially by Segai is that the trolls are dangerous and from the tracks found, numerous. They do want the group to avoid combat as much as possible; the last thing they want is to draw even more attention to the village and get the group killed.

The characters are free to accept or not. Should they refuse then the Svetlow will thank them for coming and offer them lodgings in one of the empty houses until they leave in the morning. If by morning, the characters have not changed their minds, the adventure ends for them as they return to Dullstrand.

If the characters accept, The Svetlow is very pleased and invites the characters to spend the night under his roof as his guests. The evening meal is pleasant and the beds comfortable.

Next morning proceed to Encounter 5.

## Encounter 5: The Trouble with Trolls...

In the morning, Segai will point them in the general direction of where the trolls were last seen and again repeat the warning to be careful and not take on the trolls head on.

Heading northwest the characters can attempt a Track check if they wish, but the tracks are very easy to find. A DC 13 + APL Survival check will reveal the number of trolls which will be APL + 2.

The tracks will lead up into the highlands and after a half day's walk they lead into the valley floor of what looks like a dried out riverbed.

As the tracks continue on, the sides of the valley begin to get steeper and anyone looking will see a small narrow path climbing up the left side towards the top ridge. It is obvious that this path is rarely used and just wide enough for medium size characters.

Either going up the path, or following the riverbed will lead to the same place, though hiding is much easier from the top of the ridge as is looking into the camp.

The path runs along the top ridge of the valley, hiding them from view of anyone in the valley.

After almost a day's travel they come upon the Trolls' residence.

### The Troll Camp (EL lots)

#### All APLs

🔪 **Trolls (var.):** hp 63; see the Monster Manual, p247.

🔪 **Shamen (1):** hp 132; see relevant Appendix

#### APL 6 – 8

🔪 **Acolytes (2):** hp 69; see relevant Appendix

Placed in the bend of the valley where it widens slightly, is a collection of large shabby huts. In the valley wall behind the huts can be seen a cave. Moving around the camp are medium size and large humanoids.

A small waterfall comes out of the cliff side and gathers in a pool by the cave.

Scouting out the camp will reveal the following:

- There are 8 huts that can be seen on the old riverbed.
- All the huts are new and they seem to still be settling in
- There are 5 x APL trolls that can be seen in the camp
- There is a well-worn track leading away from the opposite side of the camp, obviously recently travelled.
- The camp is about 150 ft. long by 50 ft. wide.

As the characters look over the camp read the following:

*From the cave emerges one of the smallest adult trolls you have ever seen. It is dressed in shabby robes and has what looks like necklaces of teeth around its neck. The other trolls seem to be afraid of it and go out of their way to avoid it. It is flanked by two very large trolls who seem to be escorting it.*

At APL 6 and 8 add:

*Behind the escort are two others dressed in robes that are also following it around.*

This is the reason that the trolls are so organised, they are lead by a female shaman who has managed to control the others using her spells to frighten them. At APLs 6 and 8 she has two acolytes studying under her. It is not at all obvious that the shaman is female, though a DC 20 Survival check of anyone managing to get a close-up look (spyglass, scrying or other method) will reveal her sex.

The shaman has two troll bodyguards with her all the time.

The Shaman has cast *resist energy (fire)* and *resist energy (acid)* on herself just before exiting the cave and *resist energy (fire)* on her bodyguards. Make this obvious by the shaman lighting a fire and walking through it to prove her superiority to the other trolls.

Make it obvious to anyone looking at the camp that it would be a folly to attack the place, but if they insist, hopefully someone might escape to tell the tale.

The adventurers can either decide to attack the camp, return to Svetlow village with what information they have or follow the track beyond the camp.

If they attack the village the adventure will likely end as the group is torn to pieces.

Returning to the village ends the adventure, go to the Conclusion. If the PCs elect to follow the trail proceed to Encounter 6.

## Encounter 6: The Old Camp

Following the track beyond the troll camp leads further into the Hestmark Highlands and the sun is beginning to set. If the group came up to the camp using the valley floor, they will have almost half a day's hike back to the path climbing up to the ridge top as there is no obvious way to sneak through the troll camp.

The adventurers will have to set up camp for the night, unless they actually provoke the trolls they will not be disturbed.

The next day they can follow the track at the bottom of the valley from the top of the ridge.

About midday the path begins to drop down back into the valley and they soon find themselves on the valley floor on the track.

The valley soon runs into another forming a T-junction.

*As you get to a T-junction, you can see that the walls of the left passage are very unstable; indeed it seems that even the slightest noise would bring down the walls. The track that you have been following leads off to the right.*

Actually, it would take area effect damage dealing spell of some other method to bring the walls down, forming a dam across the left passage.

If the adventurers go left, they will walk for another day before finally emerging from the Highlands. They find themselves below Svetlow town near the coastal road.

If the adventurers follow the track to the right, after another 4 to 5 hours walk they will come across an abandoned village of 10 huts, again shabbily built, but much older and the structures seem more permanent. Again a cave is to be found in the cliff face behind the village, but unlike the rest of the place this is not uninhabited, as since the trolls have left, it has acquired some new inhabitants. They have made the cave their home and are rather upset at being disturbed. If anyone should approach the cave then they will be attacked.

### APL 2 (EL 3)

🐉 **Ankheg** (1): hp 28; see Appendix One

### APL 4 (EL 5)

🐉 **Ankheg** (2): hp 28; see Appendix Two

### APL 6 (EL 7)

🐉 **Bulette** (1): hp 94; see Appendix Three

### APL 8 (EL 9)

🐉 **Bulette Advanced** (1): hp 165; see Appendix Four

**Tactics:** The ankhegs will have a surprise round on the adventurers, while the bulette will announce its presence first as its crest breaks the ground before the attack. The Ankhegs will not go for a grab in the surprise round.

**Ankheg Tactics:** The ankheg is a burrowing monster with a taste for fresh meat. An ankheg has six legs, and some specimens are yellow rather than brown. It is about 10 feet long and weighs about 800 pounds. An ankheg burrows with legs and mandibles. A burrowing ankheg usually does not make a usable tunnel, but can construct a tunnel; it burrows at half speed when it does so.

An ankheg usually lies 5 to 10 feet below the surface until its antennae detect the approach of prey. It then burrows up to attack. (Treat this as a charge, even though the ankheg does not need to move 10 feet before attacking.)

**Bulette Tactics:** Also known as the landshark, the bulette is a terrifying predator that lives only to eat. A bulette attacks anything it regards as edible, choosing the easiest or closest prey first. The only creatures it refuses to eat are elves (and it dislikes the taste of dwarves). When burrowing underground, a landshark relies on its tremorsense ability to detect prey. When it senses something edible (that is, senses movement), it breaks to the surface, crest first, and begins its attack.

**Treasure:** None

Once the fight is over the group can search the cave and at the back they will find the tunnel up through which the monsters entered the cave. Scattered around the hole are various rocks and earth. PCs can attempt a DC 15 (Dwarves can add their +2 for Stonecunning) Appraise check or DC 15 Craft (mining) check to recognise that some of the rocks are made of a different material which turns out to be cold iron, enough to make a few weapons perhaps?

The back of the cave also contains the remains of the troll shaman's old living quarters; some ragged blankets, a straw bedding and a few rotten garments are all that are left here. At APL 4 and above a DC 21 + APL Search check will reveal that a small wand was left here by the Shaman. It is a *wand of resist energy* and has 28 charges left on it. An *identify* or *analyze dweomer spell* will reveal the spell contained in the wand and that it is spell triggered.

**Treasure:** The following treasure is available:

**APL 2:** Cold Iron (15 gp) (see AR)

**APL 4-8:** Cold Iron (15 gp) (see AR); *wand of resist energy* (210 gp)

After clearing out the old camp the adventurers can start to look around. It soon becomes obvious that the camp was abandoned because the water supply seems to have dried up. Anyone making a DC 15 + APL Survival check can see that there used to be a small stream running alongside the camp, but this looks as if it has dried up. The camp seems to have been abandoned about a month-month and a half ago.

If the group decide to follow the river upstream, they come to a cliff face, which seems to be dripping with water. There is no place else to go, either up or back to the camp.

## Encounter 7: Damn a Dam

If the group decides to climb the cliff face, it is 30 ft. high and requires 4 Climb checks for base speed 30 ft. characters and 6 for base speed 20 ft. characters; to succeed PCs must make a DC 20 Climb check. Characters can try to move at normal speed, thus reducing the number of checks to 2 and 3 respectively, but the DC becomes 25.

Once the top is reached, it is easy to find an anchor point for a rope which can be dropped over the edge to allow others to climb up, meaning subsequent PCs only need to make a DC 10 Climb check to scale the cliff.

At the top is a small plateau on which is a small pool of water and trickling into is a very small stream. On closer examination it is obvious that the whole plateau used to be covered with water and that the stream was much larger.

It is possible to climb up the slope of streambed, which leads further into the hills in a small valley.

After about a 10 minutes walk, the adventurers come to a wall of rubble, sticks and mud. Looking at the side of the valley, it is obvious that there was a landslide. If someone asks, it is obvious that the slide occurred on both side of the valley, not just one. If anyone should climb up to check out the start point of the slide they will find a broken wooden pole.

The wall looks pretty solid and about 10 ft high. It is possible to climb up it with a successful DC 15 Climb check, although it with a DC 5 Climb check the PC can climb up around the sides of the wall. Anyone climbing the wall can feel that it does move slightly.

Behind the wall is a small lake of water. There is space to walk around the lake; it is about 100 ft. long and 15 ft. wide at its largest point. At a point almost opposite the wall, a stream runs into the lake. Near this, the lake

has overflowed and now runs down into a crack in the hillside.

Anyone looking into the water can make a DC 20 Spot check to notice a glint of metal at the bottom of the lake (the water is very clear).

Someone will have to swim down to the bottom to collect the item. On bringing it up, it is found to be a silver chain on which is a pendant of a grey toad. A successful DC 15 Knowledge (religion) check reveals that this is the holy symbol of Wastri.

Now the adventurers are faced with the problem of the dam. It is possible to collapse it, but doing so could be dangerous. Anyone making a DC 20 Knowledge (architecture and engineering) check or DC 20 Craft (mining) check (Dwarves can add their +2 for Stonemasonry) is able to find the weak spots and know how to collapse the dam without endangering the group. Without the above skills it takes a DC 20 Search check to find the weak spots, followed by an DC 20 Intelligence check (the Intelligence check may be made by another character after having the weak spots pointed out), to know how to use them. This way using a lot of rope it is possible to pull down the whole wall (the group will need at least 4 ropes and each person must succeed on a DC 15 Strength check to pull out their key stone). Pulling the stones out one by one will not work as the wall will shift and settle.

Otherwise, if the group takes time they can try to clear the wall from the top down.

If characters say that they are clearing away the dam, tell them that they will spend about half of their time on the dam and that it will take about 10 hours minus an hour per extra character working on it (so a minimum of 5 hours).

The problem with this method is that it weakens the wall progressively and after 1d4 hours it will burst without warning. Anyone checking out the dam will, with a DC 15 + APL Spot check, be able to spot the leaks happening. Alternatively a DC 15 + AP Listen check indicates the PCs hear the wall starting to go.

If anyone is on the dam when it bursts they will be in trouble. If anyone is foolish enough to be below the dam when it bursts will be in really big trouble. For each character who said they were working on the dam there is a 50% chance they will have been on it when it burst.

### All APLs (EL 3)

✦ **Burst dam:** CR 3; mechanical; touch trigger (see above); no reset; DC 14 + APL Reflex save avoids (+2 to DC if standing in front); Atk +5 (2d6, debris); Multiple targets (those on or in front of the dam); Search see above; Disable Device see above.

A successful Reflex save means that the character has managed to throw himself out of the way, otherwise they are swept away by the water and may take damage from the debris in the water.

Anyone swept away has a big chance of going over the edge of the plateau, but they can make a DC 12 + APL Dexterity check to manage to grab hold of a projecting rock. They then have to make a DC 12 + APL Strength check to hold on until the flood is over.

Anyone swept over the edge will take 2d6 points of damage when they land at the bottom of the new waterfall.

Once the dam is cleared the water will start to flow past the old troll camp again so it will once again have a water supply.

Now there is the other problem, of moving the trolls back to their old camp. This is not too much of a problem if the adventurers think of it. If they go back to the T-junction they can bring down enough rocks and debris to block the riverbed. This will have an effect of diverting the river through the new troll camp and flooding it slightly. The trolls will come to investigate and find that there is water in their old camp again and so move back.

How the adventurers bring down the walls is their problem. 10 points of normal damage is enough to bring down each wall, but they have a hardness of 10. Otherwise hooking a grapple in the rocks and pulling will do, but it takes a DC 25 Strength check to succeed and there is a risk of falling stones and it must be done for each side of the valley. Only characters standing directly underneath the rocks will risk being hit and eventually buried. Again a DC 20 Knowledge (architecture and engineering) check or a DC 20 Craft (mining) check (Dwarves can add their +2 for Stonecunning) will be able to point out the weak spots and where to place the hooks.

There is one rock fall to do either side of the valley to bring down enough debris to divert the stream.

### All APLs (EL 2)

✦ **Rock fall (2):** CR 1, mechanical; touch trigger (see above); no reset; Atk +10 melee (2d6, rocks); Search see above; Disable Device see above.

Anyone hit by the rocks is considered buried and will take 1d6 subdual damage per minute. If they go unconscious the damage will become 1d6 lethal per minute.

If the adventurers manage to divert the water, the trolls will send out a scouting party half a day later and they will start to move back the next day.

The group can return to Svetlow knowing that they have done a good job.

## Conclusion

If they return with just the information on the location of the new troll camp the Svetlow will mull over the information and pay them the promised reward. The fact of the troll shaman is upsetting to him.

If the adventurers managed to move the trolls back to their old camp the Svetlow will be extremely grateful and will pay them their full reward as well as two crates of best Svetlow fortified wine and the Favour of the Clan.

If the symbol of Wastri is mentioned, the Svetlow will be surprised and intrigued as, to his knowledge, there is no-one who worships that god around here. If pressed he will mention that he has heard rumours of Wastri being worshiped by people who live close to the Vast Swamp but nothing more.

### Treasure:

**APL 2:** Loot - 240gp; Coin - 150gp and Favour of the Svetlow Clan

**APL 4:** Loot - 240gp; Coin - 300gp and Favour of the Svetlow Clan

**APL 6:** Loot - 240gp; Coin - 450gp and Favour of the Svetlow Clan

**APL 8:** Loot - 240gp; Coin - 600gp and Favour of the Svetlow Clan

## Campaign Consequences

This module has “campaign consequences”; that is the outcome of this module will directly affect future events in the region of The Dullstrand in the course of the campaign. The answers to some of the questions below may seem trivial or pointless but because of the complex nature of the back-story and campaign all information requested is vital.

Please send your answers to The Dullstrand Triad at [jennings@kpnqwest.ch](mailto:jennings@kpnqwest.ch) as soon as possible. General comments about the module will also be accepted at this address.

1. Were Antonin and Marla saved?
2. Were any of the Gatts killed?
3. Were the dogs/wolves fed or chased away?
4. Did the group attack the Troll camp; did any of them survive?
5. Was the dam found?
6. Was the dam destroyed?
7. Did anyone find the Holy symbol of Wastri?
8. Was the stream diverted and the Trolls move back to their original camp?

**The End**

## Experience Point Summary

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

### Encounter One – Clan Rivalries

Deal with the Gatts (talk or fight)

APL 2 90 XP  
APL 4 150 XP  
APL 6 210 XP  
APL 8 270 XP

### Encounter Three – The Journey South

Drive off or feed the animals

APL 2 30 XP  
APL 4 90 XP  
APL 6 150 XP  
APL 8 210 XP

### Encounter Six – The Old Camp

Defeat the cave inhabitants

APL 2 90 XP  
APL 4 150 XP  
APL 6 210 XP  
APL 8 270 XP

### Encounter Seven – Damn a Dam

Remove the dam

APL 2 90 XP  
APL 4 90 XP  
APL 6 90 XP  
APL 8 90 XP

Divert the stream

APL 2 60 XP  
APL 4 60 XP  
APL 6 60 XP  
APL 8 60 XP

### Discretionary roleplaying award

APL 2 60 XP  
APL 4 135 XP  
APL 6 180 XP  
APL 8 225 XP

### Total possible experience:

APL 2 450 XP  
APL 4 675 XP  
APL 6 900 XP  
APL 8 1,125 XP

## Treasure Summary

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

### Encounter One – Clan Rivalries

**APL 2:** L: 8 gp; C: 8 gp  
**APL 4:** L: 8 gp; C: 10 gp  
**APL 6:** L: 187 gp; C: 12 gp  
**APL 8:** L: 306 gp; C: 14 gp



## Encounter Six – The Old Camp

**APL 2:** Cold Iron (15 gp) (see AR)

**APL 4-8:** Cold Iron (15 gp) (see AR); *wand of resist energy* (210 gp)

## Conclusion

**APL 2:** L: 240 gp; C: 150 gp and Favour of the Svetlow Clan

**APL 4:** L: 240 gp; C: 300 gp and Favour of the Svetlow Clan

**APL 6:** L: 240 gp; C: 450 gp and Favour of the Svetlow Clan

**APL 8:** L: 240 gp; C: 600 gp and Favour of the Svetlow Clan

## Total Possible Treasure

APL 2: 400 gp

APL 4: 600 gp

APL 6: 800 gp

APL 8: 1,250 gp

# Items on the Adventure Certificate

**Cold Iron Ore:** You have found a small amount of cold iron with which you can have forged some weapons. You have enough ore to make 1 one-handed weapon, 2 light weapons or 3 small light weapons. This may be done at any time after the adventure, but only once and all the ore must be used (you may not decide to have made one light weapon and keep the rest of the ore for later). Once this has been done you must cross this off the certificate.

**Svetlow Fortified Wine:** This wine is of the best quality made in The Dullstrand by the Svetlow clan.

On presenting a bottle as a gift it will give a +3 positive modifier to any Diplomacy check. This modifier only applies to individuals that are neutral or better towards you and will not work on members of the Svetlow clan.

You may purchase up to 2 crates (24 bottles) and you may not purchase single bottles.

Treat this as a charged item with either 12 or 24 charges.

Price: 240 gp per crate (12 bottles); Weight: 6 lb (Frequency: Adventure; Requirements: as prerequisites.)

**Favour of the Svetlow Clan:** For moving the trolls back to their original camp the Svetlows are grateful.

**Blood Feud with the Gatts Clan:** The character named above is now involved in a Blood Feud with the Gatts Clan. From now on, whenever your character participates in an adventure set in, or passing through, The Dullstrand, there is a chance that the Gatts Clan will recognise you and demand revenge.

On entering The Dullstrand, the DM rolls a 1d20 secretly to determine whether or not you are recognised and pursued. This roll can be modified by the use of the Luck domain or a similar luck-based reroll power. On a

roll of a 1 you have been recognised and at some point during the scenario are faced with irate members of the Gatts clan baying for your blood. If you make a DC 10 Disguise check as soon as you enter The Dullstrand you will not be recognised at all. The Gatts will demand a Blood payment from you of 5000 gp, indentured servitude or your life. If you are unable or refuse to pay and you refuse servitude then you will be killed, but may be raised and the Blood feud is considered over and may be crossed off the certificate.

Servitude to pay off the debt is one year (52 TUs) working for the Gatts Clan. These TUs must be paid in one go but may be taken off next year's TUs, you may pay off part of the servitude at a cost of a blood price of 100 gp per TU. Paying or taking servitude will also remove the Blood feud. You may cross this off the certificate.

If at anytime you gain a favour with the Gatts Clan, you may exchange it in return for the removal of the Blood Feud.

**Wand of Resist Energy:** CL 3rd; Craft Wand, *resist energy*; Price: 4,500 gp; (Frequency: Adventure; Requirements: as prerequisites.)

**Blood Feud with the Gatts Clan:** The character named above is now involved in a Blood Feud with the Gatts Clan. From now on, whenever your character participates in an adventure set in, or passing through, The Dullstrand, there is a chance that the Gatts Clan will recognise you and demand revenge.

# Appendix One

## APL 2

### Encounter One (EL 3)

☛ **Gatts Clansmen** (3): male human (Flan) Bbn 1; CR 1; Medium-Sized Humanoid; HD 1d12+2; hp 14 each; Init +2; Spd 40 ft.; AC 15, touch 12, flat-footed 13; Base Atk +1; Grp +3; Atk +3 melee (1d3+2 or 1d3+2 [subdual], fists) or +3 melee (1d8+3, battleaxe); Space/Reach 5 ft./5 ft.; SA None; SQ Fast movement, rage 1/day; AL CN; SV Fort +4, Ref +2, Will +1; Str 15, Dex 14, Con 14, Int 10, Wis 12, Cha 10.

*Skills and Feats.* Climb +3, Craft (Logging) +4; Handle Animal +1, Jump +5, Listen +5, Ride+4, Survival +5, Swim +3; Power Attack, Improved Unarmed Strike.

*Possessions.* Battleaxe, studded leather armour, dagger, 15gp.

### Encounter Three (EL 1)

☛ **Wild Dog** (3): CR 1/3; Small Animal; HD 1d8+2; hp 6 each; Init +3; Spd 40 ft.; AC 15, touch 14, flat-footed 12; Base Atk +0; Grp -3; Atk: +2 melee (1d4+1, bite); Space/Reach 5 ft./5 ft.; SA none; SQ Low-light vision, scent; AL N; SV Fort +4, Ref +5, Will +1; Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

*Skills and Feats.* Jump +7, Listen +5, Spot +5, Survival +1\* (+5 when tracking by scent); Alertness, Track.

### Encounter Five

☛ **Shamen female troll Clr5 – Earth Dragon (1)**: CR 10; Large Giant; HD 11d8+77; hp 132; Init +2; Spd 30 ft.; AC 16, touch 11, flat-footed 14; Base Atk +7; Grp +17; Atk: +12 melee (1d6+5, claw), +7 melee (1d6+2, bite); Space/Reach 10 ft./10 ft.; SA Rend 2d6+9; SQ Darkvision, low-light vision, regeneration 5 scent; AL LE; SV Fort +16, Ref +5, Will +10; Str 20, Dex 14, Con 24, Int 10, Wis 14, Cha 9.

*Skills and Feats.* Listen +8, Spot +9, Concentration +14, Spellcraft +7, Heal +7, Diplomacy +5; Alertness, Iron Will, Track, Craft Wand.

*Spells Prepared.* (5,3+1,2+1,1+1; base DC = 12 +spell level): 0- *create water, detect magic, read magic, resistance* [2]; 1<sup>st</sup> *bless, detect good, protection from good, sanctuary\**; 2<sup>nd</sup> *resist energy* [2], *shield other\**; 3<sup>rd</sup> *protection from energy, protection from energy\**.

\*Domain Spell. *Domains.* Protection (protective ward 1/day), Law (cast law spells at +1 caster level).

*Possessions.* wand of *cure light wounds* (50 chg.)

### Encounter Six (EL 3)

☛ **Ankheg**: CR 3; Large Magical Beast; HD 3d10+12; hp 28; Init +0; Spd 30 ft., burrow 20 ft.; AC 18, touch 9, flat-footed 18; Base Atk +3; Grp +12; Atk +7 melee (2d6+7 plus 1d4 acid, bite); Space/Reach: 10 ft./5 ft.; SA Improved grab, spit acid; SQ Darkvision 60 ft., low-light vision, tremorsense 60 ft.; AL N; SV Fort +6, Ref +3, Will +2; Str 21, Dex 10, Con 17, Int 1, Wis 13, Cha 6

*Skills and Feats.* Climb +8, Listen +6, Spot +3; Alertness, Toughness

**Improved Grab (Ex):** To use this ability, an ankheg must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If the ankheg is damaged after grabbing its prey, it retreats backward down its tunnel at its land speed (not its burrow speed), dragging the victim with it.

**Spit Acid (Ex):** 30-ft. line, once every 6 hours; damage 4d4 acid, Reflex DC 14 half. One such attack depletes the ankheg's acid supply for 6 hours. It cannot spit acid or deal acid damage during this time. The save DC is Constitution-based. An ankheg does not use this ability unless it is desperate or frustrated. It most often spits acid when reduced to fewer than half its full normal hit points or when it has not successfully grabbed an opponent.

## Appendix Two

### APL 4

#### Encounter One (EL 5)

☛ **Gatts Clansmen** (3): male human (Flan) Bbn 2; CR 2; Medium-Sized Humanoid; HD 2d12+4; hp 23 each; Init +2; Spd 40 ft; AC 15, touch 12, flat-footed 13; Base Atk +2; Grp +4; Atk +4 melee (1d3+2 or 1d3+2 [subdual], fists) or +4 melee (1d8+3, battleaxe); Space/Reach 5 ft./5 ft.; SA None; SQ Fast movement, rage 1/day, uncanny dodge; AL CN; SV Fort +5, Ref +2, Will +1; Str 15, Dex 14, Con 14, Int 10, Wis 12, Cha 10.

*Skills and Feats:* Climb +4, Craft (Logging) +4; Handle Animal +2, Jump +5, Listen +5, Ride +4, Survival +6, Swim +4; Power Attack, Improved Unarmed Strike.

*Possessions:* Battleaxe, studded leather armour, dagger, 20gp.

#### Encounter Three (EL 3)

☛ **Dire Wolf:** CR 3; Large Animal; HD 6d8+18; hp 45; Init +2; Spd 50 ft.; AC 14, touch 11, flat-footed 12; Base Atk +4; Grp +15; Atk: +1 melee (1d8+10, bite); Space/Reach 10 ft./5 ft.; SA Trip; SQ Low-light vision, scent; AL N; SV Fort +8, Ref +7, Will +6; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

*Skills and Feats:* Hide +2, Listen +9, Move Silently +6, Spot +9, Survival +2 (+6 when tracking by scent); Alertness, Run, Track, Weapon Focus (bite)

**Trip (Ex):** A dire wolf that hits with a bite attack can attempt to trip its opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

#### Encounter Five

☛ **Shamen female troll Clr5 – Earth Dragon (1):** CR 10; Large Giant; HD 11d8+77; hp 132; Init +2; Spd 30 ft.; AC 16, touch 11, flat-footed 14; Base Atk +7; Grp +17; Atk: +12 melee (1d6+5, claw), +7 melee (1d6+2, bite); Space/Reach 10 ft./10 ft.; SA Rend 2d6+9; SQ Darkvision, low-light vision, regeneration 5 scent; AL LE; SV Fort +16, Ref +5, Will +10; Str 20, Dex 14, Con 24, Int 10, Wis 14, Cha 9.

*Skills and Feats:* Listen +8, Spot +9, Concentration +14, Spellcraft +7, Heal +7, Diplomacy +5; Alertness, Iron Will, Track, Craft Wand.

*Spells Prepared:* (5,3+1,2+1,1+1; base DC = 12 +spell level): 0- *create water, detect magic, read magic, resistance* [2]; 1<sup>st</sup> *bless, detect good, protection from good, sanctuary*\*; 2<sup>nd</sup> *resist energy* [2], *shield other*\*; 3<sup>rd</sup> *protection from energy, protection from energy*\*.

\*Domain Spell. *Domains:* Protection (protective ward 1/day), Law (cast law spells at +1 caster level).

*Possessions:* wand of *cure light wounds* (50 chg.)

#### Encounter Six (EL 5)

☛ **Ankheg (2):** CR 3; Large Magical Beast; HD 3d10+12; hp 28 each; Init +0; Spd 30 ft., burrow 20 ft.; AC 18, touch 9, flat-footed 18; Base Atk +3; Grp +12; Atk +7 melee (2d6+7 plus 1d4 acid, bite); Space/Reach: 10 ft./5 ft.; SA Improved grab, spit acid; SQ Darkvision 60 ft., low-light vision, tremorsense 60 ft.; AL N; SV Fort +6, Ref +3, Will +2; Str 21, Dex 10, Con 17, Int 1, Wis 13, Cha 6

*Skills and Feats:* Climb +8, Listen +6, Spot +3; Alertness, Toughness

**Improved Grab (Ex):** To use this ability, an ankheg must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If the ankheg is damaged after grabbing its prey, it retreats backward down its tunnel at its land speed (not its burrow speed), dragging the victim with it.

**Spit Acid (Ex):** 30-ft. line, once every 6 hours; damage 4d4 acid, Reflex DC 14 half. One such attack depletes the ankheg's acid supply for 6 hours. It cannot spit acid or deal acid damage during this time. The save DC is Constitution-based. An ankheg does not use this ability unless it is desperate or frustrated. It most often spits acid when reduced to fewer than half its full normal hit points or when it has not successfully grabbed an opponent.

## Appendix Three

### APL 6

#### Encounter One (EL 7)

☛ **Gatts Clansmen** (3): male human (Flan) Bbn 4; CR 4; Medium-Sized Humanoid; HD 4d12+8; hp 41 each; Init +2; Spd 40 ft; AC 16, touch 12, flat-footed 14; Base Atk +4; Grp +7; Atk +7 melee (1d3+3 or 1d3+3 [subdual], fists) or +8 melee (1d8+3, masterwork battleaxe); Space/Reach 5 ft./5 ft.; SA None; SQ Fast movement, rage 1/day, trap sense +1, uncanny dodge; AL CN; SV Fort +6, Ref +3, Will +2; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 10.

*Skills and Feats:* Climb +5, Craft (Logging) +5; Handle Animal +3, Jump +6, Listen +6, Ride+5, Survival +8, Swim +4; Power Attack, Cleave, Improved Unarmed Strike.

*Possessions:* Masterwork battleaxe, chain shirt, dagger, 25gp.

#### Encounter Three (EL 5)

☛ **Dire Wolf** (2): CR 3; Large Animal; HD 6d8+18; hp 45; Init +2; Spd 50 ft.; AC 14, touch 11, flat-footed 12; Base Atk +4; Grp +15; Atk: +1 melee (1d8+10, bite); Space/Reach 10 ft./5 ft.; SA Trip; SQ Low-light vision, scent; AL N; SV Fort +8, Ref +7, Will +6; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

*Skills and Feats:* Hide +2, Listen +9, Move Silently +6, Spot +9, Survival +2 (+6 when tracking by scent); Alertness, Run, Track, Weapon Focus (bite)

**Trip (Ex):** A dire wolf that hits with a bite attack can attempt to trip its opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

#### Encounter Five

☛ **Shamen female troll Clr5 – Earth Dragon (1):** CR 10; Large Giant; HD 11d8+77; hp 132; Init +2; Spd 30 ft.; AC 16, touch 11, flat-footed 14; Base Atk +7; Grp +17; Atk: +12 melee (1d6+5, claw), +7 melee (1d6+2, bite); Space/Reach 10 ft./10 ft.; SA Rend 2d6+9; SQ Darkvision, low-light vision, regeneration 5 scent; AL LE; SV Fort +16, Ref +5, Will +10; Str 20, Dex 14, Con 24, Int 10, Wis 14, Cha 9.

*Skills and Feats:* Listen +8, Spot +9, Concentration +14, Spellcraft +7, Heal +7, Diplomacy +5; Alertness, Iron Will, Track, Craft Wand.

*Spells Prepared:* (5,3+1,2+1,1+1; base DC = 12 +spell level): o- *create water*, *detect magic*, *read magic*, *resistance* [2]; 1<sup>st</sup> *bless*, *detect good*, *protection from*

*good*, *sanctuary*\*; 2<sup>nd</sup> *resist energy* [2], *shield other*\*; 3<sup>rd</sup> *protection from energy*, *protection from energy*\*.

\*Domain Spell. *Domains:* Protection (protective ward 1/day), Law (cast law spells at +1 caster level).

*Possessions:* wand of *cure light wounds* (50 chg.)

☛ **Acolyte female troll Adp1 – Earth Dragon (2):** CR 6; Large Giant; HD 6d8+30+1d6+5; hp 69; Init +2; Spd 30 ft.; AC 16, touch 11, flat-footed 14; Base Atk +4; Grp +14; Atk: +8 melee (1d6+5, claw), +4 melee (1d6+2, bite); Space/Reach 10 ft./10 ft.; SA Rend 2d6+9; SQ Darkvision, low-light vision, regeneration 5 scent; AL LE; SV Fort +10, Ref +4, Will +4; Str 20, Dex 14, Con 21, Int 8, Wis 11, Cha 7.

*Skills and Feats:* Listen +7, Spot +8, Concentration +6; Alertness, Iron Will, Track.

*Spells Prepared* (3/1; base DC = 10 + spell level): o- *detect magic*, *read magic*, *touch of fatigue*, 1<sup>st</sup> *cure light wounds*.

#### Encounter Six (EL 7)

☛ **Bulette:** CR 7; Huge Magical Beast; HD 9d10+45; hp 94; Init +2; Spd 40 ft., burrow 10 ft.; AC 22, touch 10, flat-footed 20; Base Atk +9; Grp +25; Atk +16 melee (2d8+8, bite), +10 melee (2d6+4, claws); Space/Reach: 15 ft./10 ft.; SA Leap; SQ Darkvision 60 ft., low-light vision, scent, tremorsense 60 ft.; AL N; SV Fort +11, Ref +8, Will +6; Str 27, Dex 15, Con 20, Int 2, Wis 13, Cha 6

*Skills and Feats:* Jump +18, Listen +9, Spot +3; Alertness, Iron Will, Track, Weapon Focus (bite)

**Leap (Ex):** A bulette can jump into the air during combat. This allows it to make four claw attacks instead of two, each with a +15 attack bonus, but it cannot bite.

## Appendix Four

### APL 8

#### Encounter One (EL 9)

☛ **Gatts Clansmen** (3): male human (Flan) Bbn 6; CR 6; Medium-Sized Humanoid; HD 6d12+12; hp 59 each; Init +2; Spd 40 ft.; AC 16, touch 12, flat-footed 14; Base Atk +6; Grp +9; Atk +9/+4 melee (1d3+3 or 1d3+3 [subdual], fists) or +10/+5 melee (1d8+3, battleaxe); Space/Reach 5 ft./5 ft.; SA None; SQ Fast movement, rage 1/day, trap sense + 2, improved uncanny dodge; AL CN; SV Fort +7, Ref +4, Will +3; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 10.

*Skills and Feats:* Climb +6, Craft (Logging) +7; Handle Animal +4, Jump +7, Listen +7, Ride+6, Survival +9, Swim +5; Power Attack, Cleave, Improved Unarmed Strike, Improved Trip.

*Possessions:* Masterwork battleaxe, chain shirt, masterwork dagger, 30gp.

#### Encounter Three (EL 7)

☛ **Dire Wolf** (4): CR 3; Large Animal; HD 6d8+18; hp 45; Init +2; Spd 50 ft.; AC 14, touch 11, flat-footed 12; Base Atk +4; Grp +15; Atk: +1 melee (1d8+10, bite); Space/Reach 10 ft./5 ft.; SA Trip; SQ Low-light vision, scent; AL N; SV Fort +8, Ref +7, Will +6; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

*Skills and Feats:* Hide +2, Listen +9, Move Silently +6, Spot +9, Survival +2 (+6 when tracking by scent); Alertness, Run, Track, Weapon Focus (bite)

**Trip (Ex):** A dire wolf that hits with a bite attack can attempt to trip its opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

#### Encounter Five

☛ **Shamen female troll Clr5 – Earth Dragon (1):** CR 10; Large Giant; HD 11d8+77; hp 132; Init +2; Spd 30 ft.; AC 16, touch 11, flat-footed 14; Base Atk +7; Grp +17; Atk: +12 melee (1d6+5, claw), +7 melee (1d6+2, bite); Space/Reach 10 ft./10 ft.; SA Rend 2d6+9; SQ Darkvision, low-light vision, regeneration 5 scent; AL LE; SV Fort +16, Ref +5, Will +10; Str 20, Dex 14, Con 24, Int 10, Wis 14, Cha 9.

*Skills and Feats:* Listen +8, Spot +9, Concentration +14, Spellcraft +7, Heal +7, Diplomacy +5; Alertness, Iron Will, Track, Craft Wand.

*Spells Prepared:* (5,3+1,2+1,1+1; base DC = 12 + spell level): 0- *create water, detect magic, read magic, resistance* [2]; 1<sup>st</sup> *bless, detect good, protection from*

*good, sanctuary*\*; 2<sup>nd</sup> *resist energy* [2], *shield other*\*; 3<sup>rd</sup> *protection from energy, protection from energy*\*.

\*Domain Spell. *Domains:* Protection (protective ward 1/day), Law (cast law spells at +1 caster level).

*Possessions:* wand of *cure light wounds* (50 chg.)

☛ **Acolyte female troll Adp1 – Earth Dragon (2):** CR 6; Large Giant; HD 6d8+30+1d6+5; hp 69; Init +2; Spd 30 ft.; AC 16, touch 11, flat-footed 14; Base Atk +4; Grp +14; Atk: +8 melee (1d6+5, claw), +4 melee (1d6+2, bite); Space/Reach 10 ft./10 ft.; SA Rend 2d6+9; SQ Darkvision, low-light vision, regeneration 5 scent; AL LE; SV Fort +10, Ref +4, Will +4; Str 20, Dex 14, Con 21, Int 8, Wis 11, Cha 7.

*Skills and Feats:* Listen +7, Spot +8, Concentration +6; Alertness, Iron Will, Track.

*Spells Prepared* (3/1; base DC = 10 + spell level): 0- *detect magic, read magic, touch of fatigue, 1<sup>st</sup> cure light wounds*.

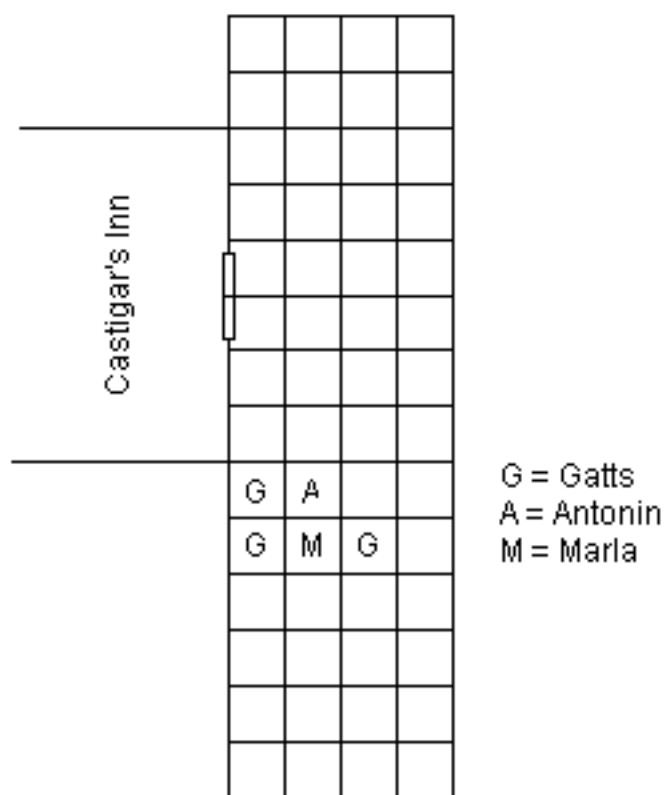
#### Encounter Six (EL 9)

☛ **Bulette:** CR 9; Advanced Huge Magical Beast; HD 15d10+75; hp 165; Init +6; Spd 40 ft., burrow 10 ft.; AC 22, touch 10, flat-footed 20; Base Atk +15; Grp +31; Atk +23 melee (2d8+9, bite), +19 melee (2d6+4, claws); Space/Reach: 15 ft./10 ft.; SA Leap; SQ Darkvision 60 ft., low-light vision, scent, tremorsense 60 ft.; AL N; SV Fort +14, Ref +11, Will +8; Str 28, Dex 15, Con 20, Int 2, Wis 13, Cha 6

*Skills and Feats:* Jump +21, Listen +11, Spot +4; Alertness, Improved Initiative, Iron Will, MultiAttack, Track, Weapon Focus (bite)

**Leap (Ex):** A bulette can jump into the air during combat. This allows it to make four claw attacks instead of two, each with a +24 attack bonus, but it cannot bite.

# Encounter One



One square = 5 feet

## Clan Emblems



Gatts



Svetlow