

OF BEASTS AND MEN



Your party has been roaming through the Dunderro Wilderness, following a treasure map that you hope leads to a great treasure. But the howl of a wolf quickly changes the plan and a choice must be made to continue onward to potentially great treasures, or to help the residents of Oakvale against the Great Hunt. An adventure for levels 3-6.



OF BEASTS AND MEN

MEN OF THE WOOD AND HUNT

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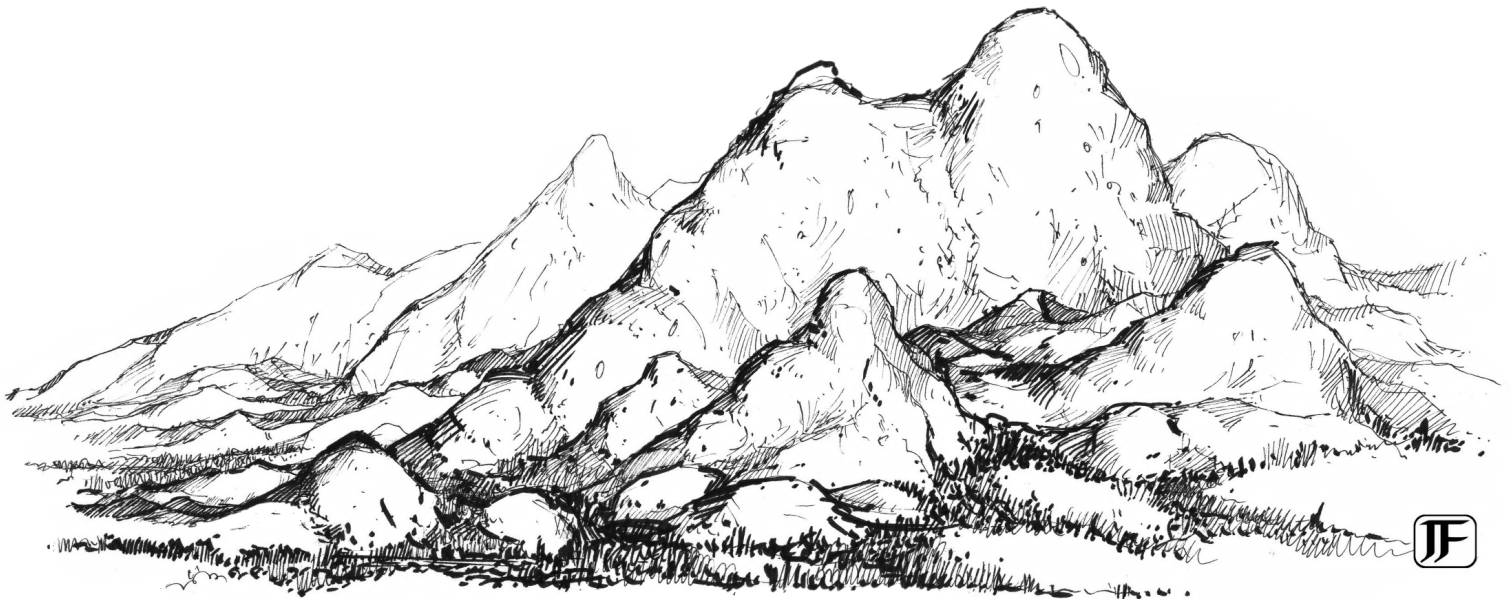
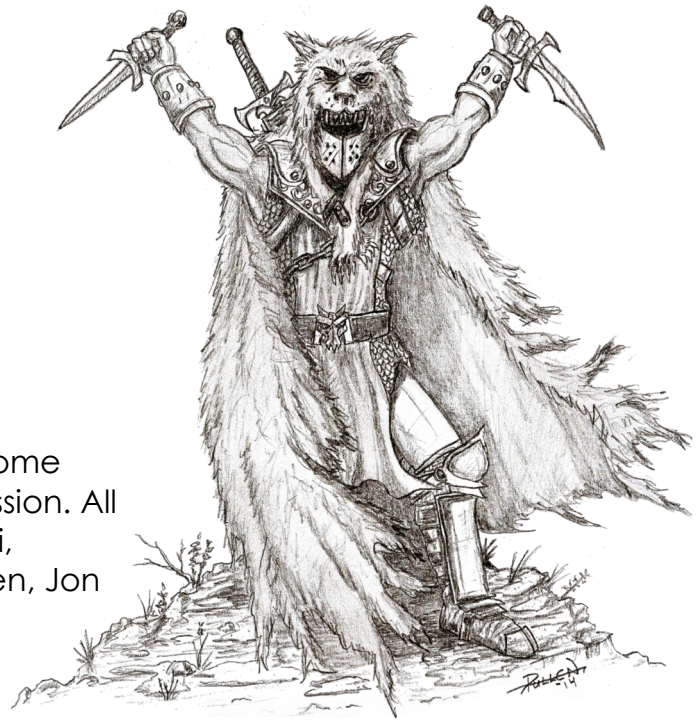
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If you plan to be a player in this module then **please STOP reading now** as this is for the GM's eyes only. Gaining insight about the adventure beforehand will ruin the surprise factor and your enjoyment of the adventure.

"Of Beasts and Men" is an adventure for use with the For Gold & Glory ruleset designed for 5-7 player characters of levels 3-6. **For Gold & Glory and FG&G are trademarks of Justen Brown. This work is not affiliated with Justen Brown.** The adventure is designed

to be used in the Dragonback Mountains campaign setting, but can be used in any campaign setting that has a nearby mountainous or forest setting. The GM is encouraged to read the module first to become familiar with the described areas so that they can paraphrase the descriptions to their players. The GM is also encouraged to rename towns, change/use/or not use encounters, change NPC's, and/or change monster statistics and abilities as the GM desires and use the adventure as a tool or guideline to fit in their current campaign or playstyle.

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OF BEASTS AND MEN MEN OF THE WOOD AND HUNT

ADVENTURE START

The party has acquired an ambiguous treasure map, perhaps from a previous adventure, or won in a gambling game, but up to the whims of the GM. The wrinkly map (see handout) guides them to an ancient elvish ruin (Area M). Currently, the party has just realized they have entered the Dunderro Wilderness, have reached the edge of the treasure map, and should be near the last leg of their treasure hunt.

The spring weather has filled the Dunderro Wilderness with colorful blossoms and high running streams, creeks and rivers of icy cold water flow down from the mountains. The sky is filled with flocks of birds, their songs creating a cacophony above various other critters that have abandoned their winter dens seeking fresh grasses to feed upon. Surprisingly the bigger game animals seem scarce and the rare herd is wary and alert.

It has been another long day of marching, climbing and hacking through the forest while following the meandering Uurden River through rolling hills of a valley deep in the Dragonback Mountains. By late afternoon, the valley eventually opens into a broad bowl with a lake surrounded by reed grass and willows. Although the weather has held, another long cold damp night is expected.

- A small glen nearby has four cut logs around a fire pit with stacked firewood, and regular debris (fish and rabbit bones, leather scraps, etc.)
- If the party makes camp here see **Encounter #1**. If not, then Brother Garynn will stumble upon the party along the trail or in the wilderness, with the Pack right on his heels. The party will hear his approach 1d4 rounds before he finds them.



ENCOUNTER 1

ENCOUNTER #1 (3rd Watch): A crisp and clear night with a waxing full moon brings an eerie glow to the wisps of mist hovering over the lake. Small animals creep in and out of the camp and watched intently by the baleful eyes of an owl. Suddenly, savage howling from wolves comes from the north.

As the howling draws near, a single figure stumbles and slides down a steep hill to the bottom. The man lurches to his feet, using his staff to help him with his limping gait. He rushes towards the camp with wild eyes and repeatedly looks over his shoulder. Shredded leather armor and garments barely cling to the bloodied man.

"By Silvanus you must help me, for I cannot escape them!" He gestures frantically toward the hill where several wolf and humanoid shapes gather. With a final deep-throated howl from both men and beast, they begin to race down the hill towards their prey.

- If the party seems like they intend to help, he will use the last of his magic to heal himself (1d8). If not then he quickly discards his gear except for his sickle and dives into the lake.
- Nine big worgs will reach the camp in two rounds.
- The Hunters of the Pack will arrive in three rounds.

Brother Garynn (human druid of Silvanus): S 14, I 11, W 18, D 10, C 17, Ch 17, AC 7, Move 12, Level 3 Druid, hp 16 (25), THACO: 20, Attack: 1 (Staff 1d6 +1) or 1 (Sickle 1d4+1)-specialized in two handed fighting, Size M, Morale 14, AL N, XP: 120

Spells:

Level 1: Bless, Cure Light Wounds, Entangle, Faerie Fire, Light, Shillelagh

Level 2: Barkskin, Charm Person or Mammal, Speak with Animals

Non-combat Skills: Healing, herbalism, fire building, mountain survival, swimming, direction sense, leather working.

Items: Oak Leaf Leather armor, green cloak, ornate oaken staff, high boots, sickle, sacred bundle, components, wooden holy symbol, water skin, rations, 3 gp, 10 sp, 5 cp, and an ornate copper torc (10gp).

(9) Worgs: AC 6, Move 18, HD 3+3, hp 31, 30, 29, 27, 25, 4x24, THACO: 17, Attack: 1 (bite 2d4+1 to hit, +2 damage—overbear opponent on a 18 or higher attack roll), Size M, Morale 9, XP: 120

Hunters of the Pack:

(1) Hunt Leader: Torman Yar, S 16, I 10, W 13, D 15, C 15, Ch 13, AC 4, Move 15, Level 4 Fighter (Dark Ranger), hp 34, THACO: 17 Attack: ½ (spear and/or battle axe 1d8 +2 to hit, +4 damage), Size M, Morale 13, XP:175.

Items: exceptional spear (+1 to hit and damage-non magical), battle axe, hide armor, helmet, dagger, furred boots. Large pouch contains: 15 gp, 20 sp, tinder box, and the **Girdle of Lions**.

(2) Hunters: Half-orc brothers, Gordum and Mord: AC 5, Move 12, Level 2 Fighter, hp 17, 16, THACO: 19 Attack: ½ (spear 1d8 +1 to hit, +3 damage) or Battle Axe (1d8 +2 damage), Size M, Morale 15, XP: 65 each.

Items: Helmet, fur armor, dagger, large pouch, 1d10 gp each, 1d8+1 sp each, wolf tooth necklace, and various hunting and outdoor survival gear.

Girdle of Lions

The **Girdle of Lions** is a black leather girdle with a golden, roaring lion clasp it together. When worn, the wearer receives these benefits: -1d3 damage per dice from falling damage, +50% to hide and move silently checks, and provides night vision.

ENCOUNTER 1 CONCLUSION

If Garynn survives, he introduces himself as a Druid of Silvanus and will urge the party to return with him to his village, Oakvale. If the party complies, he will tell them this tale...



Brother Garynn's Story: "Nearly a fortnight ago upon the night of the full moon, my brothers and I gathered in the sacred circle. Our Oakfather was going to call upon Silvanus to heal our chieftain of a grave wound that blinded him. Only ourselves, our Chieftain, and his daughter knew of the secret ceremony. At the height of the ritual the beast men attacked. They came from all sides howling like animals. We fought a great battle but were outnumbered by the savage beast men who wore furs and claws upon their hands like wild animals. We fought upon sanctified ground, and though blind, our Chieftain fought like a hero of yore and his daughter a Valkyrie. We called upon Silvanus and the spirits of the wood to aid us, but most of my brothers and sisters were slain before their prayers were heard and we were clearly outnumbered and outmatched.

The warriors of Oakvale must have heard the skirmish and howling or perhaps could see the light we had summoned to the Sacred Grove. Their war horns soon answered the howling of the Pack, but it was then that the beastmen's leader showed himself. He came out of the darkness and took the shape of a monstrous wolf! Blind, our Chief was no match for the feral beast and was struck down as well as our Oakfather who stuck him with his blessed shillelagh, before succumbing to his wounds. The remaining brothers fell upon the leader of the beasts but our weapons caused him little harm and he shook us off like toys. The pack tore into us as we defended our fallen chief and father, but before our warriors arrived the beast took our most sacred relic (**Sacred Torc of Silvanus**) and fled into the night. His minions gathered up their few fallen and followed their leader. They were all gone before our warriors reached the circle of stones. They could not pursue the Pack into the darkness of the wilds though they wanted to as Lady Ionna forbade them. Chieftain Korva survived his wounds due to the deft hands of his daughter as well as our Oakfather who was stricken and barely able to heal himself. We have been searching for their lair, tracking the beasts through the wilderness and high into the mountains. After many battles with evil wolves and savage men we found their lair. But it was too late, we had lost too many warriors and too few of our brothers and sisters remained. With our Circle sundered we became the hunted. And so here I am, the only survivor of our last expedition to their lair.

I must inform Oakvale as soon as possible of our failure, and warn the village that the Pack has grown very strong and the Wild Hunt is upon us! I would be thankful if you joined me."

- If the party decides to follow Garynn, he will lead them approximately 5 miles through the pass in the mountains towards Oakvale. Garynn will circle the lake to the west and follow the river to a ford. Crossing the river anywhere else would be quite treacherous due to the spring melt.
- If the party decides not to help, Garynn will thank them for their troubles and be on his way towards Oakvale.



WANDERING ENCOUNTERS

While traveling on the Overland Map, there is a 1 in 10 (1d10) chance that a wandering encounter will occur. Please refer to the Encounter tables below.

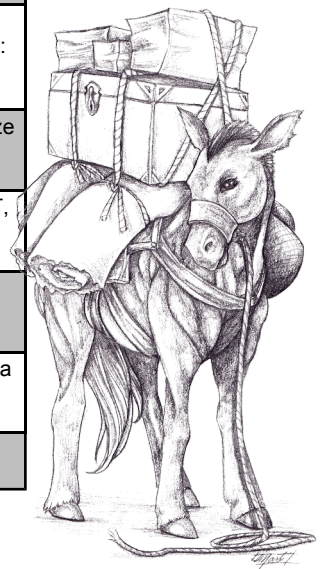
Roll	Encounter (Day or Night)
1	Roll on Animal Encounter
2	(1d8+1) Bugbears: AC 5, Move 9, HD 3+1, hp 19 each THACO: 17 Attack: 1 (by weapon, +1 to hit, +2 damage), Size L, Morale 13, XP: 120 each. These bugbears are waiting in ambush in a thicket or rocky area. They were hunting for food, but a party of adventurers will do. They each have 1d10 gp, 2d20 sp.
3	(2) Ankhegs: AC 2, Move 12 (6 burrowing), HD 4, hp 28, 24, THACO 17, Attack: 1 (bite 3d6, squirt acid--4d8 damage, save vs. breath weapon for half damage, takes half a day to replenish acid), Size L, Morale 12, XP 270 each. One ankheg will burst from its burrow to attack, check for surprise, the other will emerge from off to the side about 20 feet away.
4	Roll on Animal Encounter
5	(1) Bulette: AC -2/4/6, Move 12, (burrow 6), HD 9, hp 56 (72), THACO 11, Attack: 3 (2 claws 3d6, 1 bite 4d12), Size L, Morale 14, XP 2000. Special: Leap 8 feet in air, claw with all 4 feet. This creature is busy devouring three dead centaurs and may not notice the party. Amidst the centaur's items is a bag with 45 gp, 1 platinum headband inset with a diamond (300 gp), a Potion of Healing , and a silver ring with a ruby (200 gp). In the bushes nearby, is a Spear +1 .
6	Roll on Animal Encounter
7	(1) Young Green Dragon: AC: 1, Move 9, fly 30 MC 3, HD 11, hp 50, THACO 10, Attack: 3 (claws 1d8+2, bite 2d10 +2) Size G (30' long), AL LE, Morale 15, XP 10,000. The dragon will be seen in the distance diving and grabbing a huge elk and flying off. If this encounter is rolled again, then it may say 'hello' to the party but if it loses half its hp, it will fly off to look for easier prey. If defeated, it's lair in the Elvish Ruins will be empty.
8	(1d8 +7) Bloody Rock Clan Orcs: AC 6, Move 12, HD 1, hp 7 each, THACO 19, Attack 1 (by weapon), Size M, Morale 12, XP 15 each. 1d20 cp, and 1d10 sp each. This hunting band just got in a wicked skirmish with The Pack and aren't interested in fighting (unless attacked). They are moving to 'easier' hunting grounds.
9	Roll on Animal Encounter
10	(2) Trolls: AC 4, Move 12, HD 6+6, hp 42, 38, THACO 13, Attack 3 (2 claws 1d4+4, bite 1d8+4), Size L, Morale 14, XP 1,400. These trolls are fighting over a slain deer because it wasn't ripped apart in exact halves. Each brandish a deer leg in their hand while snarling at each other. If aware of the party, they will attack. They have moldy sacks that contain a total of 163 gp, 62 pp, two gems (opal 75 gp, morganite 20 gp), and a Potion of Growth .
11	The Pack, Hunting Party: (2) Worgs: AC 6, Move 18, HD 3+3, hp 27 each, THACO: 17, Attack: 1 (bite 2d4+1 to hit, +2 damage—overbear opponent on a 18 or higher attack roll), Size M, Morale 9, XP: 120. (1d4+2) Pack Hunters (human): AC 5, Move 12, Level 1 Fighter, hp 1d10+1 each (minimum 7 hp), THACO: 20, Attack: 1/2 (cudgel 1d6 +2 to hit, +3 damage) or 1 (javelins 1d6 +1 to hit), Size M, Morale 10, XP: 65 each. 1d10 sp each. (1) Hunt Leader: AC 3, Move 15, Level 3 Fighter, hp 28, THACO: 18, Attack: 1/2 (arrow 1d6 +4 to hit, +1 damage) or 2 (Knife of Fenrir 1d4 +2 to hit, +1 damage), Size M, Morale 14, XP: 120 each. 3d10 gp, 2d10 sp, 1d100 cp. They will attack on sight.
12	(4) Stone Giants: AC 0, Move 12, HD 14 +1d2 hp, hp 78 each, THACO 7, Attack 1 (slam or by weapon 1d8 +8), Size Huge, Morale 16, XP 9,000 each. Sounds of the footprints will be heard 1d4 rounds before the party sees this small family of stone giants (two are children). They will stop to chat unless attacked. They have seen several groups of men hunting with wolves in the woods recently. They also warn the party of strange lights at night and not to follow them (see C Stumpgrinder encounter). They carry 2 deer, 8 trout, 166 gp, 200 sp, and a fist sized gem (apatite 100 gp).
13	Roll on Animal Encounter
14	(3) Hunters: AC 5, Move 12, 1st-level fighters, hp 9 each, THACO 20, Attack 1 (by weapon), Size M, Morale 14, XP 35. They are equipped with leather, battle axes, spears and bows. They complain about the lack of big game. They can offer directions to Oakvale.
15	(1) Corpera the Old, (Copper Dragon): AC -5, Move 9, (fly 30, MC 3), HD 17 hp 124, THACO 4, Attack: 3 (2 claws 1d6+8, 1 bite 5d4+8, Size Gigantic (151 ft), Morale 16, XP 24,000. Special: <i>Spider Climb</i> , Immunity to acid, <i>Neutralize Poison</i> 3/day, <i>Stone Shape</i> 2/day, <i>Forget</i> 1/day, <i>Rock to Mud</i> 1/day, <i>Move Earth</i> 1/day. Spells: (as 15th level caster) (1st) Cantrip, Magic Missile, Pass Without Trace, (2nd) <i>Stinking Cloud</i> , <i>Darkness</i> 15' Radius. Are you serious? This colossal creature will be seen flying across the forests and mountains. It's size would make any adventurer's knee's buckle. There is a 20% chance Corpera will land if the party is fighting something--she may even help if she can determine the 'good' side.
16	The Pack, Hunting Party: (2) Worgs: AC 6, Move 18, HD 3+3, hp 27 each, THACO: 17, Attack: 1 (bite 2d4+1 to hit, +2 damage—overbear opponent on a 18 or higher attack roll), Size M, Morale 9, XP: 120. (1d4+2) Pack Hunters (human): AC 5, Move 12, Level 1 Fighter, hp 1d10+1 each (minimum 7 hp), THACO: 20, Attack: 1/2 (cudgel 1d6 +2 to hit, +3 damage) or 1 (javelins 1d6 +1 to hit), Size M, Morale 10, XP: 65 each. 1d10 sp each. (1) Hunt Leader: AC 3, Move 15, Level 3 Fighter, hp 28, THACO: 18, Attack: 1/2 (arrow 1d6 +4 to hit, +1 damage) or 2 (Knife of Fenrir 1d4 +2 to hit, +1 damage), Size M, Morale 14, XP: 120 each. 3d10 gp, 2d10 sp, 1d100 cp. They will attack on sight.
17	Merchant Caravan: this group will consist of 1d4 merchants (hp 4 each) and 1d8+1 1st level Fighters (AC 5, hp 9 each, Damage 1d8). The caravan will consist of 1d2 carts with horses or mules pulling them. They are carrying ingots and other ore from Coppercore to sell/trade in Oakvale. They will share news of some strange lights at night (Stumpgrinder Appendix I) and swear they have seen a dragon flying overhead!
18	(6) Dwarves: AC 5, Move 9, 2nd-level fighter, hp. 17 each, THACO 19, Attack 1 (1d8 +1 damage due to strength), Size M, Morale 15, XP 65. This group is led by four dwarven females who call themselves the Iron Maidens. They are on their way to Axeholme and are friendly.
19	Roll on Animal Encounter
20	(1d10) Ogres: AC 5, Move 9, HD 4+1, hp 30 each, THACO 17, Attack 1 (Slam 1d10 or by weapon + 6), Size L, Morale 11, XP 175. These boisterous ogres are completely drunk and loud. They will rub their eyes in disbelief if they see the party and won't attack right away. They have just ransacked a merchant caravan carrying kegs of ale and slayed the guards and merchants. If attacked, they will go into a berserk, drunken fury. There are four almost empty kegs of beer, 3 rabbits, a sack containing 212 cp, 135 sp, 52 ep, and 72 gp. There is also 7 obsidian stones that will deliver +1 to hit and damage for use with a sling.

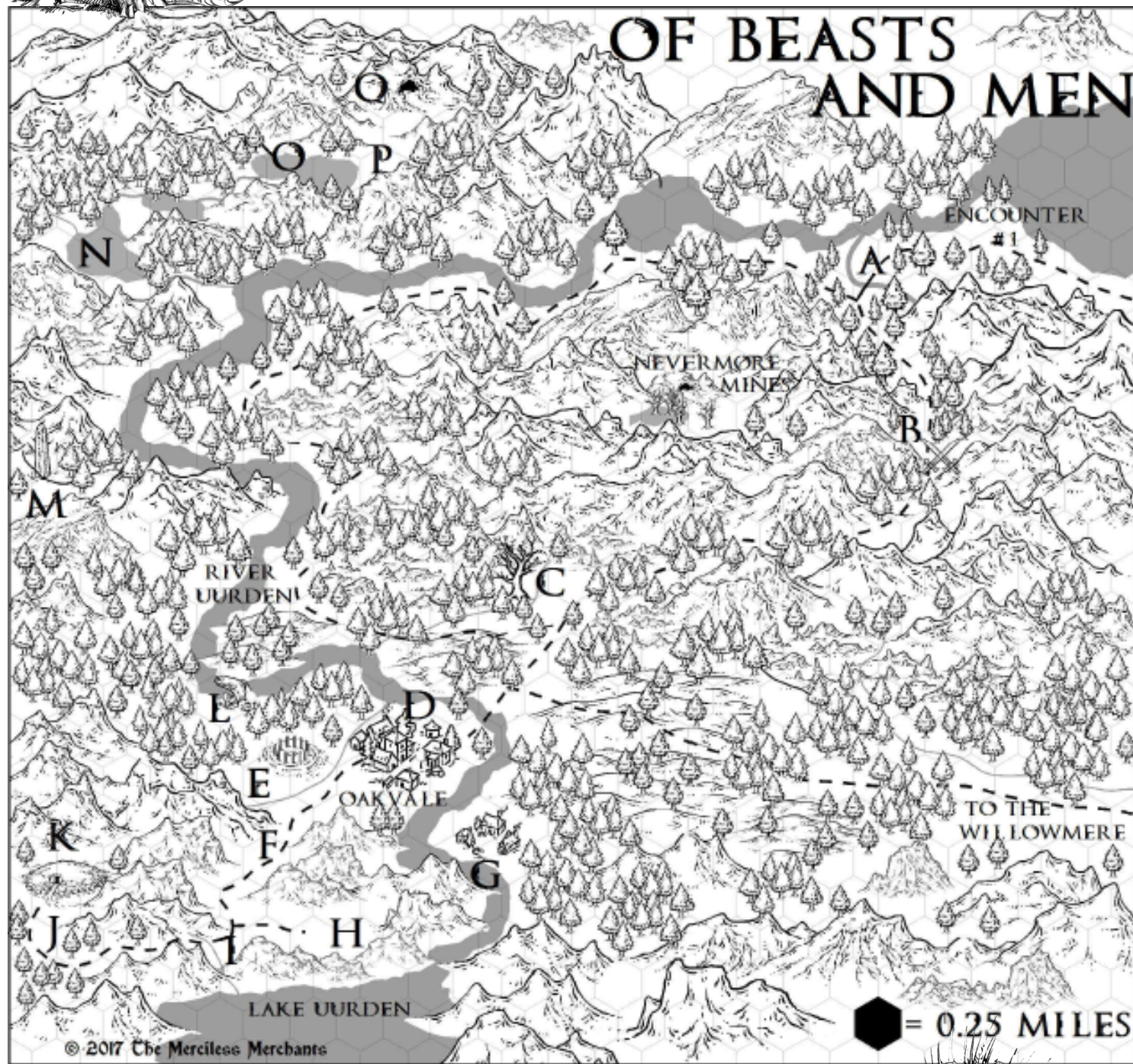




Roll Result	Daytime Animal Encounter
1	(1d10) Mountain Goats: AC 7, Move 15, HD 1+2, hp 5, THACO 19, Attack 1 (headbutt 1d3), Size S, Morale 8-10, XP 65 each. These goats are putting on a spectacular display of agility as they climb and prance up the steep rocky cliffs.
2	(1d4+2) Eagles: AC 7, Move 3 (fly 48, MC 4), HD 1+3, hp 7 each, THACO 19, Attack 3 (2 claws 1d2, beak 1), Size M, Morale 9, XP 35 each. These eagles are showing off their impressive 6' wide wingspan as they soar above the trees and rocky mountains. Occasionally they will dive down, picking off a small unfortunate animal or fat trout from the river.
3	(1d4) Mountain Lions: AC 5, Move 12, HD 5+2, hp 28 each, THACO 15, Attack 3 (2 claws 1d4, bite 1d10, rake with back claws if both claws attack for additional 2d6+2 damage), Size L, Morale 8, XP 420 each. These mountain lions are starving with the lack of game and will be aggressive, although spooked easily by fire or loud noises.
4	1d2 Mink: AC 6, Move 15, HD 1, hp 4 each, THACO 20, Attack 1 (bite, 1), Size S, Morale 5, XP 15. These creatures will hiss in warning but will try to flee if encountered. Mink pelts go for 100 gp a pelt.
5	(1d4+1) Badgers: AC 4, Move 6, HD 1+2, hp 7 each, THACO 19, Attack 3 (2 claws 1d2, bite 1d3) Size S, Morale 8, XP 35. Dirt-flinging may catch the party's attention, but this small family of badgers will quickly dive into their burrows and will only attack if cornered.
6	(1d8) Wild Boar: AC 7, Move 15, HD 3+3, hp 14 each, THACO 17, Attack 1 (gore 3d4), Size S, Morale 10, XP 120. These foul tempered animals will be very aggressive if bothered while they grub for roots.
7	(1d2) Black Bears: AC 7, Move 12, HD 3+3, hp 18 each, THACO 17, Attack 3 (2 claws 1d3, bite 1d6, hug), Morale 8, XP 175. These bears will almost be comical to watch as they attempt clumsily to scratch their back on a dead snag by standing up and leaning against it. The snag somehow stays upright and doesn't fall over. If aware of the party, they will shamble off unless attacked.
8	(1d6) Snakes: AC 6, Move 15, HD 2+1, hp 10 each, THACO 19, Attack 1 (bite 1, special- save vs. poison at +4 or be paralyzed for 1d3 turns), Size S, Morale 8, XP 175. These snakes are either sunbathing on rocks or hunting. They will only be aggressive if attacked.

Roll Result	Nighttime Animal Encounter
1	(1d6+2) Raccoons: AC 9, Move 5, HD 1-1, hp 4 each, THACO 20, Attack: 1 (bite 1d2 damage), Size S, Morale 7, XP 7. These raccoons will attempt to steal any shiny equipment from campers or easy to reach food. They will hiss and appear very aggressive if confronted, but will eventually wander off.
2	(1) Donkey: AC 7, Move 12, HD 3, hp 17, THACO 17, Attack: 3 (2 hooves 1d3, 1 bite 1d6), Size M, Morale 5, Xp 65. This donkey seems to have an annoying personality as it bays, and runs off as soon as anyone gets close. If managed to be captured and fed, it can become a loyal pet. It's still carrying equipment on it, which includes: 50 feet of rope, a pickaxe, a wineskin (full of wine), 5 iron spikes, a small hammer, and a scroll--which is actually a lewd drawing of a female dwarf.
3	(30) Bats: AC 8, Move 1, fly 24 MC 2, HD 1/4, hp 1 each, THACO 20, Attack: 1 (bite 1 damage) Size T, Morale 4, XP 7 each. And (7) Giant Bats: AC 8, Move 1, fly 24 MC 2, HD 1, hp 4 each, THACO 20, Attack: 1 (1d2 damage), Size S, Morale: 5, XP 35 each. These bats will fly and swarm towards the party for 1d4 rounds then fly off. The giant bats will perform one attack before seeking easier prey.
4	(1d4) Owls: AC 5, Move 1 (fly 27, MC 4), HD 1, hp 6 each, THACO 19, Attack 3 (2 claws 1d2, beak 1), Size S, Morale 7, XP 35 each. This owl may scare the crap out of a guard or someone wandering around at night with a loud 'hoot'. These owls are hunting for small prey.
5	(1d6) Skunks: AC 8, Move 12, HD 1/4, hp 4 each, THACO 20, Attack: 1 (bite 1 damage, + special), Size T, Morale 5, XP 35. Special: Musk. These skunks are hunting for food, which may include any food left around a campsite. If bothered, they have no qualms about releasing their musk. Nothing personal.
6	(1d8) Rabbits: AC 6, Move 18, HD 1/2 hp 2 each, THACO 20, Attack 1 (bite 1), Size T, Morale 2, XP 7. These rabbits scatter as they are chased by a pair of hungry foxes. (2) Fox: AC 7, Move 15, HD 1, hp 8 each, THACO 20, Attack 1 (bite 1d3) Size S, Morale 5, XP 15.
7	(1d3) Scorpions: These are your regular sized scorpions, and unfortunately for whoever gets tagged (roll a random character), they chose the wrong spot to set their bedroll and are awoken during the night by getting stung. They will take 1 hp of damage.
8	(2d4) Coyotes: AC 7, Move 15, HD 1+1, hp 6 each, THACO 19, Attack 1 (bite 1d4), Size S, Morale 5, XP 65. This pack of coyotes is feasting on a deer corpse. They will run off (and return later) if driven off.





THE DUNDERRO WILDERNESS

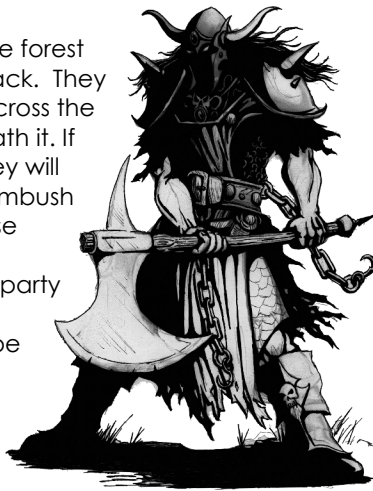
A. The Ford: Clear river water rushing over a boulder-strewn, gravely ford drowns the uncanny noises from the gloomy and cheerless forest. Sediment trail clouds traveling downstream of the wide, yet shallow river betrays the presence of an enormous bear. The bear lunges and paws playfully in the water, its target seems to be the numerous, energetic, silvery fish which struggle upstream. The mangled remains of a few fish are strewn upon the opposite shore. Beyond the bear and his meal is a trailhead marked by a mossy pile of stones.

- The bear will ignore the party unless harassed or if the party crosses the ford.
- The river grows deeper both downstream and upstream by only a couple of yards from the ford.

(1) Adult Brown Bear: AC 5, Move 12, HD 5+5, hp 43, THACO 15 Attack: 3 (claw 1d6, bite 1d8 +2 to hit, +3 damage) Special: If both claws hit, will overbear medium sized creatures for 2d6 +3 damage, Size: M, Morale 14, XP: 420. Special: Will go berserk at 0 hp and able to fight until -8 hp.

B. The Pass: The gurgling river noises quickly get swallowed up by the dense vegetation and thick trees that surround the trail creating an eerie silence. However, the silence is broken by the occasional abrupt noise emerging from the brush from hidden birds fluttering to the safety of the towering branches and from an irregular-timed, lone wolf howl. The trail begins to twist its way through the somber forest as the terrain forces a gain in elevation. A weak mist still wraps its tendrils within the branches of the trees, creating perplexing shapes against the vegetated hillside as it swirls through the forest from a light wind. The wolf howl is finally answered by another, and both seem closer than before.

- If the party is with Garynn, he will urge the party onwards as Oakvale is only a few miles beyond the pass in the hills. He seems nervous of the wolf howls.
- Waiting in ambush along the forest pass are members of the Pack. They have rigged a tree to fall across the trail and trap people beneath it. If the party rushes forward they will blunder into the trap and ambush and receive a -4 to a surprise check.
- **Trap:** As the tree falls, each party member must roll versus dexterity (-4) if surprised or be struck down and pinned by limbs of the tree which delivers 3d6 damage. Those stuck are pinned or entangled, although they may roll versus their strength to try and escape the following round. Characters may try every round, but if they fail by more than 4 points then they cannot escape and will need assistance.
- Howling men leap from either side of the trail and attack. On each side of the trail are one shaman, and two of the Pack. Three worgs will arrive from behind the party in 2 rounds and two more worgs will arrive from the front in 3 rounds after the tree falls.



(2) Shamans of Fenrir (human): AC 4, Move 15, Level 3 Clerics, hp 22, 18, THACO: 20, Attack: 2 (**Knives of Fenrir** 1d4 +1 to hit, +2 damage), Size M, Morale 13, XP: 175.

Spells:

Level 1: *Cure Light Wounds, Entangle, Faerie Fire, Magical Stone*

Level 2: *Heat Metal*

And/Or

Level 1: *Cure Light Wounds, Darkness, Detect Magic*

Level 2: *Obscurement*

Items: Wolf fur cloak, (2)**Knives of Fenrir**, hide armor, Bone Totem of Fenrir (holy symbol), components, copper wolf headed torc (10 gp), knife, flint and steel, water skin, 1d10 gp, 2d10 sp, 1d12 cp each.

(4) Pack Hunters (human): AC 4, Move 15, Level 2 Fighter, hp 20, 18, 17, 16, THACO: 19 Attack: 1 (spear or battle axe 1d8 +1 to hit, +2 damage), Size M, Morale 11, XP: 65 each.

Items: Hide armor, knife, hunting gear, helm, pouch, 2d10 sp.

(5) Worgs: AC 6, Move 18, HD 3+3, hp 29, 27, 27, 25, THACO: 17, Attack: 1 (bite 2d4+1 to hit, +2 damage—overbear opponent on a 18 or higher attack roll), Size M, Morale 9, XP: 120 each.

Knife of Fenrir: These heavy knives are both weapon and tool, and are often balanced for throwing. They are curved with a broad blade at the end which can be used for slashing, stabbing or even chopping wood. Wielding these knives symbolizes rank in the Pack and most are trained to use two at a time. Only those of 3rd level or higher are gifted with a **Knife of Fenrir**. Often their pommels are formed into the likeness of a wolf's head. Speed: 3, Damage 1d4+1.

C. The Stumpgrinder (see Appendix I pg. 16): This area may be easily overlooked unless the characters are camped nearby or it's approaching early evening or early morning.

D. Oakvale (see Appendix II, pg. 18): Descending the steep trail gives views over a wide, glacial formed valley. The River Uurden's silvery trail cuts through a cleared area of the forest and a village rests upon a low rise between the river and a creek. The quaint village is dotted with structures made primarily from the lumber of the cleared forest, or mud patched stone and thatch. There are a few taller buildings and a great hall, but everything seems dwarfed by the massive oak tree in the village's center. Farms and homesteads are spread across the valley and into the forest. Another noticeable feature that stands out against the landscape is a circle of massive stones upon a steep domed hill, just beyond the creek of the village (Area E).

Near the river's shore is a bell that can be used to summon the barge for the party to cross into the village. Please refer to Area #16 in Appendix II of Oakvale.

- During the day people will be seen going about their daily labors, smoke rises from chimneys and dogs are barking.
- At night the smell of wood smoke fills the air, and lights can be seen through some windows. Shouts and loud talking can be heard coming from one of the bigger buildings.

E. Sacred Circle: To the west of the village, a trail leads through a glade of wildflowers toward an imposing mound of a hill. At the top of the wind-swept hill is a circle of hulking, rough-hewn weathered standing stones. Knot work engravings circle each stone depicting sacred animals and forest gods. A ring of exposed stones crown the circle. Two of the stones have a fist size hole carved through them in their center. (These gage the two Solstices of the year).

- Outside the stone circle is another circle made of ominous obelisks about knee high to a man. In the middle of the obelisks is a single man-sized obelisk of marbled granite. This stone is faceted with each face matching one of the standing stones. Its surface is highly polished and reflective.
- Within the outer circle all is hallowed ground.

F. The Southern Path: A concerned mother's shouting follows a few children's shy footfalls as they follow the group cautiously, eventually scattering back to their mother. The winding forest trail is well established, marked with stones and is wide enough for a wagon. The trail passes several homesteads and farms with some folk raising a hand in greeting. As the trail leads deeper into the forest, the only greeting from the rare farms or hovels is the growling and barking of dogs, fleeing children, or just stares from the working folk as they hold their various tools as if they would a weapon. Beyond these, only lesser trails lead to a few burnt remains and abandoned hovels.

The trail eventually becomes a footpath and after several hours comes to a fork, with one trail heading southwest and the other to the southeast.

G. Lumber Camp: A clearing along the Uurden River contains a rustic open-walled shed that holds tools for chopping and sawing wood as well as log moving tools such as grip hoists, block and tackle, and plenty of stout rope. Numerous logs of similar size are stacked near the river, and several logs float lazily in the river in a quiet shallow.

- The Lumber Camp is three miles upriver of Oakvale.
- 8 corpses of loggers and four orc bodies litter around the camp suggesting signs of a struggle.
- Warriors, trackers and/or a character with the healing non-combat skill may discern that these orcs were not slain by battle axes or typical lumberjacking equipment and the orc corpses look placed strategically rather than fallen in battle.
- Further clues and investigation will reveal booted tracks leading towards Oakvale, a broken **Knife of Fenris**, and a Fenris Bone Totem (holy symbol) clutched in one of the dead logger's hand.
- Orc bodies were used in an attempt to hide the identity of the real attackers (The Pack).

H. Hidden Glen: Mottled sunlight breaks through the forest canopy, exposing a faint resemblance of an animal trail that meanders through the vegetation and leads further away from the tracks of men. Sloshing through numerous streams, and gaining elevation through dense, forested hills, the path suddenly opens into an impressive glen surrounding by hills that fade off into the mountains. Tall grasses and sun-drenched wildflowers span the landscape eventually ending at the crumbling remains of a cluster of circular boulders.

- The circular stones are what remain of a collapsed burial mound that is now the lair of a Manticore.
- The beast has a 65% chance of being here. If he is fully aware of intruders approaching, he will remain hidden and wait for them to come closer.
- Once within reach, he will fling 1d6 tail spikes at the nearest target. Check for party surprise, -4. He will try to remain hidden as he continues to fling 1d6 spikes every round. Party should check surprise every round.
- If the party spots him and closes in to engage, the Manticore will leap into the air and fling the rest of his spikes before entering melee.
- The Manticore will not fight to the death if possible.
- Within the circle of boulders, shattered bones of animals and humanoids are strewn about. Ruts are in the dirt and boulders are scored by claw marks. Tufts of hair litter the place and in the air is the presence of animal musk.

(1) Manticore: AC4, Move 12, fly 18 (MC 5), HD 6+3, hp 51, THACO 13, Attack 3 (2 claws 1d4 +4 damage, 1 bite 2d4 +3 damage), Size H, Morale 14, XP 975. Special: Can shoot up to 4 volleys of 1d6 tail spikes for 1d6 damage. This particular Manticore can overbear an opponent from an air attack, knock prey prone and apply their bite attack.

Treasure: Buried amidst the bones, rubble and filth can be found; 926 ep, hard leather pouch with an ancient **Potion of Diminution** (ancient version: imbiber focuses on a target to shrink, save vs. spell with +2 negates), a Silver Scroll Tube (25 gp) with a Scroll of Divine Prayers to Oouden, 14th Level of Divination: *Legend Lore*, *True Seeing*, *Vision*, battered medium shield, **Skorngar's Ward**, Fine Battle Axe (does +1 damage only), a rusty dagger, cracked long sword, 12 darts, maul, three javelins, and a broken hand axe.

Skorngar's Ward

Long ago, Skorngar was a champion to a chieftain of the Tribe of the Elk who was slain in some forgotten battle long ago. But bards may know that Skorngar was incredibly lucky when attacked by missile weapons, usually arrows would shatter before him.

Skorngar's Ward is a suit of human sized **Chainmail +1**. During battle, the very first missile weapon to reach the wearer and do damage will hit a force field instead and shatter, whether it be arrow, bolt, spear, javelin, dart, or even a sling stone (magical versions get a save vs. crushing blow at +4). This works for only one attack during battle, before the armor needs to 'recharge', which takes 6 turns.

I. Crossing the River: Ancient trees hide the sky, offering only shadows to the overgrown vegetation that clutches the narrow ribbon of trail. The sounds of flowing water hint at a river, and the forest eventually uncovers the sparkling waters. River carved, smooth boulders offer a solution to crossing the river ahead to join with a trail on the other side that winds its way up a treacherous bluff to the forest above.

- Hopping the boulders is the only way to cross. Without precautions (rope, etc.) roll versus dexterity three times to succeed. If failed, the hopper falls into the water and quickly moves downstream towards a steep chasm and may drown in 1d6+2 rounds from the thrashing water (Continued).

- Climbing the bluff is also hazardous as only bits of the trail still cling precariously to the cliff. Unless precautions are taken (using rope, etc.), two rolls versus dexterity must succeed to climb safely up the bluff. The first failed roll at 20 feet, the character will fall and take 2d6 damage. The second failed roll at 40 feet, the character will fall for 4d6 damage. The bluff rises 60 feet above the river.

J. Chieftain's Mound: Pleasant singing of flitting birds and startled little animals thrashing through the brush to disappear is the only noises evident. Even an impressive stag bounds away over a fallen log. The tree's embrace eventually thins and a bald hilltop reveals a great mound of stones at its crest. A man sits near the boulders dressed in a robe of forest colors, with a vibrant white owl on his shoulder. A red strap bundles his well-groomed beard and a gnarled staff lies in the tall grass next to him. He appears to be focused intently on a mortar and pestle as he adds ingredients from a faded leather pouch.

If the party approaches, he looks up and exclaims, "*Almost finished, be with you in a moment.*" He finishes grinding the herbs and pours the concoction into a horn. With a quick wrist motion he swirls the mixture and upends it into his mouth. He guzzles the liquid then slides the horn into a belt hoop with a satisfying 'aahhh'. Taking a deep breath he lets out a ponderous belch and will peer at the group. Wiping his mouth on his sleeve he says "*Greetings strangers, I am Vortomeer, Keeper of the Mounds. What are your needs?*"

- If the party tells him their quest he will advise them the spear is within the Chieftain's Mound. But he will require an answer to a riddle before they enter:

*"All carry it, not all can summon it.
It has been called bravery, or foolish.
Some swear to live up to it, others deny it.
It is the shield of a warrior, and the faith of a priest.
All will find it or lose it in their time..."*

- **The answer is Courage.**
- If the riddle is solved, Vortomeer will laugh, stand, and say, "Well done my brave ones. Before you enter the tomb, allow me to administer the Mothers blessings." If allowed he will cast a *Remove Fear* on the party.
- If the party does not answer the riddle successfully or chooses not to, then Vortomeer says, "So be it, the Spear lies within." He will say no more and will not assist the party until they retrieve the spear. If the party is respectful and retrieves the Spear, he will offer to heal their wounds. If they are disrespectful, then he will attempt to stop them from either entering the tomb, or leaving with the spear.

Vortomeer Human, Mystic of Nerthus: S 9, I 11, W 15, D 17, C 15, Ch 15, AC 3, Move, 12, Level 7 Druid HP 44, THACO 16, Attack 1 (1d6 +3 to hit, +2 damage) or 1 (sling 1d4 +2 to hit, +1 damage), Size M, AL N, Morale 15, XP 1,400.

Spells:

1st Level: *Bless, Command, Cure Light Wounds, Entangle, Faerie Fire, Remove Fear, Sanctuary*

2nd Level: *Enthrall, Hold Person, Silence 15' Radius, Slow Poison, Speak with Animals*

3rd Level: *Blindness, Protection from Fire, Tree*

4th Level: *Reflecting Pool*

Mystic Powers: Cast Sleep 1/day, +2 versus all Charms, brew poisons and antidotes; brew Truth and Love Potions, and Candle Magic.

Items: **Touch of Nerthus** (+1 Staff, *Shillelagh* 1x day), woolen long tunic, **Feathered Cloak of the Raven** (created with raven feathers, can glide 3x the height leaped from), Gold Holy Symbol of Nerthus upon a silver chain, healer's satchel, belt, 10 silver sling bullets, hardened leather vial pouch, **Oil of Etherealness**, **Philter of Stammering**, **Potion of Cure Serious Wounds**, **Potion of Cure Light Wounds**, **Potion of Neutralize Poison**, tinder box, one gem (peridot, 75 gp), **Golden Torc of Nerthus** (cast *Bless* 1x per day), **Amber Ring of the Rose** (cast *Light* 2x day), and 15 sp.

K. The Chieftain's Mound: The ominous mound is compiled of tightly packed rough-hewn stones. Colossal, granite obelisks carved with knot work of beasts and warriors guard the entrance to the mound, creating a claustrophobic approach down steep, rock slab stairs.



1. Ante Chamber: The broad steps descend into a cramped, dark chamber. A wheel shaped stone portal dominates the wall across the room. The stone portal is veined in silver, and in its center leers a copper skull acting as a hub of radiating spokes of knot-worked stone. The knot work encircles the rim of the portal with indentations along the edge, between the spokes.

- The indentations are smooth from past use as hand holds for rolling the stone portal to the side. A successful Bend Bars/ Lift Gates will move the stone aside. Two characters can combine their chances to succeed.
- Any shape shifters touching the door will be burned for 1d6 damage



2. The Guardian: Four stout pillars support the 15' high domed ceiling and tower over a fire scarred granite slab in the chamber's center. The slab is carved with simple geometric knot-work patterns and animal totems. Further into the room, pass the slab, three stairs lead up to a marble dais where a granite throne squats, riddled with crystal veins of quartz. Two brass braziers hang from chains to either side of the throne and colorful painted shields adorn the rough walls of the chamber. Dancing, shimmering, silvery runes on the bladed point of a wicked war spear reveals a hulking, armored, skeletal figure on the throne clenching its shaft through the chamber's gloom.

- As soon as the room is entered, the two copper braziers burst into flame, providing ample light.
- The Guardian will stand one round after the braziers begin to burn. It will lurch to its feet and let out a keening wail. All must save versus Death or flee the tomb.
- The Guardian will only attack if attacked or approached within 10 feet.
- If the party defeats the guardian the braziers flames sputter out and a cold breeze begins to flow through the chamber.
- If the shields on the walls are inspected, most appear battle worn, rusted and pitted, except for one which is known as the **Boar's Charge**.

The Guardian: AC 0, Move 12, HD 9 + special, hp 54 + special, THACO Special, Attack: 2 (**Beast Slayer** 1d8 +2 to hit, +4 damage) or 2 (Fine Battle Axe (1d8 +1 to hit, +4 damage), Size M, Morale Nil, XP special. **Special:** The Guardian will be imbued with spirit force and gain additional HD for each intruder beyond the first to enter the crypt. The spirit force gives it 6 more hp per additional HD gained. The increased HD will affect THACO and XP. **Special Defenses:** Hacking weapons ½ damage, piercing weapons ¼ damage. Cannot be turned unless he leaves the tomb.

Items: Masterwork horned full helm, gauntlets, fur trimmed cloak (rotted), gold banded girdle (300 gp), masterwork chain mail, high boots and greaves. silver ornate torc (250 gp), **Ornate Steel Bracers** (lowers AC by 1 if both worn), **Beast Slayer**, Fine Long Sword (+1 Damage—non-magical.).

History: The entire mound area is hallowed ground and the crypt itself was built long ago by shamans to house the remains of a great chieftain, who would continue to guard the sacred spear, **Beast Slayer**. Guardians are created by a long ritual by shamans or druids and require a corpse of a great hero or chieftain. Instead of being entombed in their own mound their body is specially prepared with herbs and balms, and then burnt upon the altar or stone slab. Their skeletal remains are imbued with strength which holds the essence of their life's energy. Guardians will rest upon the throne until defeated or replaced. If **Beast Slayer** is taken honorably, then the wielder often becomes the Guardian once dead, if not then the shamans and druids will seek to reclaim the weapon, after it has served its purpose.

The Boar's Charge

The Boar's Charge is a +2 Medium Shield with an emblazoned boars head on it. The bearer can use the shield to knock opponents down 3x a day: Roll to hit, +2 to roll, 1d4+2 damage and opponent must roll a save versus paralyzation or be knocked prone for 1d3 rounds.

Beast Slayer

Beast Slayer is long, heavy and not balanced to be thrown. Its 7 foot long oaken shaft is stained with blood. The rune marked silvery spear head is long and broad, and can be used for slashing and stabbing. It was forged by the Valkurian smiths an age ago and used against The Pack that has stalked the clans throughout the centuries. **Beast Slayer** is a +1 War Spear, +3 versus Shape Shifters, Speed 5, 1d8 damage versus small and medium, 2d6 versus Large opponents. It detects any type of shape shifting (lycanthropes, dopplegangers, polymorphed beings, and druids) within 90 feet by the bluish eldritch fire erupting from the silvery runes on the spear tip.



CHAPTER II RETURN TO OAKVALE

Notes for the GM: After retrieving **Beast Slayer**, the party may get the sense that they are being watched. The GM is encouraged to describe cracking branches or shapes seen in the forest but quickly disappear from view, etc. to keep the party on edge. If the party returns to Oakvale, there seems to be subdued activity. No merchants have come to make trade under the great oak tree, the few shops that are open seem almost deserted, and only a few children and dogs run about.

A small troop of dark clad warriors are performing drills before the great hall. They are being commanded by Lady Ionna.

- If the party has recovered **Beast Slayer** and presents it to Lady Ionna, she will bring them before her Father.
- If the party did not discover Brother Ian's true nature and have not returned within 4 days, the Oakfather will have died, and the Sacred Oak will be damaged with singed leaves and bark.
- Lady Ionna will try to join the party to hunt down the Beast of the Pack. She has recently tracked the raiding parties back to their lair high up in the Mountains.
- Chief Korva will gift the heroes with 24 silver headed arrows, if they are respectful. Lady Ionna will take six of them if the party agrees for her to come.

The Hunt Begins

A light spring rain fills the air with a fresh green scent of new growth and earthy dampness. The Sacred Grove of the druids is quickly left behind and the noise of the village goes silent as the nearby river sounds takes over. A few farmsteads and hunter cabins are passed along the journey but all appear abandoned except for a scattering of chickens and a stray dog or two. Tracks around the cabins suggest small skirmishes and dark stains of blood, while others give no hints to the disappearance of its residents.

- If Ionna is with the party, she will lead the party through the forest, speaking little and moving with cautious awareness.
- Nothing of value is left in the cabins.

L. Fisherman's Lodge: A well-worn path weaves through thickets and imposing boulders as it follows the River Uurden. Through the trees, wood smoke drifts through the canopy and fills the air with its scent with a hint of cooking fish.

- If the party approaches cautiously and closer, they will see the following:

Male voices can be heard mixed with dog's barking and growls, mixed with the constant wailing sobs of a woman. A rustic log cabin is on the far side of a clearing upon a rise of the riverbank. A row boat has been pulled ashore and tied to a stump. Two large dark furred wolves are tearing and fighting over a carcass of a chicken.

The scent of cooking fish comes from a smoking rack covered with several various sized, gutted fish. A woman in torn garments sobs over the bloody remains of a man, while a young boy stands next to her with a defiant stance, and a rosy red, swollen cheek. A few fur clad men stand near the woman and seem to be boasting about their deeds and making lewd, suggestive comments for what is to come. Suddenly, the young boy springs into action with a yell of defiance, a small knife clutched in his fist, but his target merely laughs at him, smacking him down. Rummaging and crashing noises can also be heard coming from the cabin.

- This family has been victimized by the Pack
- If a battle begins, the men in the cabin will arrive on the third round of combat.

(2) Worgs: AC 6, Move 18, HD 3+3, hp 27, 24, THACO: 17, Attack: 1 (bite 2d4+1 to hit, +2 damage—overbear opponent on a 18 or higher attack roll), Size M, Morale 9, XP: 120

(3) Pack Hunters (half-orc): AC 4 Move 12, 1st level Fighters, hp 11, 10, 9, THACO 20, Attack 1 (javelins 1d6 +2 to hit, +1 damage) or ½ (war cudgel 1d6 +2 to hit, +3 damage) or ½ (daggers 1d4 +1 to hit, +1 damage), Size M, Morale 12, AL CE, XP: 35 each. 2d10 sp each.

Inside Log Cabin:

Vaynon (Human Pack Leader): S 17, I 11, W 16, D 10, C 15, Ch 15, AC 5, Move, 12, Level 3 Cleric (Shaman), HP 21, THACO 20, Attack: 2 (**Knives of Fenrir** 1d4+1 to hit, +2 damage, Size M, AL NE, Morale 14, XP: 270.

Spells:

1st Level: Cure Light Wounds, Entangle, Faerie Fire, Howl of Fenrir

2nd Level: Heat Metal, Obscurement, Warp Wood

Items: Hide armor, wolf cloak, boots, sacred bundle, tinder box, components, wooden totem, 15gp, 12 sp, and 5cp.

(2) Hunters (humans): AC 4, Move 15, Level 2 Fighter, hp 17, 15, THACO: 19 Attack: ½ (Cudgel 1d6 +3 to hit, +4 damage) or 2 ((6) throwing daggers 1d4 +2 to hit, +1 damage), Size M, Morale 15, XP: 65 each. 1d10 gp and 2d10 sp each.

- The woman is named Gertrude and the boy, Geldren. She will offer 10 gp if saved, which is almost all they have.
- Their treasure is hidden in the row boat beneath a panel in the seat: 25 sp, 10 gp.

M. The Elvish Ruins (see Appendix III on pg. 31): Only a narrow portal set in the cliff face near a waterfall reveals the entrance to this elven ruin. The elven ruin used to be a temple of a random elvish deity (GM's choice) that has been abandoned, forgotten, and eventually falling to ruin as a victim to time. This is the location marked on the treasure map.

N. Forest Lake: The animal trail has steadily climbed into the high mountains following a fast, flowing tributary to the River Uurden. The forest canopy opens to reveal a beautiful lake setting with thick forest of evergreens, ferns and grasses along the shores. The water is clear and a brilliant blue color with snowy peaks in the distance reflected upon its surface.

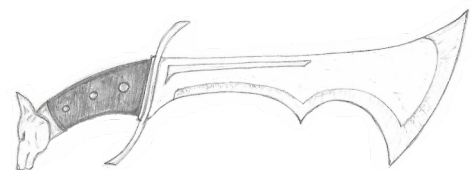
- Three of these lakes ascend up into the mountains. The streams and creeks forming these lakes are fed from snow melt.
- The lakes are patrolled by the Pack, and each lake has an increasing chance of encounter: 25% for the first lake, 50% for the second lake, and 75% for the third lake. Random wilderness encounters still apply. As this is Pack territory, the party must roll a surprise check or be surprised. If they make their check, then they spot several dark shapes moving toward them through the trees. They will close in 1d3 rounds.

Pack Hunting Party:

(2) Worgs: AC 6, Move 18, HD 3+3, hp 27 each, THACO: 17, Attack: 1 (bite 2d4+1 to hit, +2 damage—overbear opponent on a 18 or higher attack roll), Size M, Morale 9, XP: 120

(1d4+2) Pack Hunters (human): AC 5, Move 12, Level 1 Fighter, hp 1d10+1 each (minimum 7 hp), THACO: 20, Attack: 1/2 (cudgel 1d6 +2 to hit, +3 damage) or 1 (javelins 1d6 +1 to hit), Size M, Morale 10, XP: 65 each. 1d10 sp each.

(1) Hunt Leader: AC 3, Move 15, Level 3 Fighter, hp 28, THACO: 18, Attack: 1/2 (arrow 1d6 +4 to hit, +1 damage) or 2 (**Knife of Fenrir** 1d4 +2 to hit, +1 damage), Size M, Morale 14, XP: 120 each. 3d10 gp, 2d10 sp, 1d100 cp.



O. The Third Lake: The terrain consists of sloping hills rising to snow crested peaks, but eventually opens into a glacial valley. Within the valley, the rocky crags cradle a long, slender lake with glistening waters. Beyond the lake's serene setting jut three snow peaked mountains. The massive, center peak has managed to snag a jumble of heavy dark clouds around its peak. Waterfalls sparkle and roar down the rocky crags that surround the valley. An encampment is set near the eastern side of the lake.

- If she is with the party, Lady Ionna advises the party that the lair of the Beast is believed to be up in the center mountain on the far side of the lake. She also informs them that the Equinox occurs in three days, and that the Pack may be preparing for their ritual High Hunt at the encampment, which may be directed at Oakvale and/or its surrounding lands.

P. The Encampment:

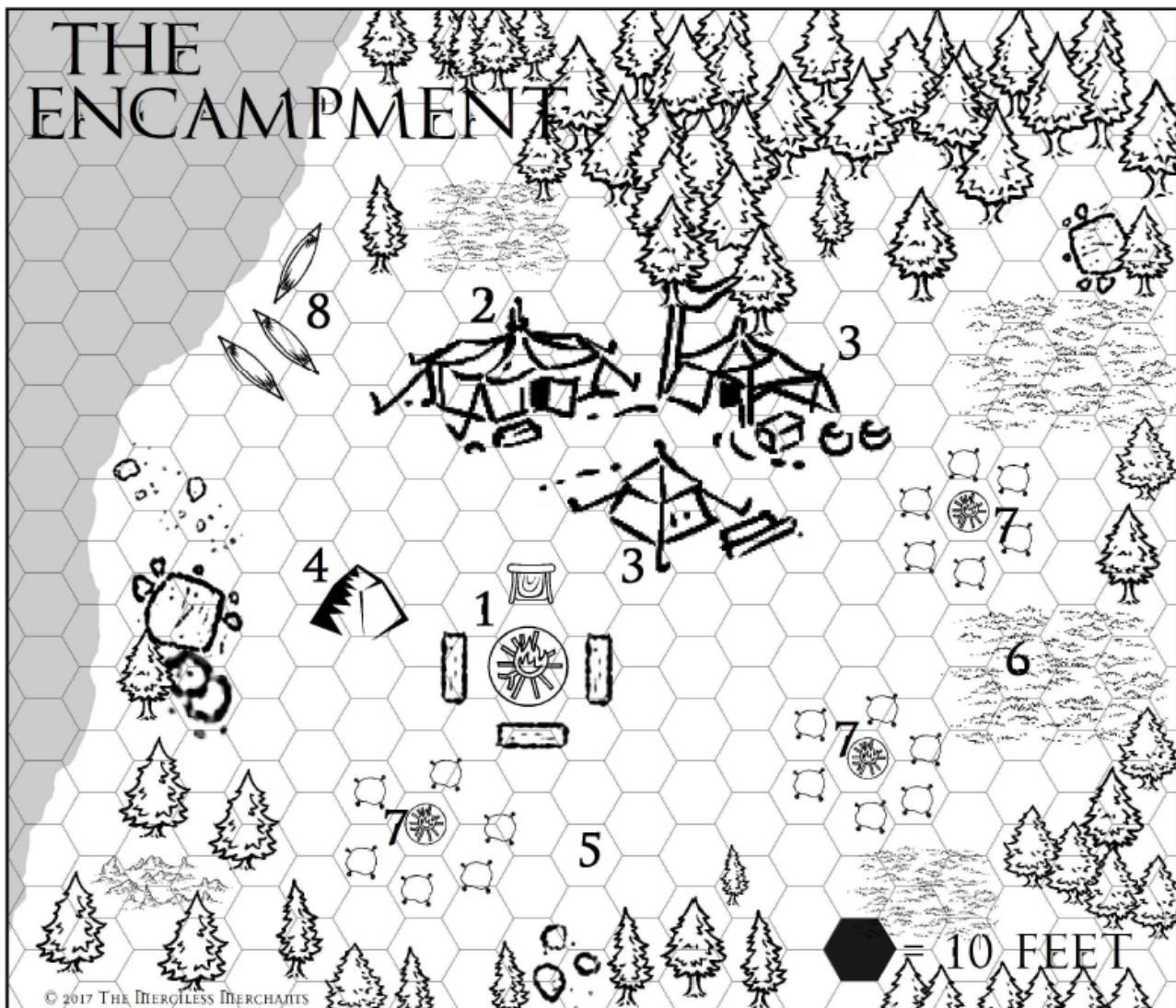
During the Day: Four hide tents surrounding a central spitted fire pit make up the majority of the encampment. Three canoes, carved from single logs, rest by the shore of the lake next to a few mules that are tied to a post. Several men are moving about three smaller fire pits with various hides scattered about the ground and doing various chores. The men seem busy with their work and preparations as some train with weapons, while others are crafting various things. A few large dark furred wolves sprawl about the largest tent. During the day one hunting pack will be gone on patrol (see Area N for typical hunting pack).

During the Night: Fierce, burning fires portray shadowy dark figures hunched and sprawled about them. A center fire sizzles flesh of a charred bear, and men chew and gnaw on hunks of greasy meat. Wolves slink and glide through the darkness, snatching hungrily with gnashing fangs at unguarded meat and at each other. Other men mill about with flagons from a nearby barrel. Boasts and curses echo off the valley's walls about a glorious hunt in a few days.

- At night the entire camp is here and will revel until midnight or so.

Encampment Tactics:

- If a battle breaks out, the worgs will attack immediately. The three Hunting Packs will gather to Vortome then attack.
- Vortome will use spells then attack with range and then melee. If he loses half his hitpoints, he will attempt to retreat back to the Lair (Area Q).
- The rest of the Pack will fight for three rounds to cover Vortome's escape, and then they will scatter eventually making their way back to the Lair.
- The Pack will attempt to keep some or all party members alive. They will be stripped of all their belongings and healed so they at least can run. They will be set free (with a 1d3 turn head start) and used as prey to begin the Wild Hunt.



Camp Occupants:

Vortome is a clever strategist and will not fight to the death, but will attempt to escape back to his lair if possible.

Vortome Master of the Hunt: S 18/46 I 14, W 16, D 16, C 15, Ch 15, AC 3 or 2, Move 12, Level 7 Druid (Shaman of Fenrir, true werewolf), hp 48 (61 in hybrid or wolf form), THACO: 16 (15 in wolf form), Attack: 2 (**Knives of Fenrir** 1d4 +2 to hit, +4 damage) or 1 (**Rod of Lupine** 1d6 +5 to hit, +6 damage) or 1 (hybrid form—knives and bite 1d4 +2 to hit, +4 damage) or 1 (wolf form—maul and bite 2d4 +2 to hit, +4 damage plus overbear), Size M, AI CE, Morale 15, XP 975.

Spells:

1st Level: *Command, Cure Light Wounds, Darkness, Entangle, Howl of Fenrir, Invisibility to Animals*

2nd Level: *Heat Metal, Resist Fire, Slow Poison, Speak with Animals, Warp Wood*

3rd Level: *Meld Into Stone, Pyrotechnics, Summon Insects*

4th Level: *Produce Fire, Summon Worg*

Special Power: Immune to mundane weapons, shape shift at will.

Items: Bear hide armor, robes, (2) **Knives of Fenrir**, (4) Master Work Throwing Daggers (+1 damage), belts, large pouch, gold Holy Symbol of Fenrir, gold wolf headed Torc, and **Rod of the Lupine**.

(2) Shamans of Fenrir (human): AC 4, Move 15, Level 3 Clerics (Shamans), hp 23, 22, THACO: 20, Attack: 2 (**Knives of Fenrir** 1d4 +1 to hit, +1 damage) or 1 (throwing axe 1d6 +1 to hit, +1 damage), Size M, Morale 13, XP: 175. 1d10 gp and 2d10 sp each.

Spells:

Level 1: *Cure Light Wounds, Howl of Fenrir, Pass Without Trace*

Level 2: *Heat metal OR Obscurement Or Slow Poison, Maw of Fenrir*

(6) Pack Hunters (human or half-orc): AC 5, Move 15, Level 2 Fighter, hp 13 each, THACO: 19 Attack: 1 (by weapon, +1 to hit, +2 damage), Size M, AL NE, Morale 12, XP: 65. 1d10 sp and 2d20 cp each. Each Hunt Leader runs with one of the three hunting packs in the camp.

(3) Worgs: AC 6, Move 18, HD 3+3, hp 25 each, THACO: 17, Attack: 1 (bite 2d4+1 to hit, +2 damage—overbear opponent on a 18 or higher attack roll), Size M, Morale 9, XP: 120.

Rod of the Lupine

This 4 foot metal rod, topped with the head of a snarling wolf is well formed and balanced. It is forged mainly of mithril, although its wolfish head is some alloy only known to the dwarves whom forged it. It functions as a +2 Club/Mace, Speed 3, Damage 1d6. The wielder may cast Charm Lupine once/week, affecting 1d4 (wolves, worgs, dire or winter wolves, ect.). The wielder can only charm as many lupine as they are allowed henchmen. In addition, the Rod of the Lupine also proves +4 reaction bonus toward lupines.

ENCAMPMENT

1. Fire Pit: Immense fire pit with a dark iron framed spit burns in the center of the camp. Three logs and a carved stump form a rustic throne near the fire pit.

2. Vortome's Tent: This large tent of stretched hides is supported by rope and timber. A heavy table in the tent's center straddles the bare ground that sprawls throughout the tent except on the opposite wall where a pile of furs lay. Herbs and odd items hang from the supporting poles as well as an ornate longbow, a quiver of arrows, and a long sword hanging on the tent wall. A chest lies in the far left corner of the entrance, almost hidden by the stout benches running the side of the tent.

- Vortome will not be present during the day but will be located here at night.
- The herbs and hanging items will be recognized as spell components by spellcasters.
- The chest is locked and holds 75 gp, 24 pp, 2 gems (garnet 75 gp, citrine 125 gp), 312 sp and a suit of elvish chain mail.
- The longbow and longsword are finely crafted elvish weapons with runes. **Lisse** is rune-carved on the sword and **Alqua** is rune-carved on the longbow. The quiver holds 18 elvish flight arrows (provide +1 to hit rolls only).

Lisse of the Alqua

Mermola was a elven ranger who possessed two weapons crafted by his loving parents. His mother was an exceptional swordsmith while his father was a master bowyer. They created a weapon using their respected skills for their son. **Lisse**, meaning 'Grace', was the name given to the long sword, and **Alqua**, or 'Swan', was the name given to the longbow. **Lisse** is a light blade with the hilt carved to look like swan wings, while **Alqua** is carved to look like a neck of a swan. Both weapons are of **+1 magical quality**. When equipped together, they begin to glow when within 100 feet of goblinoids.

3. Hunt Leader Tents: These hide tents contain a simple bunk with furs, a small table and chest. A waterskin, pack, and hunting gear hang near the entrance along with a few spare weapons (knife, axe, or javelins).

- Each locked chest holds 1d100 cp, 1d100 sp, 1d10 gp, and a Totem of Fenrir (holy symbol).

4. Smoke House: This octagonal wooden hut smells of smoking meat. Inside, strips of various meat and a gutted male elk corpse hang above a smoldering fire.

5. Weapon Racks: These crude weapon racks hold 3d4 spears, 1d3 battle axes, 3d10 sheaf arrows, 1d4 short swords, 1d6 cudgels, and 1d4 daggers.

6. Tethering Post: 1d3 Mules tied to the post with their gear and bags.

7. Camp fires: Hide and fur bedrolls for 6 men surround fire pits.

8. Three Canoes: Each canoe is cut from a single large log with three benches and paddles.

Q. The Beast's Lair (please refer to Appendix IV on pg. 36): A series of switchbacks blaze through rocky slopes and twisted, windswept, and stunted trees. Numerous small creeks splatter down the rocky crags, making some areas slippery and/or muddy. Finally, an enormous outcropping of boulders with a spiral of smoke comes into view. Scattered around the huge stones are various bones of both animal and humanoid that show signs of being cut and gnawed on. Booted tracks lead between the boulders to a dark, smoky cave entrance.

APPENDIX I

C:THE STUMPGRINDER



C: THE STUMPGRINDER

This area may be easily overlooked unless the characters are camped nearby or it's approaching early evening or early morning. If the party is camped at night, there is a 75% the party will see the mysterious lights (see Area #1 below). Otherwise, the party has a 25% to notice the odd stump (see Area #2 below) if walking through this area.

- **The Situation:** Long ago, adventurers slayed a Calamitous Tree, an evil tree, and over time its evil-entwined roots created a Rootmaw. The Rootmaw has delighted in attracting prey and devouring them.

1. Mysterious Lights: A series of multi-colored lights dance, hover and twit between the trees and vegetation. They eventually start to veer off, as if beckoning, deeper into the tangles of vegetation and low lying mist.

- If the party follows, they will see the lights dive into a great hollow stump.
- The *Dancing Lights* is an ability used by the Rootmaw (see New Monster).

2. The Stump: A massive, gnarled and half-rotted stump juts through the gloom. Natural archways expose the stump to be hollow and a hole leads down into darkness.

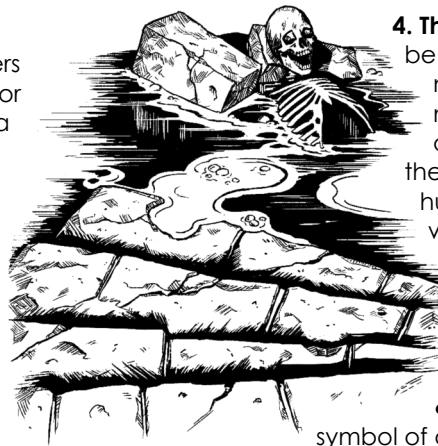
- The slippery roots make a natural staircase/ladder down in the hole. The hole goes down approximately 12 feet.

3. The Hole: The hole leads into a hollow, root chamber. The floor of the chamber is filled with muck, slippery roots, and jutting bones of miscellaneous size belonging to a variety of creatures. An elk ribcage, suspended in the air by roots, hangs near the west wall, its detached, antlered head is thrust into the soft earth that makes up the wall. Several humanoid skulls leer out of the muck spewed floor, and a few moldy bits of equipment (backpacks, cloaks, etc.) and rusty weapons are strewn about the cavern floor. Dripping water can be heard, through a mat of hanging roots that seems to block passage to the north.

- The Rootmaw (see New Monster pg. 42) will begin to slide its root tentacles towards anything moving in this chamber and will surprise opponents on a 1-4 on a d6.
- The northern wall will 'open' into a massive maw of root fanged teeth as the Rootmaw attempts to drag opponents into its mouth.

(1) The Rootmaw: AC: 6 (mouth) or 4 (roots), Move 0, HD 8, hp 60, THACO 13, Attack: 5 or 6 (5 roots 1d6+1 or 1 bite 3d6 damage), Size L, Morale: 18, AL CE, XP 2,000.

Treasure: Careful searching of the chamber's floor will reveal a half rotted sack containing 85 ep, 25 sp, and 113 cp. A backpack contains a 30' silk rope, heavily molded rations, two gems (garnet and jasper) worth 50 gp each, 35 pp, and 74 gp. On a shredded and decomposing cloak is a silver pendant shaped like a bucking unicorn with hooves and horn made of diamond and sapphire eyes worth 650 gp.



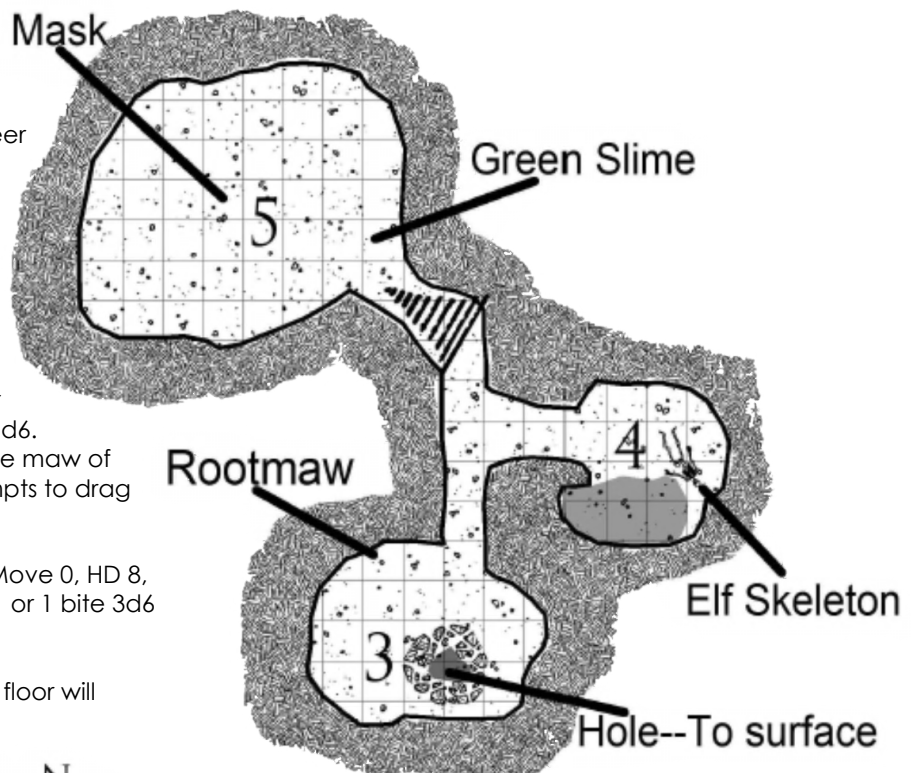
4. The Pool: An echoing sound can be heard from dripping water off numerous hanging roots in this moist, cramped cavern. An ominous pool collects water in the corner; an exposed humanoid skeleton rests near it with jaw wide open.

- Humanoid skeleton is an elf, who had succumbed to his wounds long ago, and still holds a muck-buried longsword, **Leafleaper**.

- If pool is searched, a unholy symbol of an evil deity (GM's choice) is found in its shallow depths (2 feet).
- Treat the water as unholy water.

Leafleaper

Leafleaper is an elvish crafted **Longsword +2**. The hilt is shaped like a tree with the roots grasping the pommel, and leaves form the crossguard. The sword will never rust and gives off a slight 1' radius green glow when wielded. The sword has the power to enable the wielder to *Jump* (similar to the wizard spell and lasts 1d3+6 rounds) two times per day. Any elf who sees the blade has a 50% to know what it is and will either try to return it to an elven wielder or take it back to the elven lands.



APPENDIX II

D: OAKVALE

5. The Mask: A short set of root stairs lead down into an eerily greenish, glowing chamber with a 15 foot high ceiling. The glow seems to come from lichen growing along the walls, floor, and ceiling. An ogre-sized forest demon mask seems to be suspended in the center of the chamber. The mask has small horns and protruding tusks.

- The eyes of the mask will begin to glow a wicked green color and lichen will fly towards the mask, creating a large humanoid shape (ogre-sized) in 2 rounds.
- A green slime is also clinging to the ceiling in the northeast section, ready to drop on any unsuspecting party member during combat.
- The glowing lichen is harmless. If collected, it will retain its glow for 1d6 days.

(1) The Forest Demon: AC 3, Move 12, HD 6+1, hp 48, Attack: 2 (Fist, 1d8+1 damage), Size L, Morale: 12, AL CE, XP 650. Special: need silver or +1 weapons to hit.

- Once slain, the lichen will collapse to the ground and rapidly lose its glow as the magic from the mask fades.

(1) Green Slime: AC 10, Move 10, HD 2, hp 12, THACO: 19, Attack: none, (drops from above, kills in 1d4 rounds if not removed), Size S, Morale 18, AL N, XP 44.

Treasure: A scattering of 58 pp, 144 gp, and 78 cp can be found among the floor. There is also an odd necklace made of thorns inscribed with silvery runes (a (evil) Thorn Dryad's charm necklace), although it is no longer magic (75 gp) and the **Forest Demon Mask**.

Forest Demon Mask

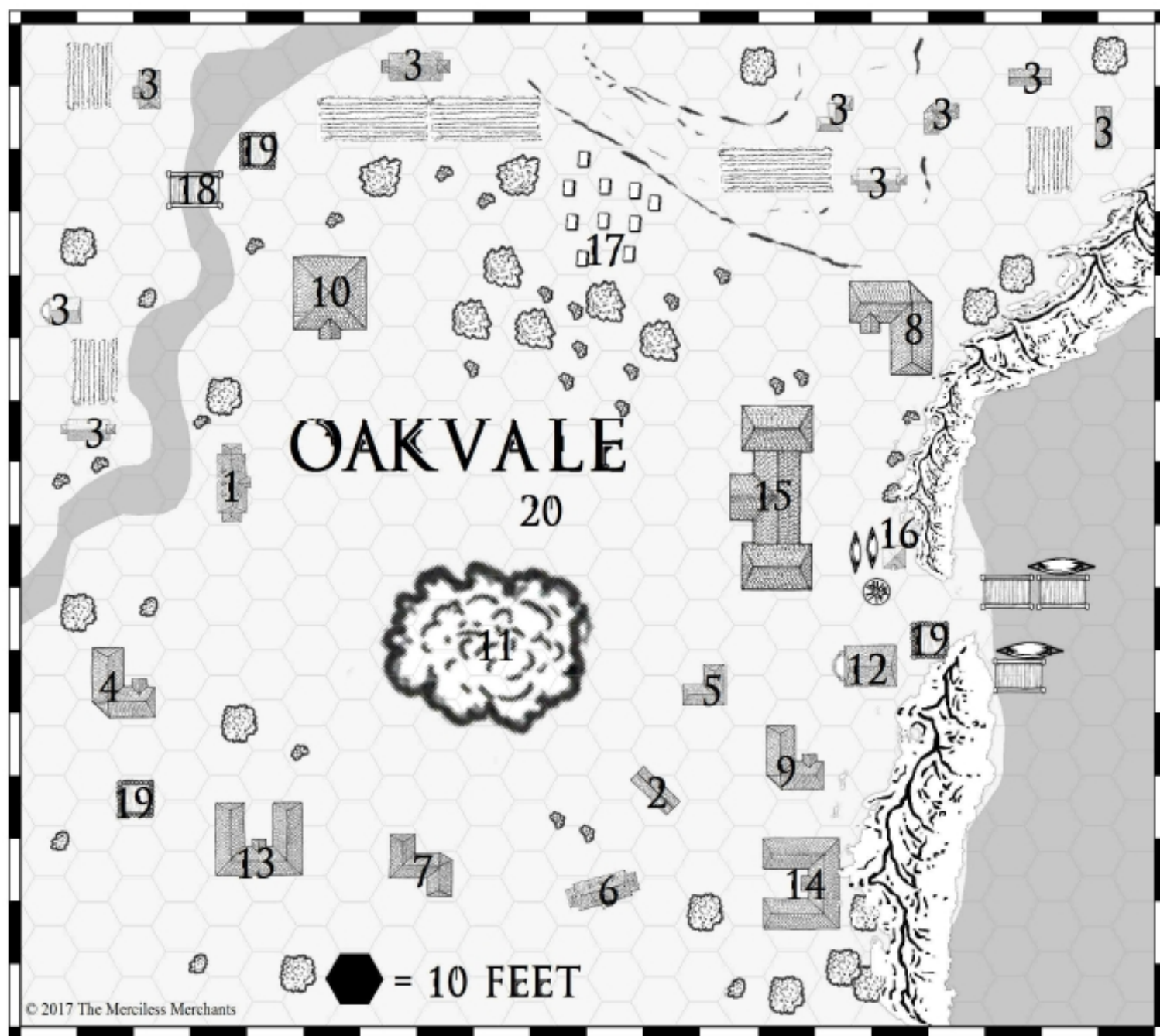
The mask has carvings of leaves, thorns, and branches that make up the face. Two horns protrude from the top and tusks near the mouth. A collector may pay 1,200 gp for it. Small traces of magic can still be detected, which involves the wearer to be able to cast *Entangle* once per day if outside. The mask is cursed however, in that whoever has it in their possession for three months will have their alignment changed to Chaotic Evil. If the possessor keeps it for a full year, they will become a Thorn Dryad (evil dryad) and will feel compelled to find a tree lair. Good aligned characters who destroy the mask should gain a bonus of 500 xp.

Oakvale History: Oakvale was founded generations ago when the Valkurians returned to the Dragonback Mountains from the South lands. Passing through the forest of the fey folk known as the Woods of Loss, the Clans were Sundered. Legends state that part of the Valkurian Clan was led by the shaman, Uthren Blackfeather, who walked them through a great oak tree and left the lands of the fey folk behind. Emerging upon high, dry ground between flowing rivers, Uthren claimed they would make camp, and the camp slowly evolved into the village of Oakvale. Those that settled called themselves the Allamani (All Men).

Uthren was known to speak with the fey and even the animals, and he began to learn ancient secrets of the trees. The massive and majestic Great Oak they had emerged from became the center of town and became a symbol of the people's bond with nature. The Druidic Circle was formed and it began to spread the teachings of Silvanus, the Oak Father. When Uthren Blackfeather passed, a burial mound was constructed with massive stones surrounding it in a circle. Only the most important or well-respected ancestors are laid to rest inside the burial mound, or what is known as the Sacred Grove.

The River Uurden, named for a brave warrior who fought a river monster to protect his family's crossing long ago, became a substantial resource for them. Lumber, fishing, and mining opportunities were plentiful and the village grew in prosperity, though it remained secluded. Trade has begun with the fey folk of the Woods of Loss, the stout folk of Axeholme, and their kin in Battlevale and Coppercore. Although walls have not been constructed, and only a few watch towers were erected, the stubborn people of Oakvale have prevailed against the monstrous hordes of roaming humanoids, and the merciless embrace of the mountainous wilderness.





IMPORTANT NPC'S AND AREAS:

Brother Ian: Disgruntled with Brother Garynn gaining most of the attention and praise from Father Vorane, Brother Ian has started down a dark path and has become a member of the Pack. He reports to the Pack once a week. His first assignment from the Pack is to murder Father Vorane, Brother Garynn, and weakening anything that deals with the Druid sect (see Burning of the Tree Event below).

The poison he has been using on Father Vorane is slow-acting and Ian has slowly been losing his patience making him quite inhospitable. Anyone with the herbalism non-combat skill may determine that there is poison in the broth of Father Vorane with a successful check at a -4. The slow-acting poison weakens the recipient with a -1 point of strength, dexterity, and constitution per day. When '0' constitution is reached, the victim will die.

Sacred Oak Tree: The ancient oak tree in the center of town serves as a symbol for the village of Oakvale. It's over 110 feet tall! The tree's 'wooden carpet' of roots creates a tangle of wood steps and unevenness extending 30 feet from the enormous trunk and has become a popular spot for townsfolk to sit and converse under the shade. Normally the village market sets up between the Sacred Oak Tree and the Great Hall.

This particular oak tree also has ties to the Fey World and can act as a gate four times out of the year to this realm if the timing and correct rituals are enacted. Only Father Vorane, Volaro Villay (see below), and of course, Fey Folk from the Woods of Loss know about the gate, and it is only used when the Druidic Circle needs council from the Fey Folk. However, Brother Ian also knows about the gate and approximately 90% of the ritual to open it due to Father Vorane's delirious ramblings. He is eager to share his knowledge with the Pack Leader, as he believes it would increase his stature and position within the Pack, and open a whole new hunting ground, or to destroy it and close off a potential liability to their plans.

Volaro Villay: This mischievous leprechaun has been living in the Sacred Oak for as long as anyone remembers. While the oak tree is a symbol of the village, Volaro is more like the hidden mascot, and protector of the tree. He has the power to use the tree as a gate once per day to the Woods of Loss, a great forest several day's journey away.

Volaro is bored with the sleepy village and enjoys stealing shiny trinkets, mainly for the thrill, but will sometimes replace the items stolen with a different item or a wine flask (sometimes empty). He usually targets newcomers or travelers for these particular activities. He greatly enjoys the company of the brownies in the cobbler's house (see Area #12), but they only come out once every other week due to them always being busy.

Although the Sacred Oak is Volaro's chief concern, he has been known to use his illusionary powers and abilities to help the town from marauding humanoids or other trouble, especially if Velda from the Bellowing Berserker asks or pleads to him from below. Velda has been known to leave offerings of alcoholic beverages to gain the 'tree's boon.'

Chief Korva: An aging warrior who has lost his sight in a past battle with the Pack Leader. He is strict, but fair and just, and the village embraces his leadership. He has a tendency to lose his patience in his old age and prefers for those to 'get to the point'.

Lady Ionna: Fair, courageous, and a village favorite. Lady Ionna is the daughter of Chief Korva and helps train the Village Guard and keeps order. She loves her village and may join the party if she is asked, as she misses the freedom and action of adventuring.

Geoff the Candlemaker: Geoff reads and stores a collection of books and has 'accidently' become the village's historian. He is a great resource for history and rumors. He may know a little bit about the Elvish Ruins, such as the phrase to bypass the statue (see Room #3 in the Elvish Ruins, Appendix III), and other random bits of information. If the party needs a sage, Geoff may fit the bill for this small village.

Forces of Oakvale:

(20) Expert Archers: AC 4/3, Move 12, Level 2 Fighter, hp 17 each, THACO 19, Attack: 3/2 (specialized longbow (sheaf arrow) 1d8 +3 to hit) or 1 (shortsword 1d6 +1 damage), Size M, Morale 16, AL NG, XP. 65 each. 1d10 sp, 1d10 cp each.

(10) Cavalry: AC 3, Move 12 (or 18 mounted), Level 3 Fighter, hp 23 each, THACO 18, Attack: 1 (war spear 1d8 +2 to hit, +1 damage) 3/2 (specialized broadsword 2d4 +2 to hit, +3 damage), Size M, Morale 18, XP: 120 each. 1d10 cp, 1d10 sp, 1d6 gp each.

(30) Men at Arms: AC 8, Move 12, Level 1 Fighter, hp 7 each, THACO 20, Attack 1 (by weapon—spear or battle axe), Size M, Morale 13-15, XP 35 each. 1d10 cp, 1d6 sp each.

The Allaman people hearty and tough. These townsfolk should all be considered to have 1 to 1-1 HD and only the young children are '0' level. All young men are trained and served in the guard for at least a couple of years. Most women are taught, how to use a spear, cudgel or dagger.

Events in Village:

Burning of the Tree: The second night the party is in town, the Sacred Oak Tree will be set aflame by Brother Ian. If anyone is awake, outside, around two in the morning, they may see him, otherwise through careful planning, he will be successful in starting a small fire that will quickly increase in size to engulf the great tree. A cry of alarm will reach the Bellowing Berserker within 1 turn and the whole town (as they wake) will form a bucket chain from the river to the tree to put the flames out. The purpose is to distill and spread more fear rather than destroying the tree and its potential gate abilities.

The Raging Leprechaun: This event occurs if the party attempts to take any of the leprechaun's treasures in Area 11. The Raging Leprechaun event located at the end of Appendix II on pg. 29.



The Ranger Messenger: There is a rumor that Baylen the Boat-Builder (Area # 16) saw some humanoids floating downriver. If the party investigates downriver (be sure to check Wandering Monster Table), they will eventually find a few water-logged humanoid corpses feathered with arrows. Further investigation of the area will reveal Velak, a young, half-drowned and injured ranger.

Velak is seeking assistance from rangers stationed nearby in different territories, but was attacked by orcs (or other humanoids up to GM). He will gladly join a group if asked.

Velak: S 15, I 13, W 14, D 17, C 15, Ch 12, AC 4, Move 12, 2nd-level ranger, hp (3)15, THACO 19, Attack 1 (1d8 sheaf arrow, Missile Weapon Method, or 1d8 battle axe), Size M, Morale 13, XP 65.

Velak is a go-getter and very serious. He usually prefers action than fighting, which hasty decisions can get him into trouble. He is a very loyal companion if befriended.

Situations and Rumors:

These tables are to be used while characters are wandering about town or speaking with townsfolk if trying to gather information.

The GM should roll on the Situations table twice a day if the party wanders in town, ignore the same result:



Roll Result	Situation
1	Hero worship!! A band of young boys follow the adventures around the town, asking questions, trying to touch weapons, etc. After about 2 turns, they run off.
2	Arguing merchant with a farmer over moldy seed.
3	Cart wheel breaks down in middle of the plaza. Cursing farmer taking in the situation. Cart is laden with firewood for the Lodge.
4	Mangy dog growls aggressively at a party member, but then slinks off.
5	Drunk and rowdy Valkurs walk through the party, hitting shoulders, etc.
6	Crying, high-pitched screaming, child in plaza. Calling for mommy.
7	Fist fight between a lumberjack and a rancher. Small crowd gathers. Quickly broke up by Oakvale guards.
8	Somber group gathers at cemetery to lay down old family member.
9	Excited crowd gathers around a group of muddy huntsmen. They show off three deer kills strapped to mules.
10	The Crush--flirty and shy band of girls whisper and follow the party--especially the males. After about 2 turns they run off giggling.
11	Shouts are heard, a band of exhausted men hustle to the Church of Silvanus carrying an injured man. Hunting accident.
12	A rugged and miskept man begging near the Oak tree. He keeps glancing up into the branches.



The GM should roll once a day and twice at night on the Rumors table if talking around town or in the Bellowing Berserker:

Roll Result	Rumor
<i>**Italics mean the rumor is false**</i>	
1	<i>Erlvar the Wagon-Maker's Battle Wagon can shoot fire!!</i>
2	Children should go to bed early, or the Dark Master will get them! (see Nevermore Mines Adventure)
3	The log supply is late from the logging camp.
4	The great oak tree is magical and can take you to lands far away!
5	Several robberies have taken place along the Willowmere Road. Merchants have come back with only breadsticks!! I'm not sure those Wayhouses are going to make it this winter. (See the Willowmere Vagabonds Adventure)
6	Five people drowned last year in the river. <i>At night they haunt the shores!</i>
7	<i>Jao the stablehand swears he saw the dead haunting the cemetery a week ago!</i>
8	Barlo the cobbler makes excellent shoes. Some say he has learned from the elves. Not sure how he has time to do everything! His place is always spotless!
9	Gods... Baylen now claims he saw some bodies floating downriver two days ago! That old coot!
10	Chief Korva should of never returned the spear to the burial mound. Those beast men are prowling right outside our village!
11	Var Strongum told me he saw Father Vorane the other day. He does not look good. Var wasn't sure if he would last the week. Hopefully the sickness isn't contagious!
12	<i>I heard Geoff the candlemaker is a mage!</i>
13	I spoke to Joell the Hunter and he says there has been a lot of activity near our village. He sees a lot of tracks, but no people.
14	<i>I heard Durl is skimming off the top over at the Bellowing Berserker.</i>
15	<i>I overheard a guard saying he believes Chief Korva is getting the same sickness as Father Vorane.</i>
16	<i>I heard Marren and Ovar are making a specific suit of armor and sword for Chief Korva and are seeking elves to cast magics upon them!</i>
17	I wish they would move the open market. That huge tree makes me nervous. Almost everytime I'm near that tree, I seem to misplace something!
18	<i>I heard Nhorra the tanner has a secret crush on Joell the Hunter.</i>
19	<i>I've seen Brother Ian walk out of town late at night. He's a bit strange.</i>
20	<i>I've seen strange lights late at night up at the Sacred Grove. What? I couldn't sleep and was taking a walk...</i>

1. Glen's Armor: This is a cut stone and timber structure with a high thatched roof. Constant ringing of metal and sparks mixes with the sweltering conditions creating an overpowering stench of man's sweat and burnt metal.

Three smithies work on armor, helms, and shields.

- Smithy Marren: gruff, seems stern, loud boisterous laugh.
- Any armor up to chainmail may be crafted here as well as any helm and/or shield.
- Two sons, Algrit and Borge, work for him. Wife Maryl helps at counter.
- Glen was Marren's Father. Thus the name of the place.

Smithy Marren: S 16, I 9, W 11, D 10, C 14, Ch 12, AC 8, Move 12, 1st-level fighter, hp 9, THACO 20, Attack 1 (1-6+1 +1 damage), Size M, Morale 14, AL CG, XP 35.

Treasure: Locked (Marren carries key) wooden box, hidden under a bag of coal, with 62 gp, 28 sp, and 33 cp.

2. Ovar's Smithy: Sweltering, hustling smithy--scattered tools and metal parts. Pot-bellied, flushed man and woman sweat over bellows. Whistling hammers, ear-aching clang of steel. Skinny, rat-faced man--takes stock of goods.

- Any work needed will take an additional 1-10 days unless double the price is paid.
- **Ovar:** generally good-natured, stress due to back-orders has made him hot-headed.
- **Brother Tom:** Cool head, will attempt to interject if any argument of price.
- **Verna (Ovar's wife):** Quick wit and tongue, not afraid to speak her mind if anyone causes her husband grief.

Treasure: The trio keeps a small, locked, chest under a hollow of the anvil that holds 50 ep, 51 gp, 67 sp, and 2 gems (Alexandrite and Morganite) worth 75 g each. Ovar has the key.

3. Farmstead: Each of these houses are simply furnished and inhabited by a man, woman, 0-5 children, and 0-2 dogs, as well as various livestock.

4. Tanner: Strange, foul scents waft about this structure and stretched animal hides dry outside the building.

- Abel and Nhorra, both soft-spoken, with daughter Brie—who has a huge crush on Borge from Glen's Armor (Area #1).
- Abel trusts Joell the Hunter implicitly (Area #7).

Treasure: This family has 155 sp hidden inside the eastern wall.

5. Corman's Weaponshop: Molten iron and steel, deftly shaped in the impressive stone forge into finely crafted blades and weapons. Bustling and impatient customers, and young boys with mouths agape attempt to handle the dangerous weapons. Currently, three burly men pound and work their metals or help the swarm of customers.

- Weapons are of average quality.
- Corman could be enticed to join an adventuring group if offered good pay and would leave York in charge.
- Two assistants are York and Wensin.

Corman (human): S 16, I 12, W 10, D 16, C 16, Ch 14, AC 8 or by armor, Move 12, 4th-level fighter, hp 29, THACO 17, Attack 1 (by weapon, +1 damage from strength), Size M, Morale 13, AL CG, XP 175. Corman is specialized in the longsword, can don chain armor, and has a hammer.

Treasure: Strongbox in the house that holds 62 cp, 40 sp, 60 gp, and 3 gems (amethyst, amber, and apatite) worth 25 gp each.

6. Geoff's Candleshop: Amazing assortment of clutter: clumps of wax, burners to melt wax, tiny pots, numerous and various sized candles, and bits of string completely cover the counter and work tables. Finished candles overflow several crates stashed in corners and any areas of empty space.

- Geoff makes his candles from both rendered lard and bees wax mixed with various herbs and elements for color and scent variance. Candles, torches, vials of oil, lamps and tinder boxes can all be purchased here.
- Herbal candles burn at all times to keep tannery smell at bay.
- The family of 5 help work the shop.
- Geoff has a small library in the back of the shop and has taken upon himself to be the town's historian.
- Books of herbal lore (35 gp), rudimentary alchemy book (15 gp), book of poems (3 gp), book of cooking and brewing recipes (50 gp), a book of the history of the Nevermore Mines (75 gp), The Art of Long Distance Travel by Arduen Starstrider (150 gp), etc.



7. The Huntsmen: Two bored guard dogs sprawl on the porch, fast asleep. A string of raccoon tails hang near the doorway, movement manipulated by the mild spurts of wind. Inside are several furred goods and clothing, bows, barrels of arrows, and a variety of hunting traps.

- Joell the Hunter runs the store with family (wife and two kids), who also help skin animals and prepare furs. Joell is somewhat shy around people, but speaks bluntly and to the point when prodded. He is friends with Abel the tanner (Area #4).
- Joell has seen tracks and groups of rugged men running through the forest near Oakvale recently. Some of his traps have been tampered with of late.
- Joell has seen strange lights in the early evening, across the river. They seem harmless but flit about the trees. He has never followed them, but remembers legends of an evil tree that was destroyed by adventurers long ago (See Stumpgrinder, Area C in Overland section or Appendix I).
- Store open four days a week, other days Joell is out checking traps with dogs.

Hunting dogs (2): AC 6, Move 15, HD 2+2, hp 14 each, THACO 17, Attack 1 (bite 1d4), Size S, Morale 7, XP 35 each.

Joell the Huntsman: S 16, I 14, W 10, D 12, C 16, Ch 14, AC 5, Move 12, 3rd-level fighter, hp 22, THACO 18, Attack 1 (boar spear 1d8+1 damage from strength, or dagger 1d4+1), Size M, Morale 14, AL CG, XP 65.

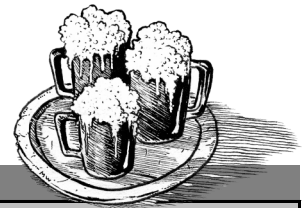
Treasure: Locked strongbox holds 21 cp, 57 sp, 78 gp.

8. The Bellowing Berserker: Smoke stained stone and timber erect this two story building with a continuous billowing of smoke emitting from the chimney. Inside the common room is a comfortable atmosphere created by the combined smells of fresh bread, roasting meat and spilt ale, a crackling hearth, and the murmur and din of several patrons scattered about the toasty room. Hustling and shouting orders can be heard and seen from the kitchen area located behind the bar.

- During the evening, a gleeman or bard will stand at the hearth weaving and spinning songs and tales for coin donations.
- Roll on rumor table twice for perceptive characters.
- The first night the party spends in the common room, they will witness a group of six rowdy barbarians verbally abusing those that look like mages, demi-humans, or women, and if no one matches that description, they will settle for Jarkil (see table below). A 'friendly', empty-handed brawl will erupt that may turn quickly into a violent, chaotic tumble once a weapon is drawn.



BELLOWING BERSERKER PATRONS AND BAR BRAWL



Barbarians		
Name or Number	Statistics	Treasure
Furgar	S 17, I 8, W 9, D 14, C 15, Ch 13, AC 5, Move 12, 3rd-level fighter, hp 28, THACO 18, Attack 1 (1d8 +2 to hit and +3 damage from strength, spear 1d8 +1 to hit, +1 damage from strength), Size M, Morale 14, AL CG, XP 120. Furgar is specialized with the battle axe and wears chainmail, helm, and furs.	16 sp, 8 ep, 12 gp.
Vorger, Salit	AC 5, Move 12, 2nd-level fighter, hp 14, 12, THACO 19, Attack 1 (by weapon), Size M, Morale 12, XP 35. Vorger and Salit wear chainmail, helmets, furs, handaxe, longbow and have 2 quivers of 20 sheaf arrows each.	7 cp, 9 sp, 15 gp each.
Korl, Nerl 'The Tree', Brodtra	AC 6, Move 12, 1st level fighter, hp 7, 11, 7, THACO 20, Attack 1 (by weapon +1 damage from strength), Size M, Morale 13, XP 35 each. Each carries helms, furs, scale mail, and pouches.	17 cp, 5 sp, 3 gp each
Merchants		
Name or Number	Statistics	Treasure
1d4 Human merchants	0-level humans. Will try to avoid any bar brawls or combat.	3d20 gp
1d4 Merchant Guardsmen	AC 5, Move 12, 1st-level fighters, hp 7 each, THACO 20, Attack 1 (by weapon), Size M, Morale 14, XP 35. They are equipped with chainmail, broadswords, and spears.	13 cp, 7 sp, 14 gp each.
The Dwarves		
Name or Number	Statistics	Treasure
2 Dwarf merchants	AC 7, Move 9, 1st-level fighter, hp 7 each, THACO 20, Attack 1 (by weapon), Size M, Morale 14, XP 35. Each carries helms, furs, studded leather, battle axes, hand axes, and pouches.	13 cp, 44 sp, 125 gp, 17 pp.
3 Dwarf guards	AC 5, Move 9, 2nd-level fighter, hp. 15 each, THACO 19, Attack 1 (1d8 +1 damage due to strength), Size M, Morale 15, XP 65. Each dwarven guard wields a large battle axe and wears chainmail.	14 sp, 23 gp each.
The Locals		
Name or Number	Statistics	Treasure
1d8+1 Locals (Farmers and Tradesmen)	AC 8, Move 12, 0-level humans, hp. 5 each, THACO 20, Attack 1 (by weapon—shortsword, hand axe, cudgel), Size M, Morale 8, XP 15.	
1d2 Pickpockets	AC 6, Move 12, 2nd-level thief, hp 8 each, THACO 20, Attack 1 (shortsword 1d6), Size M, Morale 12, XP 35.	22 sp, 37 gp each.
Varus the Bard (entertainer)	S 12, I 13, W 13, D 18, C 9, Chr 17, AC 3, Move 12, 2nd-level bard, hp 9, THACO 20, Attack 1 (1d6 short sword). Spells: <i>Charm Person</i> . CW 50% DN 20% PP 25% RL 25%. Varus is equipped with a shortsword, studded leather, harp, knife, and 18 darts.	2d20 sp, 1d10 gp, and one citrine worth 35 gp.
Burzer (proprietor and chef)	S 18/86 I 11, W 9, D 11, C 16, Chr 13, AC 10, Move 12, 3rd-level fighter (berserker), hp 29, THACO 18, Attack 1 (1d6 +2 to hit, +4 damage from strength) Size M, Morale 16, XP 120. Burzer is a hard-working man of stern nature, but with a quick laugh. He will wield a cleaver and will attempt to stop the brawl.	23 gp
(2) Serving Wenches (Hilda and Velda)	0-level humans. They are sisters and are both comely and buxom. They will throw mugs and tankards in an attempt to stop the brawl.	22 sp each.
Durll (bartender)	0-level human. Durll will hide behind the bar during the brawl.	16 sp, 7 gp
Jarkil the Mage	S 9, I 16, W 12, D 15, C 8, Chr 11, AC 9, Move 12, 1st-level mage, hp 3, THACO 20, Attack 1 (1d6 quarterstaff), Size M, Morale 10, XP 35. Spells: <i>Grease</i> .	4 cp, 12 sp, 43 gp
The Malarites		
Name or Number	Statistics	Treasure
1d4 Malarites (human, or 25% half-orc)	AC 6, Move 12, 1st-level fighter, hp 9 each, THACO 20, Attack ½ (specialized battle axe 1d8 +1 to hit, +3 damage), Size M, Morale 12, XP 35 each.	1d10 sp, 1d4 gp each
Lady Iona's Crew (25% chance of being at bar, or will arrive during a brawl in 2d12 rounds).		
Name or Number	Statistics	Treasure
Lady Iona (human)	S 17, I 13, W 14, D 16, C15, Chr 16, AC 5, Move 12, 3rd-level ranger, THACO 18, Attack ½ (1d6 short composite bow) or 2 (1d6 +1 to hit, +1 damage, two shortswords), Size M, Morale 16, XP 120. helm, tunic, studded leather, quiver with 24 arrows, dagger, high soft boots, and large pouch.	Silver Dragon Torc of Courage (+1 vs. mental attacks), fine, short composite bow (+1 to hit only), Potion of Healing , 16 gp, 12 sp, 6 cp.
(1d4+1) Guards	AC 4, Move 12, 1st-level fighter, hp 8 each, THACO 20, Attack ½ (specialized longsword 1d8 +1 to hit, +3 damage), Size M, Morale 15, XP 35 each. The guards are equipped with helms, small shields, longswords, shortbows, quiver with 20 arrows, and daggers.	1d10 sp

9. Strong Arm Archery: The sign attached to this two-story log and mud structure, is a flexed arm that says 'Archery'. Wooden parapets are on the roof, suggesting this shop and home has some measure of defense. Shooting targets are lined up near the southern part of the building with a few barrels of arrows nearby. Inside are wooden, flexible staves, barrels of arrows, and open boxes and crates of feathers, arrowheads, shafts and strings.

- Var Strongum: bold, out-going, and confident. Var could be coerced to join an adventuring party but would require any magic bows or arrows as part of his payment.
- Var can craft all sorts of bows as well as flight and sheaf arrows, quivers, fletching tools and other needed essentials for archery.
- Prices are 25% higher than average, but quality is good.
- Alla, wife, very pretty, purses lips while fletching.
- Nolan, son, fearless, curious, and talks fast.

Var Strongum: S 16, I 12, W 14, D 16, C 12, Ch 11, AC 8, Move 12, 2nd-level fighter, hp 12, THACO 19, Attack ½ (1d8 sheaf arrow, Missile Weapon Method), Size M, Morale 13, XP 65. Var has 56 cp, 12 sp, and 88 gp in a lockbox.

10. House of Silvanus: This octagonal structure is ornately carved with knotwork patterns entwined with forest animals. Windows are carved on each side, and the structure is topped with shingled mossy bark. The door has no lock but may be barred from the inside.

Inside is a single room with sprigs of mistletoe and bundles of various herbs hanging from the rafters. One intricately carved, altar-like table from a centerpiece of a tree rests against the north wall. Upon the table are baskets of mushrooms, wooden bowls, various utensils of bone and silver, and a golden blade sickle in the center.

There are three chairs of wicker with tall backs in the shape of oak leaves that surround a large boiling cauldron over a fire pit in the center of the room. Pungent scents of herbs from a boiling broth cause steam and smoke to lazily conceal four opulent carved pillars holding the ceiling. Each pillar is carved into the various shapes of faerie folk climbing a tree. A fat raccoon scurries along the beams screeching and hissing before hiding in the shadows above.

On the opposite side of the cauldron lies an old man. A young fellow in robes gently lifts a bowl of steaming liquid to his elder's lips. The old man seems near unconscious as he chokes down the fluid.

- Please refer to Important NPC's and Areas about Brother Ian and the broth.
- Brother Ian will be annoyed and inhospitable towards the party. If confronted about poisoning Father Vorane, he will attack, but will flee once injured.
- **Note:** If Garynn returns with the party, Brother Ian will either attempt to murder him during the night if the opportunity presents itself, or flee to the Pack before confronted about the poisoning of Father Vorane.
- Father Vorane rests on the cushions and is uncommunicative.
- In the shadows in the outer areas of the room are three piles of furs and cushions. Next to each are a bound wicker basket and a series of log branch hooks. From these hooks hang various items:

- **Brother Garynn's:** Cloak, robes, basket—15 sp, 10 gp, spare clothes, and oak symbol.
- **Brother Ian's:** Cloak, robes, basket—25 gp, 1 zircon worth 75 gp, and a **Knife of Fenrir** wrapped in wolf fur.
- **Father Vorane's:** Leather leaf armor, quarterstaff leaning against hook, cloak, boots, belt, large pouch, basket—fine green robes, ornate gold arm band (250 gp), pouch of 115 gp, three sapphires each worth 125 gp each, a bone-handled **+1 sickle** with silvery runes on its blade (+2 versus shape shifters), and a cloak known as '**The Quencher**' (+3 to saving throws vs. Spells).

The Quencher

The Quencher is a simple dark brown cloak with an oversized hood that is reinforced with leather along the outer edge. Silver thread holds the cloak together. Lore of this cloak is that long ago, it belonged to a Valkur chief of the Elk Clan, who was afraid of magic. This cloak was made for him to relieve his fears. When worn, the cloak provides a +3 to saving throws vs. Spells.

Father Vorane: S 15 (5), I 11, W 16, D 17 (7), C 14 (4), Ch 15, AC 10, Move 12 (bed-ridden), 7th-level druid, hp 40, THACO 16, Attack nil, Size M, Morale 14, XP 35.

Brother Ian: S 14, I 9, W 14, D 18, C 13, Ch 15, AC 6, Move 12, 3rd-level druid, hp 15, THACO 19, Attack 1 (1d6 quarterstaff), Size M, Morale 15, XP: 120.

Spells:

1st Level: *Cure Light Wounds, Entangle, Invisibility to Animals, Shillelagh*

2nd Level: *Heat Metal*

11. Sacred Oak: Looming over the village's center is a majestic, ancient oak tree. Its trunk and branches soar towards the heavens, making the biggest structure in the village look like a minuscule toy. There are four, 10 foot tall stone obelisks surrounding the tree, each carved with ornate knotwork in the patterns of animals and faerie. Each stands its height away from the tree and at each cardinal point. A variety of colorful ribbons hang from the lowest branches of the tree, just reachable by a tall man. Bunches of mistletoe grow throughout the tree's limbs as well as sun-glint objects....gold?

- A few animals live in the tree. One great owl, some ravens and squirrels. They will not prey on each other here.
- Anyone new to town investigating the tree will be a target for Volare to attempt to pickpocket from (80% pickpocket chance). He will offer to return the stolen goods for wine.
- If anyone attempts to steal the treasure from the branches (lowest is an eight foot reach/climb), see the Raging Leprechaun at the end of Appendix II.

Volare Villay, the Leprechaun: AC 8, Move 15, HD 1, hp 5, THACO 20, Attack nil, MR 80%, Size T, Morale 11, XP 420. Spells and abilities: *Invisibility* at will, create illusions, *Ventriloquism*.

Items: Silken garments, knife, pouch, feathered hat, and the **Cold Warmer Cloak** (which is much too big for him). He often leaves it hidden high up in a bowl of the tree's great limbs for a bed (Continued).

Treasure: Hanging amidst the tree limbs are gold coins that clink in the wind. Gold coins are hidden in the nooks and crannies of the trees limbs by the squirrels, some coins are found in the bird's nest, and under Volaro's bedding high up in the tree: 2,230 gp total! Also hidden in his bowl are two wooden scroll tubes. Scroll of three spells (8th level power) *Alarm*, *Minor Malison*, and *Fear*, and a Scroll of two spells (5th level power) *Seeming*, and *Black Tentacles*, and a **Potion of ESP**. Volare might offer these items (except the cloak) for a price to adventurers.

Cold Warlder Cloak

The **Cold Warlder Cloak** is a pure white cloak made from a Winter Wolves fur. Also enchanted it is immune to stains and dirt and is always a bright white. It acts like a regular Cloak of Protection +2, but it also provides 10% resistance to cold and cold-like effects and abilities as well as reducing cold damage by 1 per die.

Villagers will frown upon adventurers looting the tree and the Village Guard may appear in 1d4+4 rounds to start asking questions.

12. The Cobbler: A sign in the shape of a boot hangs over the door.

- **Barlo the Cobbler:** Short, fat, gleeful, passionate about his work. Exceptional craft.
- Can make any type of shoe, sandal, or boot.
- Plump, jolly, and jovial Orla the wife, is quite skilled in cooking and baking all manner of breads and sweets.
- 7 brownies live in this house, mending clothes, working on small details of footwear, and other small tasks, while Barlo leaves food out for them.
- The brownies are exceptionally fond of leaving small presents for Joell the Hunter's children and are friendly with the leprechaun.
- Barlo has a small box with 49 cp, 62 sp, and 45 gp.



(7) Brownies: AC 3, Move 12, HD 1/2, hp 5 each, THACO 20, Attack 1 (by weapon), Size T, Morale 11, XP 120. Special: Never surprised and spell-use.

13. Travelers Stable: Smells of horse dung and damp hay permeate around this building. This stable has enough room for several horses and a penned in area in the back.

- A small family of three (Jole, Jao, Lorne-0 level) maintains the stable and live in adjoining house. They will tend to horses for 1 sp per day.
- If the Bellowing Berserker is full, they will charge for a place in the hay for 1 sp per night.
- Jao would love to see the world and escape the dreariness of the stables. He would join an adventuring group in a heartbeat (without his parent's consent).

Jole (father): AC 9, Move 12, 2nd-level fighter, hp 12, THACO 19, Attack 1 (1d6 +1 to hit, +2 damage, cudgel), Size M, Morale 12, XP 65.

Jao (son): AC 9, Move 12, 1st-level fighter, hp 7, THACO 20, Attack 1 (1d4 dagger), Size M, Morale 12, XP 15.

14. Wagon Maker: An iron-bound wagon wheel hanging from the gate is the first thing that greets visitors to this rustic barn. Tall barn doors reveal a large wagon-making shop complete with wagon wheels, side boards, and shaved wood. Farming tools hang from one of the walls as is evident that farming equipment is built here as well. A man with his two sons is working diligently on a half-built cart, while a woman smiles and greets you.

- Erlvar and his family run the shop.
- Erlvar is cheerful, a tinkerer, doesn't trust half-elves or other fey and dislikes the tree spirit (Leprechaun).
- Marra the wife, and Beorn and Rhule are the sons. A pet project, a 'battle wagon' is almost done in the corner of the shop. Wooden spikes, iron reinforcements, and arrow slits decorate the enclosed wagon.

15. The Great Hall: Easily the biggest and best defensive structure in the village, this notable stone and log stacked building has arrow slits and stout iron bound doors bar the entrance. Although intimidating compared to the other structures, a lazy smoke climbs from the center of a high barked shingled roof, giving it a sense of warm invitation. Ornate knot work patterns decorate the frame of the large double doors and arrow slits.

- The doors have no locks but may be barred from the inside.
- Inside is a massive single chamber, made for village gatherings. Four, great, tree trunk-sized pillars dominate the room; their carvings depicting a great warrior holding a different weapon on each pillar reach up to the shadowed ceiling and hold it aloft. A giant spitted fire pit burns in the center of the room loudly hissing from the grease of the fat pig roasting on the spit.

The light of the fire glimmers off battered shields of fallen heroes as well as a variety of hung weapons consisting of spears, axes, and swords. Each wall has shuttered arrow slits evenly spaced along its length, with a bow and quiver of arrows hanging nearby, ready for use.

Across the chamber upon a dais of stone sits a grim and grizzled old man. In his gnarled fist is a mighty sword, lain across his lap as he inspects its edge with a callused thumb. A woman with golden hair (Lady Ionna) stands proudly to his right, while three men with spears and shields stand to either side of his throne.

- If the party wasn't invited here by Lady Ionna earlier or are accompanied by Brother Garynn, then,: The golden-haired woman fingers an arrow and growls, "State your name and purpose!"
- After the party states their business or is introduced by Lady Ionna, the chief will order mead for himself and his guests, and eventually steaming meat and flagons will be brought by servants.
- The party will notice that the chief never meets their eyes—he is blind!
- If the party has come with Brother Garynn, the chief will listen to his brave tale, shaking his head with grief and anger and clenched fists. Then he will go into his plea (below):

Chief Korva's Plea:

At the end of Brother Garynn's tale, the chief's lowered head rises slowly looking weary and drained. He grips his sword in a claw like hand, thrusting the point into the floor and uses it to help push himself to his feet. He sheathes his sword irritably and chain armor jingles beneath his robes as he moves closer to the fire. After warming his hands for a moment and taking a deep breath in the silent hall, he whirls about quickly, with sword drawn in a blink of an eye. The whistling blade glints in the firelight as it cuts deadly arcs through the air, the wielder performs with grace and moves as a seasoned blademaster. He howls in frustration and anger as he drives his blade deep into the wooden floor, two droplets of sweat hit the floor and is the only movement in the room.

The silence is finally broken once more as he speaks, first in a guttural whisper, then slowly gathering strength. "My forefathers of my Clan have been battling these beasts for longer than I can remember. Long ago, my father slew their leader but died shortly after, succumbing to several fatal wounds. His heroic deed provided us with half a century of peace and abundance."

"I lost my sight in that final battle...." He trails off for a moment, then spits in the fire in frustration and resumes, "but my Clan was resilient and grew strong again! We faced this damnable wilderness with its foul creatures and dangers head on with weapons, strength, sheer stubbornness, and determination. We passed and surpassed its challenges! But, ho now, it appears the Pack is on the prowl once again? Seeking to hunt...and slay us?!" Chief Korva's jaw clenches in frustration as the red river of anger flows to his face and neck. Clenching his fist, he releases a long breath, "We have grown too soft with our success....and now I am too old and blind to hunt the Hunter. Their leader is not human....he's truly a beast, and his followers are all crazed animals seeking to wet their fangs with our blood. We have lost many of our warriors and many of our forest friends and allies!" He swallows loudly and tilts his head down as if in mourning, then in a whisper, "We are running out of time...soon we will be hunted to our very homes. Then all will be lost and all that we have fought for, will be taken from us!"

Chief Korva walks to his chair and slumps in it briefly before leaning forward, drawing elbow to knee and facing your group. "I was a warrior once...but nothing has made me prepared for what I must do now." He takes a moment before releasing another rattled breath then swallowing. "To ask for aid...I must call upon strangers...to battle our enemies. To begin the song of battle once more, but by strangers. To be....the heroes of our song! Will you hunt the Hunter?"

- If the party accepts the quest, the chief slumps in his throne nodding his head and says "My father and his father's father wielded a great spear against the beast. Seek his burial mound to the south...." At that the chief falls asleep. **Note:** Garynn will remain behind to oversee the health of Father Vorane.
- If the party agrees, the Chief's golden-haired daughter introduces herself as Lady Ionna. She will provide the party with what rations and supplies the party needs for the expedition as well as a rough map to the burial mound with the spear.

- If the party declines, the chief pulls his sword from the ground and growls "My hall is no place for cowards. Leave us and waste not what little time we have."

Chief Korva: S 14, I 12, W 14, D 12, C 14, Ch 15, AC 5, Move 12, 7th level Fighter, hp 48, THACO 14, Attack 2 (**Dawn** 2d4 +2 to hit, +3 damage) Size M, AL LN, Morale 18, XP 975. Special: Blind-fighting.

Items: Golden Chief's Torc (100 gp), **Dawn (Bastard Sword +1**, glows orange in 5' radius on command), finely embroidered tunic, chainmail, gold buckled girdle, boots, and a gold ring seal.

(6) Hearth Guard: AC 4, Move 12, 2nd level Fighter, hp 17 each, THACO 19, Attack 1 (by weapon—specialized spear/battle axe), Size M, AL LN, XP 65. 1d20 sp each.

Lady Ionna of Oakvale: S 17, I 13, W 14, D 16, C15, Ch 16, AC 5, Move 12, 3rd-level ranger, THACO 18, Attack ½ (1d6 **Fine, short composite bow**, +1 to hit only) or 2 (1d6 +1 to hit, +1 damage, two shortswords), Size M, Morale 16, XP 120.

Items: helm, tunic, studded leather, quiver with 24 arrows, dagger, high soft boots, large pouch, **Silver Dragon Torc of Courage** (+1 versus Mental Attacks), **Potion of Healing**, 16 gp, 12 sp, 6 cp.

16. Docks: These simple, lashed-log docks are able to rise with high flows or lower during times of drought by how they are attached to the log posts embedded into the river. Simple log canoes and hide-skinned kayaks are tied to the docks. A couple logs stretch out into the river with a series of ropes. They seem to be holding back several recently cut logs for lumber. A feeble shack next to the dock has a crackling campfire, half-stretched hide kayaks, and wooden shavings cover the ground from logs to be used for canoes.

- Baylen builds boats and rents. Old, talkative, and a bit crass. He loves spending his old age at the Bellowing Berserker and he is responsible for most of the wood carvings in the village.
- Baylen works with the Lumber Camp, in that he captures the floating logs and uses them for boats or sells the logs to others.
- Baylen swears he saw some humanoids and perhaps a man float down the river two days ago (see Town Events, The Ranger).
- A broad barge can take travelers across the river. The barge is connected by a thick hemp rope through an iron ring. The river is only about 50 feet across and the bargemen use long poles to help the barge across.
- The barge is run by Adden and his sons. They charge 10 copper to cross during the day, 2 sp at night, and up to a gp during flood or storm conditions. There is a bell on each side of the river to summon the barge.

17. Cemetery: Several, cryptic stone markers litter the area at the base of a hill. A soot-stained stone slab platform is used to burn some corpses—usually enemies or criminals. Several ravens roost in the nearby trees, who caw and squawk at intruders.

- Nothing else of interest here.

18. Bridge: This rope and wood planked bridge spans a narrow, deep tributary of the River Uurden. There are some marred, knotty logs stored nearby, perhaps to block passage in times of defense.

- Teenage boys hang out here and bully other kids who are trying to cross the bridge.

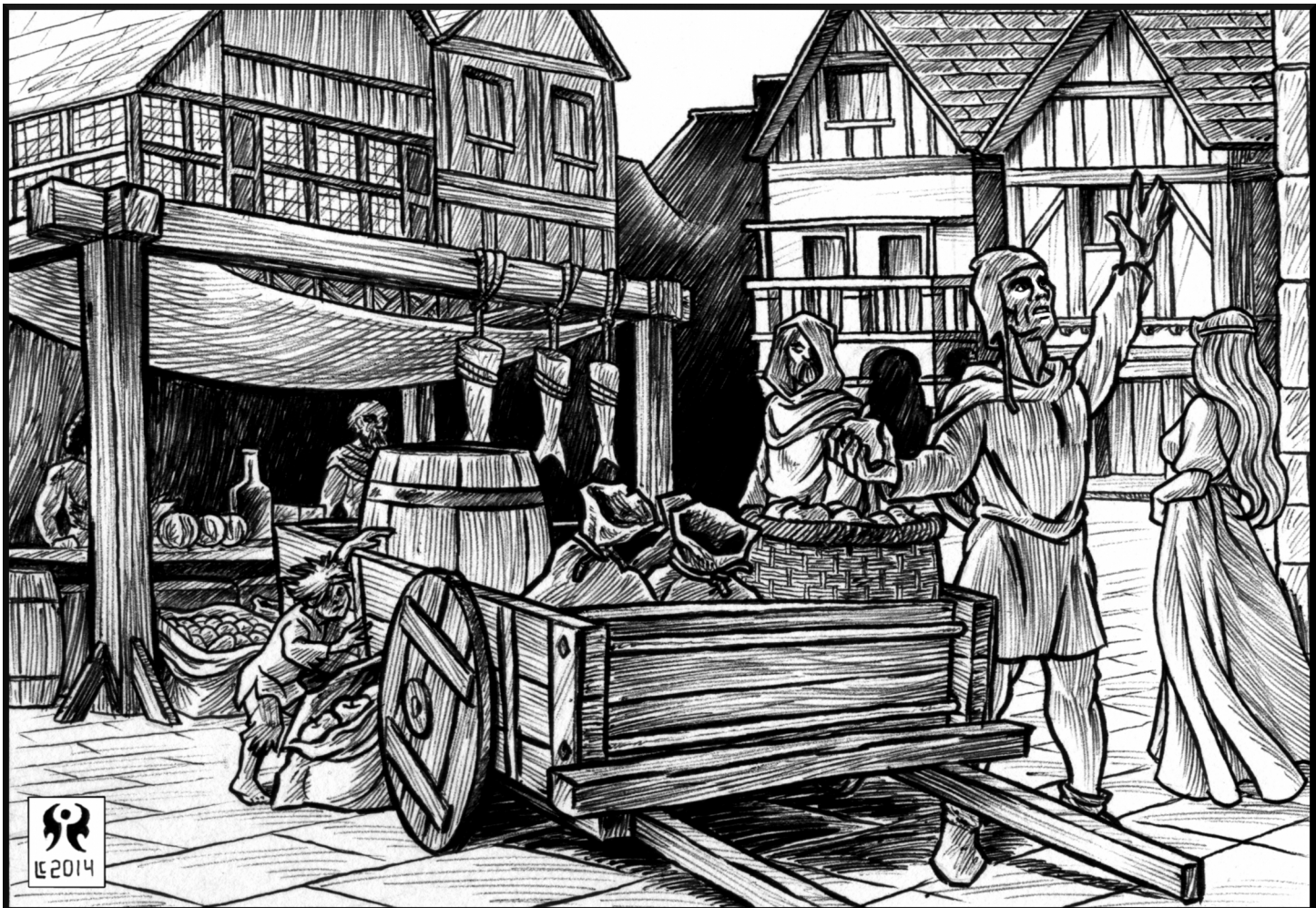
19. Guard Towers: These simple structures are approximately 15 feet high and nothing more than a platform, a parapet, a bell, a trapdoor, and a ladder leading to the top.

- One guardsmen will be up here at all times. A small barrel with 40 arrows rests at the top.
- Ringing of the bell will cause the village to converge into the Great Hall for protection.

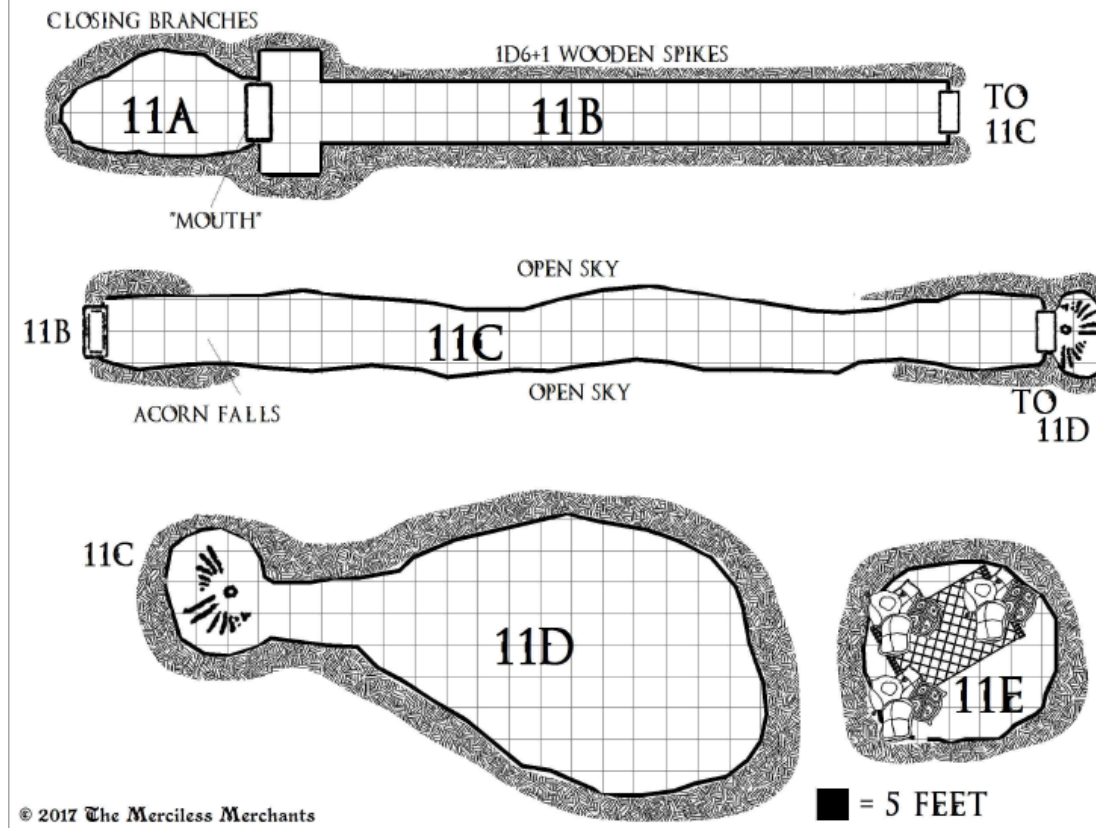
(1) Guardsmen: AC 5, Move 12, Level 1 Fighter, hp 10, THACO: 20, Attack: 1 (arrow, 1d6 +1 to hit), Size M, AL NG, Morale 14, XP: 65. They have 8 sp. Each.

20. The Market: The open market is set up around the Sacred Oak and generally has wagons, carts, and simple shade structures as merchants hawk their wares. During the week, the activity is meek, but several merchants, farmers, and tradesmen set up shop during the weekend creating a bustling open area full of scents of cooking food and more of a revelry than marketplace.

- Most common provisions can be obtained at the market, as well as standard items and perhaps even some rarer goods.



THE RAGING LEPRECHAUN



THE RAGING LEPRECHAUN

The leprechaun flaunts his treasures to teach a lesson to those who are greedy or who wish to steal.....or because he is bored and mischievous. The ancient, Sacred Oak (see Important NPC's and Areas above) provides a boost to the leprechaun's advanced illusion ability if within 100 feet range of the tree, causing characters to make a Save vs. Spells at -4 (if they wish to disbelieve). **Important Note:** Any character who successfully saves or is 'killed' during this encounter will find themselves in the branches with Volaro Villay who offers them wine and biscuits to discuss the 'lesson'. None of the damage inflicted is real. He will immediately go invisible and flee if attacked, leaving only the sound of his annoying laughter.

11A. Treasure in the Branches: As soon as the treasure is touched, branches begin to whip ferociously before forming a wooden cocoon around the area. The tree itself shudders slightly, sounds of groaning wood erupt as branches begin to rub against each other in passing and only a few coins jingle their way to escape the rapidly enclosing branches. The impenetrable wall of wood and leaves begins to close in threatening to crush all inside. There is a brief pause, and then a loud snap and wail erupts from the trunk, as a massive mouth with sharp, jagged, wooden teeth yawns widely open, seemingly the only exit as the branches continue to enclose and shrink the size of the area.

- The party has two rounds to try and do something before they are forced into the mouth by the branches. A spell cast of *Warp Wood* will add an additional 2 rounds, but most other spells seem to fail.

- The first person going through the mouth looks like they get shredded by the teeth and consumed by the tree.
- Those going through the doorway and look back see their comrades getting squished to death by branches.
- The mouth 'doorway' leads to a cramped entryway with a long hallway, and eventually once the party is through, the branches cover the entrance, blocking escape.

11B. Hallway of Splinters: An incredibly fast leprechaun is running to and fro through the hallway cackling with 'grit-teeth' annoying laughter while touching the walls in random places. Amazingly, it even leaps to the 10 foot high ceiling and touches a few areas on the floor. Where the leprechaun touches, the wall glows a faint yellowish color before fading. The leprechaun reaches the end of the hallway and smiles broadly while holding up what appears to be a key. "You want out? You will need the key!" He cackles madly before diving through the exit on the far side of the hallway.

- **Trap:** Wherever the leprechaun touched the walls, shafts of sharp, pointy wood will attempt to impale characters as they move down the hall. Each character will get a total of 1d4+1 spikes thrusting at them from the floor, walls, and ceiling as they pass through the hallway and the GM must roll a 'to hit' roll with a +2 to hit. A successful hit inflicts 1d8 damage. If a character stays in the hallway for any reason, they will get 1d4 spikes per round trying to impale them.
- **Note:** A *Entangle* or *Warp Wood* spell will disable the trap.

11C. Acorns Ahoy!: The entry room opens...outside? The floor appears to be a thick, wooden branch for the floor, approximately 10 feet wide, extending out from a humongous tree with open air below and no bottom in sight. The branch descends as a 2:1 slope and juts up against another large tree about 150 feet away. The far tree has a large knothole for an exit.

Irritating laughter erupts from the leprechaun but fades quickly as you catch a glimpse of him leaving through the far tree knothole/exit.

- **Trap:** As soon as the party goes about 40 feet down the branch, a giant acorn falls behind them and begins to roll quickly towards them. Those with a 12 movement rate should be able to make it to the knothole exit before getting crushed if they immediately start running. Characters jumping off the branch will fall and 'die' and appear in 11E. Those who get crushed by the giant acorn will take 2d12 damage. Roll versus Strength/Dexterity or be knocked off the limb and fall.
- Other branches seem to be too far away to jump too safely.
- The knothole leads to an upward spiraling staircase.

11D. The 'Big' Showdown: The spiral stairs through the impressive trunk soon ends, opening up onto a wooden branch landing outside. Several pig-sized caterpillars quietly munch on oak leaves. Suddenly a giant acorn smashes against the trunk behind you, shattering the area with bits of nut bits. The only evidence it was an acorn is the wobbly spinning cup-shaped cupule that eventually begins to rock back and forth. Jeering breaks the silence as the leprechaun becomes visible approximately 60 feet away and looking an impressive 18 feet tall! He casually tosses another acorn in one hand as he seems to be determining his next target.

- After the first round, Volaro will call in three caterpillars to help in battle and will attempt to throw acorns as long as possible.
- When brought down to 10 or less hp, the leprechaun will perform a dramatic death scene, even aiming to crush characters as he 'dies' (1d8 damage).
- After the battle, win or lose, the surroundings will fade and the party will find themselves in 11E.

Giant Leprechaun: AC 4, Move 12, HD 14, hp 88, THACO 7, Attack 1 (acorn 'boulder' 1d12 +4, or fist 1d8 + 6), MR 80%, Size H, Morale 16, XP 9,000.

(3) Caterpillars: AC 8, Move 6, HD 1, hp 6 each, THACO 20, Attack 1 (bite 1d4, or shoot silk at 1 target. Save vs. Dragonbreath or be entangled for 1 round), Size S, Morale 10, XP 15 each.

11E. Lessons Learned: A few naturally warped branches and colorful cushions provide a surprisingly comfortable place to sit. A silver tray with a few wooden chalices and ceramic jug with opened wine rest on the floor,. A sheepish-looking leprechaun waves a white ribbon casually.

- Volaro Villay will be generous, genuine, and treat his guests with respect, offering them wine, nuts, and berries.
- Volaro will explain that he enjoys tricking newcomers, especially if they go after his gold. If he can help it, Volaro will not use his ability and impart any wishes for any reason unless he is close to death.
- Volaro has extensive knowledge of the area and its history and will happily chat and answer questions to the best of his ability.
- Party members who survive the lesson should get a bonus 500 xp.



APPENDIX III M: THE ELVISH RUINS



M. The Elvish Ruins (please refer to map on pg. 33).

1. Entrance: Stone columns carved with elvish ruins overshadow a narrow entrance. Moss, lichen, and ferns cover the weather-beaten stone slabs that serve as stairs. Tracks of some sizable beast are easily detected going in and out of the entrance.

- The tracks are of cave bears (see Area #2) and recognizable to a ranger, druid, or those with tracking skills.

2. The Den: This cramped cavern smells of earth and animal. Fur patches, bones, and loose leaf litter cover the floor and a pile of rubble dominates the northeast corner.

- 90% chance both cave bears will be here and hibernating (dependent on GM's timetable). If hibernating and provoked, it will take them 1d4 rounds to fully 'wake up' to defend their lair.
- If the party fights the cave bears, there is a 50% chance that the green dragon (Area #19) will hear the commotion and be aware of the party.
- Half-buried amongst the leaves is a mostly illegible book written in elvish. The gist of the writing pertains to a 'Forest Secret' through poems and riddles. May fetch 75gp to a collector (Geoff the Candlemaker in Oakvale, etc.).
- Two golden rings each worth 50 gp are near the rubble.

(2) Cave Bears: AC: 6, Move 12, HD 6+6, hp 42 each, THACO 15, Attack: 3 (2 claws 1d8, bite 1d12), Size L (12'), Morale 12, AL N, XP 650. Special: Bear hug on 18 or better for 2d8 damage.

3. The Bard: The light from a lantern located on the floor reveals a rubble-choked room with elven hieroglyphs, symbols and runes covering every inch of the walls. A sleeping warrior has his back against the rubble, snoring softly, while an older man, with nose to the wall, studies the symbols intently. Loose parchments and spilled ink rest near his feet.

- Bavrinne the Bard has just learned the secret phrase needed for Area #6 to open the door to Area #8 and **is very excited!** Ancient writings, glyphs, runes, and similar things that most would find boring, completely animate and thrill Bavrinne.
- If attacked, the warrior will leap to his feet, excited for an opportunity that does not include boredom. They know of the statue in Area #8 but have not explored the rest of the area yet.
- The hieroglyphs tell a story of a group of elves praying to some sort of forest deity, some sort of large scale battle, a rune carved horn, a flying dragon breathing fire on an army of men, a forest, elves being sacrificed or punished, and scenes of a majestic forest with a small pond or lake.
- The runes and other writings are of ancient elvish. Only those with Ancient History, elves, or other lore skills may be able to glean their meaning. From the runes can be gleaned **the phrase "Whispers of the Forest will guide my way."** This phrase will stop the statue from Area #6 from attacking.

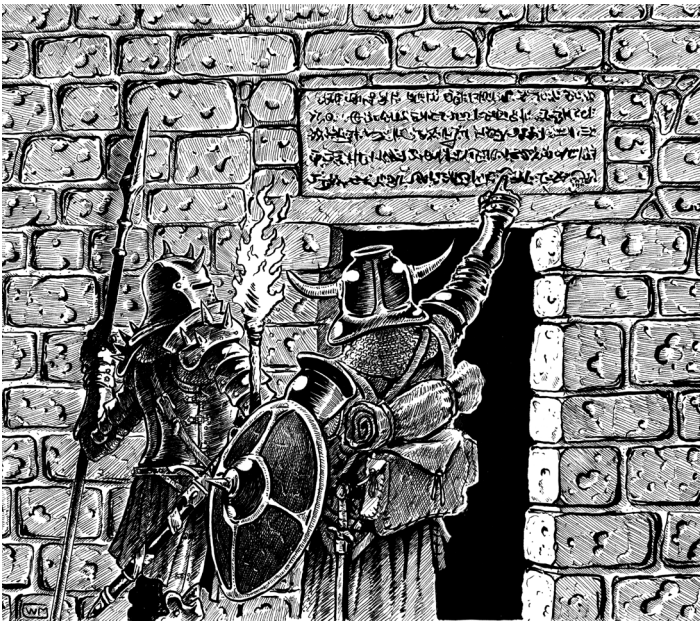
- The warrior, Daerym, will be interested in exploring the rest of the ruins if Bavrinne, his employer, lets him. The bard wants to finish this room and try to sift through the rubble for the damaged writings.

Bavrinne the Bard: S 11, I 17, W 14, D 14, C 10, Ch 15, AC 8, Move 12, 3rd level Bard, hp 14, THACO 19, Attack: 1 (staff 1d6), Size M, Morale 10, AL NG, XP 120.

Spells:

Level 1: *Floating Disc, Unseen Servant*

Daerym the Warrior: S 16, I 10, W 7, D 15, C 16, Ch 12, AC 3, Move 12, 4th level Fighter, hp 28, THACO 17, Attack: 1 (1d8 longsword, +1 to hit, +3 damage), Size M, Morale 14, AL N, XP 175.



4. Mud Room: The passage ends abruptly at a sinkhole that once was a chamber. The floor is a muddy pit approximately 10 feet down, and the walls are a sloppy mess with water seeps mixing with the loose soil and rock. Remnants of the stone chamber's floor are hugging the sides of the chamber but are too far away to jump. A passage is visible across the chamber to the north.

- The mud is three feet deep at the bottom. Any movement through the mud will draw the attention of the mudmen.

(5) Mudmen: AC 10, Move 3, HD 2, hp 12, THACO 19, Attack: special, Size S, Morale: special, XP 175 each. Special: Reduces movement and suffocation, mud throwing.

5. Bat Cave: The smell of guano immediately greets the senses when entering this chamber. Sticky clumps of guano with tiny insect parts litter the floor at about three inches of depth. A hole above delivers sky rays into the room. Numerous bats hang from the ceiling.

- Bright lights and noise will put the bats in a frenzy. They will fly about and characters inside the room will take 1d4 points of damage for 1-3 rounds unless they leave the room. Light sources have a 75% chance of being extinguished.
- 7 Giant bats will attack the party during the chaos.

(7) Giant Bats: AC 8, Move 1, fly 24 MC 2, HD 1, hp 4 each, THACO 20, Attack: 1 (1d2 damage), Size S, Morale: 5, XP 35 each.

Treasure: Stuck in the guano muck, are a pair of earrings—**Elven Earrings**.

Elven Earrings

This pair of earrings is set with small white pearls wrapped in copper wire and worth about 100 gp each. When worn, the earrings release their magic, causing the wearer to grow elven ears. It gives no other advantages or disadvantages, but real elves will only have a 25% of detecting them as false. Other hints would betray the wearer (beards, facial characteristics, etc.).

6. The Guardian: The center of the passageway crossroads holds a six foot marble statue of a four armed elven warrior. Two hands rest on the hilts of two of the four longswords at its belt, another hand cups its chin as if pondering in thought, while his other hand cups its elbow.

Ordinary wooden doors leave this cramped chamber, except to the north, where an impressive 12 foot tall stone double door with carved bas relief of a wild forest bars the way.

- The statue will eventually speak, "I guard the Forest Doors, what is the password? The password is "Whispers of the Forest will guide my way."
- It will attack anyone attempting to open the Forest Doors who hasn't recited the password.

Forest Door Guardian: AC 2, Move 12, HD 6, hp 37, THACO 15, Attack: 4 (longsword, 1d8), Size M, Morale Nil, XP 650.

7. Dead-End: Wall to wall rubble and debris block passage further into this room.

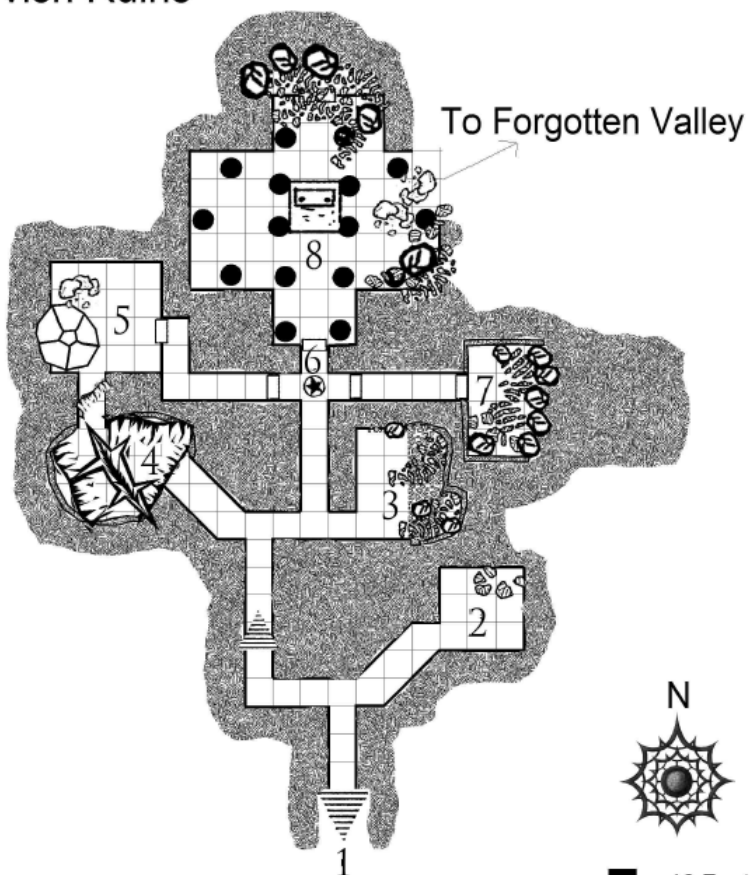
8. The Inner Sanctum: The Forest Door opens with a rumbling noise that disturbs the quiet of the massive room beyond. Dust begins to swirl as air circulates between the great stone pillars, approximately every 10 feet holding aloft the 20 foot high ceiling. A great stone dais squats in the middle of the room with scattered, thick candles on its surface, an open leather-bound tome, and some ink pots and quills. The northeast walls of the chamber have crumbled, exposing a view outside of steep, rocky cliffs, trees, and a series of waterfalls set inside an immense valley.

Trap: Dart trap. Four darts will spring from either side of the short entrance hall, attempting to hit the first 2 party members. The dart attacks once as a 7HD creature and deliver 1d4 damage. A failed saving throw versus poison will deliver 12 points of damage from poison, half damage if successful.

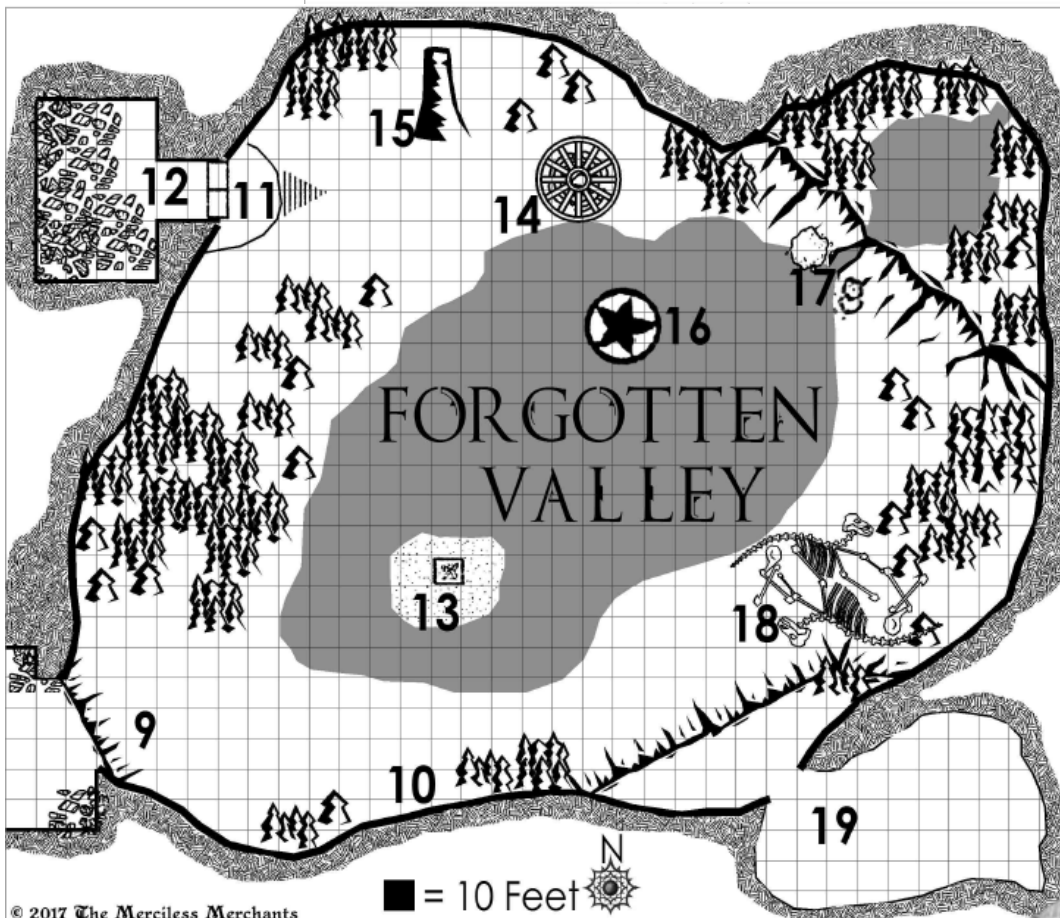
- Flitting ghosts of elves in expensive looking priest robes wander around this room briefly before disappearing.
- If the ghosts are observed long enough, it seems to enact the last 5 minutes of this room before an earthquake shook the temple causing its ruin.
- A elven skeleton near the northern double doors, buried under rubble still grips the **Orb of Perception**.
- One ink bottle and quill is the **Scribe's Delight** (Continued).



Elvish Ruins



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Orb of Perception

The **Orb of Perception** is an apple-sized smoky white crystal ball that continually spews a white smoke from within. Powerful runes are inscribed on its surface. It has the powers of *Detect Charm*, *Detect Poison*, and *Detect Lie* 3x a day, as well as *Find Traps* one time per day. It may also cast *Light* (as the spell) or cancel it on demand by saying *Luminous*.

However, those who hold this item in their possession will age twice as fast!

Scribe's Delight

Scribe's Delight is a blue crystal ink bottle with a silvery chain that attaches to a quill of a feather from a snow white owl. When used, the bottle never runs out of ink and the user can simply state what color of ink they prefer. The ink is also suitable for writing spells in spellbooks. The quill works swiftly and actually guides the hand rather than the other way around. The user must simply think what they want to write and the quill takes over. Thus, a scroll or book will take half the time to complete.

9. The Valley

The rubble opens up into a view of a spectacular mountain valley. The roar of waterfalls betrays their presence along the northeastern cliff walls, as they make their way to a sizeable lake. A sandy island with some sort of platform rests near the middle, and beyond that a massive, vegetated, stone statue of a hooded elf. The eastern side of the cliff wall has stairs and a round landing that lead to double doors. In the distance to the north, a gazebo squats near the shore of the lake, and nearby is a white obelisk that stands erect before a small grove of trees. To the west, high in the cliff face is a great cave mouth, and below it, a sizable collection of bones of some massive creatures rests in the brush.

10. Berries

Growing along the cliff walls are a tangle of bushes holding different colored berries, consisting of yellow, white, and red. All the berries look ripe and ready to be plucked.

- **(15) Red berries** act like *Good Berry* (druid spell) and do not rot.
- **(12) White berries** act like a *Ring of Warmth* for 6 hours. Once picked, the berries rot in 3 days.
- **(4) Yellow berries** replenish wizard spells and mages may pick one spell per level to be able to cast it again that day. They will rot after one day of being picked and the effects are not cumulative and only work once a day per character.

11. The Landing

Stone stairs lead to a massive, smooth stone slab landing with an immense tree of life bas-relief etched in its center. A matching tree of life wood carving is embedded into an impressive 12 foot high double door that is set in the cliff wall.

- Will take a combined strength score of 30 to open the door. If an elf or someone is wearing the **Elven Earrings** (see Room # 5), the doors will open by just a touch.

12. Rubble Room

The echoing noise of the door opening still seems to vibrate within the room, disrupting the long silence that has embraced this room. The mountain has won the battle versus the craftsmanship of this room as a landslide of rubble occupies the majority of this room. Cracked bones and skeletons of a few humanoids, possibly elves, are crushed underneath the rubble with only a few bones protruding out of the debris. Faint bits of carved hieroglyphs are still visible amongst the walls.

- The hieroglyphs show a robed elf stepping through the obelisk (Area # 15) during a full moon.
- Water spirits (nixies) and tiny fey dragons with butterfly wings are carved about a lake, much like the valley outside. The rest of the hieroglyphs have been ruined by the cave-in.

13. Lake Platform

There is no trace of footsteps or even animal tracks on this sandy island that holds a flat, stone platform in its center. On the platform, water dribbles out of the top of a round stone (basketball size) that squats inside a shallow basin. The dripping water is quite peaceful in the mountainous setting and the water appears fresh. A stone pedestal sits next to the fountain with a half-furled, weathered scroll laid on top and a smooth piece of obsidian restricting its escape from the wind.

- If water is consumed from the fountain, the imbibor regains one year of age.
- The scroll holds **Valindra's Tattoo**.

Valindra's Tattoo

Valindra's Tattoo is a symbol of a Pegasus in flight on a scroll. When opened, the Pegasus will erupt from the scroll by flying and becoming a full-sized Pegasus. It will fly in a circle before shrinking and landing onto the shoulder or arm of the reader and become a tattoo. The tattoo can't be removed unless a successful *Dispel Magic* is cast. The tattoo will protect its wearer from all damage dealing magic, by reducing one point of damage per damage dice and providing a +2 to saving throws.

14. Gazebo

Weathered wood strangled by vines and creeping light blue flowers fights to hold up the sagging roof of a gazebo. A brittle wooden divan with rotted pillows hugs one of the walls.

- Flowers will make characters drowsy if they stay longer than 3 rounds. Roll save vs. spells at +2 or take a nap for 2 hours. Those who sleep will feel fully refreshed as if they slept for 8 hours.

15. Obelisk

An imposing, marble obelisk reaches towards the sky at an impressive 26 feet tall. Its base is approximately 10 feet long and wide, forming an equilateral triangle. The obelisk is seamless and smooth with not a mark or mar on its marble.

- There is no apparent entrance. The obelisk is slightly warm to the touch and gives off a slight vibration.
- On nights of a full moon, when the moon is at its highest, the obelisk will act as a portal for one hour, transporting those who walk through to the Fey Lands, or elsewhere dependent on the GM's whim.

16. Statue

A monumental stone-carved statue of a hooded elf grasping a staff stands in waist deep water with a perpetual gaze towards the double doors (Area #11). Vegetation, even trees, grip the statue with long reaching roots that cascade through the stone crevices of cloak and armor.

- Bards, elves, or those familiar with ancient history skills may recognize the statue to represent Arduen Starstrider, an impressive warrior who mastered the staff as well as commanding the arts of arcane magic. He was known for his interest in portals and long distance travel.

17. Crystal Cave

Tucked behind the waterfall, a slippery cave opening extends through the moist rock, exposing a dry, cramped cave filled with exceptional wonder. Multi-hued crystals protrude from the walls, ceiling, and floors, radiating light of their respective colors—red, violet, purple, blue, green, yellow, orange, pink and more!

- If touched, some of the crystals will be warm, cold, or even have a faint vibration. Some might even make a high-pitched noise when touched.
- Crystals will immediately shatter as soon as they are exposed outside the cave, creating crystal dust. As determined by the GM, this dust may have beneficial uses as spell components, alchemy, etc. or be completely useless.
- Anyone who rests in this cave will not be bothered.

18. Dragon Bones

Massive, entangled bones and claws extend to the heavens at a site expressing an eternal battle between two giant draconic behemoths. Rocky hummocks around the bones suggest a collision between the earth and the two elder dragons.

- The dragon bones are that of an elder green dragon and an elder silver dragon that fought long ago, both succumbing to their wounds and crashing to the earth.
- Trophies of claws and teeth are still available as well as possible spell component items, but all the scales are gone.
- A cliff above the scene houses a jagged cave entrance (see Area #19). There is a 50% that its resident will notice the intruders and will engage immediately.



19. Dragon Cave

The yawning cave mouth exposes a spacious cavern beyond. The stench of beast feels like a punch to the face and evidence of half eaten meals and carcasses of forest herd animals (deer, elk, etc.) litter the ground. Coins are scattered over the floor, eventually forming a lumpy coin mound hinting that it may be used as a bed.

- This is the lair of a young green dragon, who watches over the bones of his mother outside.
- It will use the valley to its advantage, flying around and using its breath weapon, or plucking and shredding adventures before dropping them to fall to their doom.

(1) Young Green Dragon: AC: 1, Move 9, fly 30 MC 3, HD 11, hp 68, THACO 10, Attack: 3 (claws 1d8+2, bite 2d10 +2) Size G (30' long), AL LE, Morale 15, XP 10,000.

Inside cave is: 884 cp, 565 sp, 112 ep, 468 gp, 121 pp. A gem encrusted hand mirror worth 175 gp, a platinum crown with emeralds worth 300 gp, a matching silver bracelet shaped like leaves (60 gp) and earrings (100 gp). A painting of an elven noble (50 gp to art buyer, 350 gp if an elf buyer), 2 emeralds worth 100 gp, a gold inlaid jewelry box (110 gp), a **Ring of Solar Flare**, and **Bhoori's Saddle**.

Bhoori's Saddle

Bhoori was a clumsy oaf, but a very likable chap who was very challenged at riding horses. After facing death several times from injuries from falling off horses, his friend, Calaron the mage, made him a special saddle. **Bhoori's Saddle** is a black saddle with silver stitching. Runes of magic have been weaved underneath the saddle.



Bhoori's Saddle will adjust to the posture and body movements, including adjusting the stirrups for the height of the rider, and creating a very comfortable experience while riding a horse. When the command word is spoken, the saddle 'grips' the rider so that they will never fall off. Thus, a knight who enjoys jousting may have an advantage.

Ring of Solar Flare

This dangerous ring can shoot a fiery beam unerringly to one target for 3d6 damage of fire damage 2x a day. A saving throw vs. spells will do half damage. The problem is that the first time it is used, it will burn off the finger of the wearer, leaving only a stump for the ring to rest on.



APPENDIX IV

Q. THE BEAST LAIR

Q. The Beast's Lair: A series of switchbacks blaze through rocky slopes and twisted, windswept, and stunted trees. Numerous small creeks splatter down the rocky crags, making some areas slippery and/or muddy. Finally, an enormous outcropping of boulders with a spiral of smoke comes into view. Scattered around the huge stones are various bones of both animal and humanoid that show signs of being cut and gnawed on. Booted tracks lead between the boulders to a dark, smoky cave entrance.

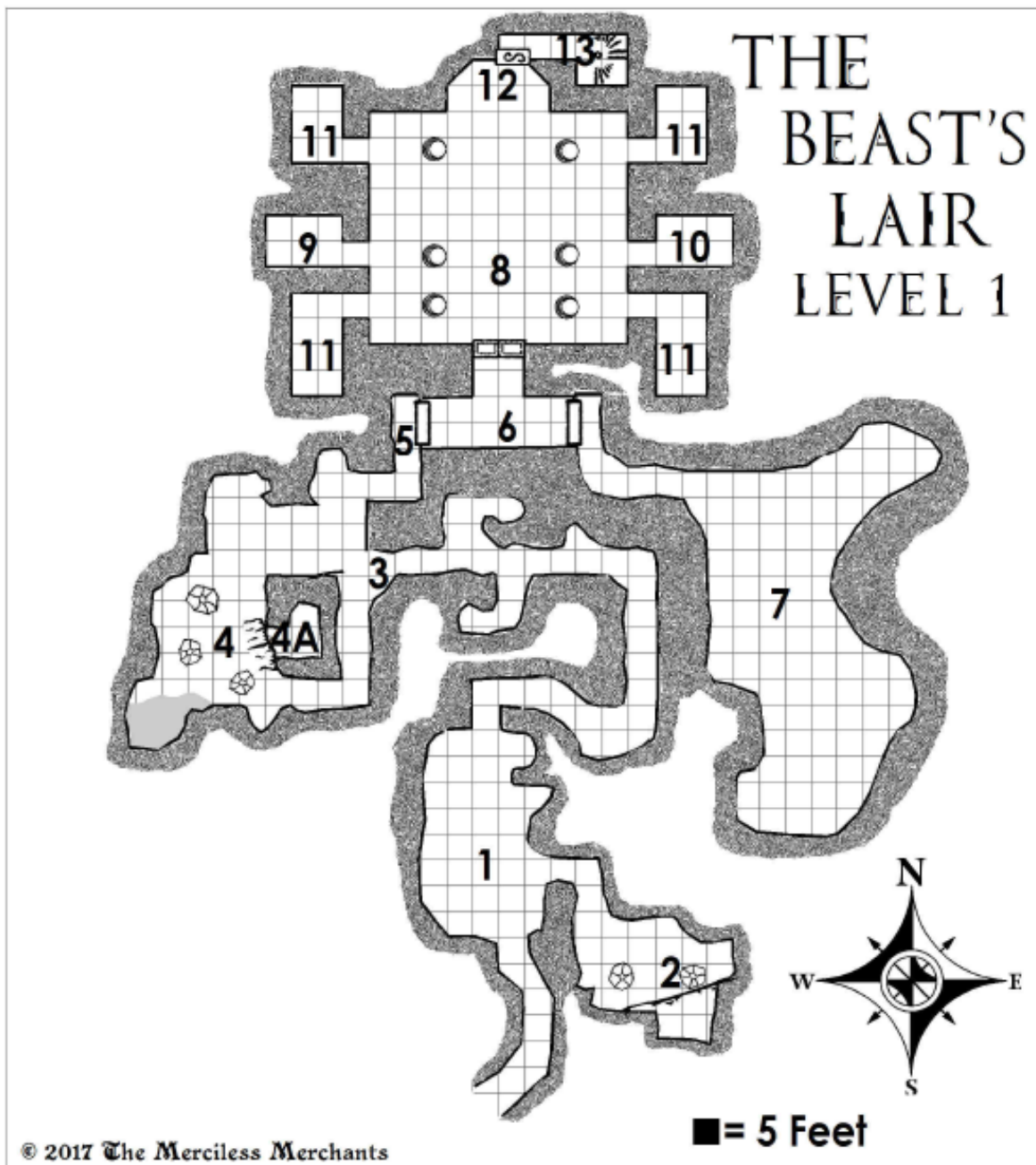
1. Into the Lair: Wood smoke scent fills the air as it billows out of the dark entrance of a natural cave widened with tools. A passage leads to a few broad steps that lead deeper into darkness.

- Dire wolves from Area 2 will become aware of intruders if loud and not cautious.

2. Wolf Den: Urine, wet fur, and decay assault the senses when entering this chamber. Bits of fur cling to moist walls and gnawed bones are scattered about the floor. The low ceiling is held aloft by two natural rock pillars. A raised area lies across the chamber.

- -2 To hit with large weapons in this area.
- The pups will retreat to the raised area if threatened or in danger.

(6) Dire Wolves (1 Male, 2 Females, 3 pups): AC 6, Move 18, HD 4+4, hp 36, 30, 25 (pups HD 1+4, hp 9, 9, 10) THACO: 17, Attack: 1 (bite 2d4+2 to hit, +2 damage—overbear opponent on a 18 or higher attack roll) or (1d4 damage for pups), Size M, Morale 10 (20 when defending pups), XP: 175.



3. Testing Ground: A screeching growl and rattling chains echo down the twisting passages as it opens into a four way intersection. North and west are blocked by locked iron barred gates and the foul stench of dung and animal permeates the air.

History: Initiates of the Pack who wish to follow Fenrir must pass through the passage to the South to reach Area 5 without any gear. If they succeed, they may become part of the Pack. If not, they've probably been killed and eaten by the hungry Owlbear in Area #4.

4. Chained Terror: Musky odor engulfs this damp chamber, seemingly clinging to everything, including the stalactites in the high ceiling. Strands of dark fur and feathers are scattered about the floor beyond three natural stone pillars, near a pool under a dripping ceiling. All walls are marred by a series of gouges nearly nine feet tall. Chains clang and grind upon stone followed by a nape raising growl of a massive beast.

- A very hungry Owlbear guards this area and will attack on sight. He has a heavy collar about its neck, with a long chain, approximately 45 feet long, receding back into another cavern.
- The Owlbear can reach areas marked with dotted lines on the map.

(1) Owlbear: AC 5, Move 12, HD5+2 hp 40, THACO 15, Attacks : 3 (2 claws 1d6, 1 beak 2d6 +1 to hit, +2 damage), Size L, Morale 12, XP 975. Special: If either claw hits with an 18 or better, the target is over-bearred and will take an additional 2d8 damage.



4A. Nest: This raised area opens into a cramped room with shattered bones, shredded cloth, and strips of ruined leather covering the floor. A great iron ring bound to a rugged stalagmite anchors the rusty chain.

- The nest holds 59 ep, 158 sp, 1 Gem (**Spindle Pear Ioun Stone, Regeneration 1 HP/ Turn**), and a silver scroll tube with the spells: Reincarnation, Fire Shield, Cone of Cold, Dimension Door, and Knock—all of 12th level.

5. Door: A stout, iron-bound door stands to one side of the rock chipped passageway. Smoke seeps out of a fist-sized hole in the stone above the door, near the crux of the roof.

- Noise from the Owlbear will alert the Guards here and door will be locked.

6. Ante Chamber: A savage howl erupts from the throat of a mangy worg as the door opens. Men in furs grip wicked spears and hold their ground in front of double doors bound in iron. Natural stone surrounding the doors is shaped to look like a gaping, fanged maw. Above the door, smoke and an eerie hellish light escape through two glaring eye-shaped holes.

- The four guards posted here will not immediately attack. If not attacked, they will parley and allow passage through the double doors to Area 8. They may believe that the party passed the test of getting by the Owlbear, and wish to be new recruits.
- If the intruders parley and allowed to pass, the guards will attempt to quietly follow them to Area 8.
- Combat in this room will alert guards in Area 7 and they will arrive in two rounds.
- Guards in Area 8 through 11 will prepare and arrive in 1d4+1 rounds.

(4) Pack Hunters (human and/or half-orc): AC 5, Move 12, Level 1 Fighter, hp 10, 8, 7, 7, THACO: 20, Attack: 1 (boar spear, 1d8 +1 to hit, +2 damage), Size M, AL NE, Morale 12, XP: 65. 1d10 sp and 2d20 cp.

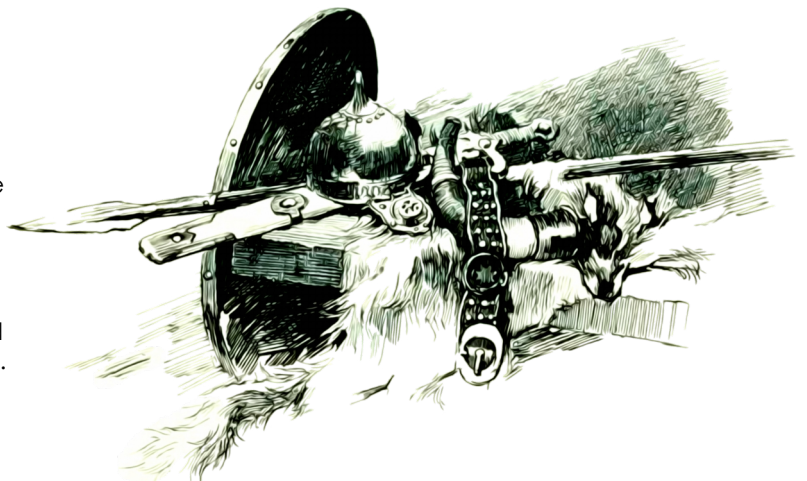
(1) Worg: AC 6, Move 18, HD 3+3, hp 21, THACO: 17, Attack: 1 (bite 2d4+1 to hit, +2 damage—overbear opponent on a 18 or higher attack roll), Size M, Morale 14, XP: 120.

7. Warriors Den: Torchlight dances off moisture drenched walls, revealing a crystal veined pillar near a natural pool of water. Furs and hides are piled together along the walls near a weapons rack filled with spears and a table with benches that hold flagons intermixed with various gear and sticky, stained ale spills.

(8) Pack Hunters (human and/or half-orc): AC 5, Move 12, Level 1 Fighter, hp 11, 11, 9, 8, 8, 7, 7, 7, THACO: 20, Attack: 1 (boar spear, 1d8 +1 to hit, +2 damage), Size M, AL NE, Morale 14, XP: 65.

Treasure: Among the hide and fur bedding will be found, 1d10 sp, 6d6 gp, 1d4 gems (35 gp each), and 1d100 cp.

Weapons Rack: 10 boar spears, 4 hand axes, 2 battle axes, 1 long sword, 3 medium shields, and 4 helmets.



8. Shrine of the Beast: (The doors are heavy and hard to pull open.) Beyond the doors, a few broad deep steps descend into a chamber cut from the mountain stone. Six granite pillars support the blackened soot-stained ceiling aloft, approximately 20 feet high. Six passages align with each pillar, three to either side. A sizzling beast roasts over a spitted fire pit in the center of the chamber. A dais at the far end holds a great wooden throne carved into the likeness of a massive wolf, with the seat within its wide-open fanged maw. An impressive figure draped in furs from a white wolf sits within the maw.

- This is Vortome, the alpha and Lord of the Pack.
- He rises and speaks if the intruders come forward: "Come warriors, you have more than proven you worth. Come join our Hunt." He will point to indicate the cooking meat and then raise his hand to present the many trophies of skulls of beasts and monsters hanging upon the walls.
- Vortome will not attack and will allow the party to eat some meat that is blessed by Fenrir (-1) to attack rolls for 1 turn if not a follower) He will attempt to coerce them to join the Pack.
- If threatened he will signal his followers to attack. If wounded he will shape shift into the hybrid form and fight. If wounded from **Beast Slayer**, he will retreat through the secret door in Area 12, warn the bugbears in Area 15, and prepare for another ambush in Area 16.
- Within the six side rooms are any survivors of the encampment battle (if any, and who may still be wounded) and the following:

(2) Shamans of Fenrir (human): AC 4, Move 15, Level 3 Clerics (Shamans), hp 21, 18, THACO: 20, Attack: 2 (Knives of Fenrir 1d4 +1 to hit, +1 damage), Size M, Morale 18, XP: 175. Copper headed torcs of Fenrir (25 gp).

Spells:

Level 1: Cure Light Wounds, Darkness, Howl of Fenrir, Pass Without Trace

Level 2: Heat metal, Maw of Fenrir

Level 1: Cure Light Wounds, Entangle, Howl of Fenrir, Light, Pass no Trace

Level 2: Maw of Fenrir, Warp Wood

(6) Hunters (human and half-orc): AC 5, Move 12, Level 2 Fighter, hp 20, 18, 17, 15, 14, 14, THACO: 19 Attack: ½ (spear 1d8 +2 to hit, +4 damage) or Throwing Axe (1d6 +1 to hit, +1 damage), Size M, Morale 16, XP: 65 each. 2d10 sp each.

9. Meat Locker: Skinned and gutted game animals hang upon hooks protruding from the walls. A few sharp cleavers and knives are embedded in a stout butchers block.

10. Keg Room: A few shelves sag over four barrels from the weight of pitchers, flagons, wooden plates, and platters.

- Three barrels are ale, and one barrel holds water.

11. Shamans Chambers: This room is simply furnished with a fur covered cot and a table with four chairs. A few worn furs are thrown upon the floor and there is a shelf with an odd collection of trophies (components) as well as small chest.

- The chest is locked. The key is hidden under a skull on the shelf. 57 gp, 2 gems (sapphires 75 gp each), 37 sp, 86 cp.

12. Secret Passage: Beyond the two bear hide curtains is a dark passage that leads to either side of a dais.

- The secret door is activated by a pressure stone to the left of the door.

13. Descent: Weeping walls create a slippery, shallow stream trickling over rough-hewn steps that descend into inky darkness.

14. Natural Caverns: Moisture drips from stalactites and onto various fungi that grow in the cracks and crevices of the walls and floor. The cold stream from the stair pools near the cavern's center briefly before flowing towards another descending passage to the west.

15. Axes: Gnawed bones, scraps of leather, an old boot, and other various bits of debris litter the natural cavern.

- 4 Bugbears inhabit these tunnels, and are waiting in ambush for the intruders in one of these caverns. Check for surprise.
- They will focus attacks on whoever wields **Beast Slayer**. If they capture it, they will retreat to find Vortome.
- If the intruders move to Area 16 the bugbears will stealth and attack from behind, check for surprise.



(4) Bugbears: AC 5, Move 9, HD 3+1, hp 25, 21, 18, 18, THACO: 17 Attack: 1 (by weapon, +1 to hit, +2 damage), Size L, Morale 13, XP: 120 each. 1d6 ep and 2d8 gp each.

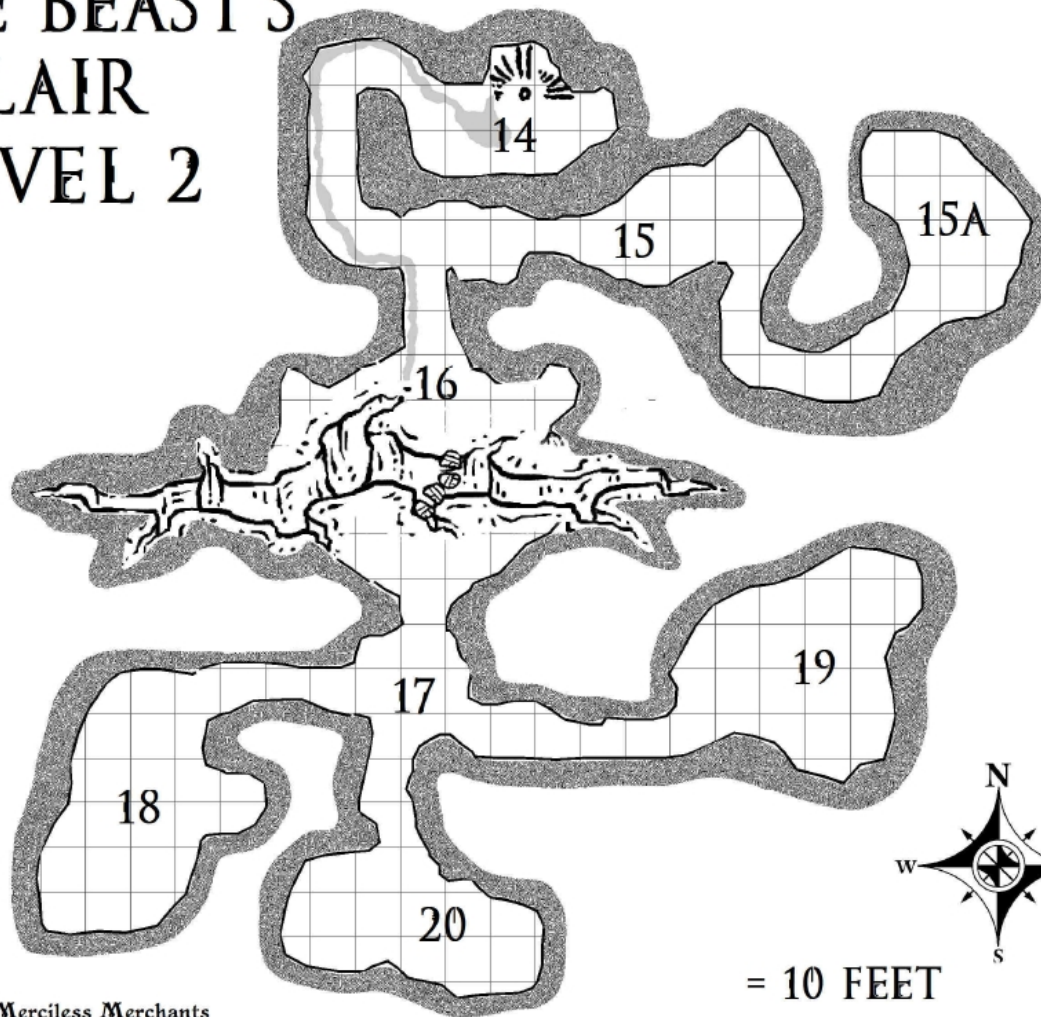
15A. Bugbear's Den: Animal stench is prevalent in this oblong cavern. Furs are thrown on the floor around a charred fire pit and a barrel (ale) rests against the wall with four flagons hanging above it. Gnawed bones litter the floors and various skulls decorate the walls.

- The bugbears carry their treasure with them.

16. Ravine: Water trickles down the naturally descending passageway and disappears over the edge of a ravine (20' wide) that separates the chamber. Drenched stalactites release watery drips creating a cacophonous sound as it pelts the collected water in the 20 foot deep ravine's bottom. Four moist, flat-topped stalagmites of varying heights provide an opportunity for crossing the ravine.

- A dexterity check is required to jump to each flattened stalagmites. If failed the jumper slips and plummets into the ravine for 3d6 damage and hitting 0-3 of the stalagmites, for an additional 1d6 damage per stalagmites struck.
- If not already dealt with, bugbears will attack from behind and Vortome will attempt to cast spells from the other side. Vortome will retreat after being wounded.
- Anyone struck while crossing the ravine must roll versus dexterity or fall.

THE BEAST'S LAIR LEVEL 2



17. Mates: The steady wailing of an infant echoes throughout the caverns.

- If Vortome retreated to Area 20 or has already been defeated read the following:

A young, beautiful woman steps forward blocking her eyes from your light from the right passage. She wears well-kept hides and furs, and speaks in a silky voice "By Silvanus! Finally you have come!" The wailing infant seems to be beyond her in the dark.

A few moments later, another woman steps forward, from the left (eastern) passage. She has two children with her, a boy and a girl who appear very shy. The woman has striking features that are darkly attractive. She wears a buckskin tunic and a double baldric holding 6 daggers along its length. She speaks, "So Talla, these are the ones you spoke of..."

- Both of these lovely ladies are werewolves, and are intentionally attempting to distract intruders while Vortome heals his wounds in Area 20.
- If and when the fighting begins, Talla screams in fright and flees back to Area 18. As soon as she's out of sight she will shape shift and attack.
- Voreena pulls her daggers and throws them at any lightly armored opponents. Her children will flee back to Area 19.

- Vortome will arrive when sounds of combat emerge and will receive a +2 to hit and does max damage if his mates are threatened. He will not retreat if his mates are in danger.

Talla: AC 7 or 5 (silver needed in hybrid or wolf form) MV 12 or 15 (wolf), , HD 4+3, HP 32, THACO 16 Attack:1 (Wolf form-bite and maul, 2d4 +1 To Hit, +2 Damage), overbear if over 4 needed to hit is rolled, Size M, AL NE, Morale Special, XP: 650. Fine hides and furs, gold bracelet (50 gp).

- If Talla loses ½ her HP she will retreat to defend her cub. If her cub is threatened she will rage and get +3 to hit and damage, and will fight till -17 HP until dead.

Voreena: AC 7 (human) or 2 (hybrid or wolf)(silver weapons needed) Move 17, HD 4+3, hp 37, THACO: 16, Attack: 2/3- human (Daggers 1d4 +3 to hit, +3 damage) 3- hybrid (2 claws 1d4 +1 to hit, +2 damage, bite 1d4 +1 to hit, +2 damage) 1-wolf form (bite 2d4 +2 to hit, +3 damage, overbear if over 4 needed to hit is rolled), Size M, AL CE, Morale Special, XP: 650. If cubs threatened, she will rage and acquire +3 to hit and damage and will fight to -17 hp until dead.

Items: bear fang necklace, double baldric, 6 throwing daggers, and gold wolf headed torc (300 gp).

18. Talla's Den: Flickering candlelight from two thick candles inside iron sconces on either side of the cavern reveal the natural, comfortable cavern. A boiling kettle hangs from an iron frame over a crude fire pit. Upon the walls are shelves with hunting trophies of skulls and strings of claws as well as skinning tools and a small pile of gems. Various herbs hang from yarn stretched across the wall.

Buck skin tunics hang on hooks protruding under the shelves along with other garb and a pissing pot. Wails from a baby emerge from a pile of soft furs in an alcove to the left.

- If Talla is present, she is in wolf form and standing over her pup growling. +3 To hit and damage, and will do maximum damage per successful hit.

(1) Pup: Takes wolf form if mom is attacked. AC 8 (silver needed), HD 1+1, HP 9, THACO 20, Attack: 1 bite (1d2 damage), Size S, Morale 8, XP: 65.

- Amidst the pile of furs are combs and pins made of bone, wood and stone resting inside the curve of a round medium shield—**Kambri's Reflector**.
- There are 13 gems on the shelf. Six emeralds worth 70 gp each, four garnets worth 50 gp each, one diamond worth 100 gp, and two onyx worth 25 gp each.

Kambri's Reflector

Most bards can recall the story of Kambri the Bodyguard. Kambri protected a long forgotten princess who was incredibly vain. She ordered her bodyguards to have mirrors on hand so that she could always check her appearance. Kambri was a trained warrior who did not appreciate the distraction, and instead, received an enchantment on her shield and made it a highly polished surface. **Kambri's Reflector** is a **Shield +1**, provides a +4 versus gaze attacks, and serves as a quality mirror.

19. Voreena's Den: A single, low burning lamp provides flickering light as it sits upon a square table in the center of the natural cavern. A bowl upon the table is laden with greasy charred ribs. Two pairs of gleaming eyes glare balefully from below the table. A pile of ragged hides and furs cover a raised portion of the room to the north. Implements and tools for hunting and curing hides are next to various animal skulls that laden the shelves along the walls. A wooden weapon rack with various weapons rests against the wall to the left of the entrance.

- The two young werewolves will not attack unless threatened. If threatened, they will launch a fierce attack at first as a distraction in an attempt to escape.
- Under the skull of a badger on the shelf are 4 gems—jacinth 25 gp, sapphire 85 gp, and two citrines worth 45 gp each.
- The weapons rack holds, six throwing daggers, two **Knives of Fenrir**, two short swords, a hand axe, and **Thane** (see next page).

(2) Young Werewolves: AC 5 (silver needed), Move 12, HD 2+1, hp 17, 14, THACO: 19, Attack: 1 (bite 1d4 +2 damage, Size M, AL CE, Morale 10, XP: 270.

Thane

Thane is an ancient **Longsword +1** that belonged to a barbarian chieftain named Fornvirre. Its blade has intricate carvings of battle scenes running its full length and will glow a faint red from its blade when wielded during combat. **Thane** provides a benefit of +1 Charisma to its wielder.

20. Vortome's Den: Lamber light filters through the passage from a smoky chamber saturated with the smell of cooked flesh. Bleached skulls of animals and humanoids surround the cavern, adorning the walls. A spitted fire pit burns at the room's center and chars a greasy-drip deer carcass. An opening to the right holds a stout table with four chairs with a shelf set in the wall and an iron-bound chest with a wooden keg below it. Shimmering light from the fire reflects off a pool of water in the corner. To the left, an alcove holds a hide and furred hammock hanging from iron spikes impaled into the stone walls.

- On the table are chewed bones on a wooden plate, a wicked knife, and a flagon of half-drunk ale.
- Upon the shelf are herbs and spell components, as well as three Bone Totems of Fenrir (cursed to non-followers, -1 to all actions and saves). There are also a set of old **Knives of Fenrir**, (1d4+2 damage).
- The chest key is hidden under a rock around the fire pit.
- **Trap:** The chest is locked and protected by a **Fire Trap** Spell that will inflict 1D4+7 fire damage in 5' radius. Inside chest is a richly woven blood red cloak lined with bear fur (25gp), 152 pp, 848 gp, 220 sp, 563 cp, 6 gems (jacinth, each worth 65 gp), and the Druid's Circle's prized possession, the **Sacred Torc of Silvanus**.

Sacred Torc of Silvanus

The Sacred Torc of Silvanus is crafted of heavy gold and is worked into the exact likeness of a wreath of oak leaves with acorns at either end. Legends say it was crafted ages ago, some say by elves, and some say Silvanus himself! It is worn by the highest ranking druid in the Circle and passed on to the next.

Once secured around the neck, it cannot be removed, unless a **Dispel Magic** (divine) is successful against it. An arcane dispel gets a -4 penalty to succeed.

While the wearing the Torc it will bestow blessings upon the wearer, and knowledge as to what plants are edible or poisonous. The wearer may cast **Heal**, **Cure Disease** and **Neutralize Poison** once a week and **Pass without Trace** 1/day over any surfaces including water and snow. It also bestows +1 Protection against harm, both mundane (+1 to AC) and magical (+1 to saving throws). The wearer is resistant to cold-both natural and supernatural. The wearer also loses all interest in eating meat. XP: 5,000.

CONCLUSION

The conclusion of the adventure may find the party returning to the Druid Circle in Oakvale in triumph and presenting the **Sacred Torc of Silvanus**. They will receive full experience for the item. Each will be presented a **Silver Holy Symbol of Silvanus** (+1 saves versus Magic and Poisons.) A great feast will be held in their honor under the Sacred Oak tree for the whole village, hosted by Chief Korva, even the leprechaun will behave.

If the heroes decide to keep the **Sacred Torc of Silvanus**, the Druidic Circle will pursue them until it has been retrieved. Any druid in the party allowing this will be cast out of the Circle.

Or perhaps the heroes wish to explore this region further, investigating the robberies of the merchants in the Willowmere, or researching the haunted mines of Nevermore. Or searching for a cure for lycanthropy, or maybe even joining the Great Hunt with Vortome!

APPENDIX V: NEW SPELLS

Howl of Fenrir (Invocation)

Caster/Level (Sphere): Level 1, (Animal)

Range: 0

Duration: 1 round per level

Effective Area: Special, 5 feet radius +1 foot per Charisma point

Components: V, M

Casting Time: 1 segment

Saving Throw: Neg.

Howl of Fenris is used to cause fear in opponents as well as signal allies or enemies at great distances. The priest let's forth a howl of fury that will cause fear to all those within the immediate area of effect whom are not followers of Fenrir. A saving throw versus spells will negate the effects, otherwise the victim will flee in panic for 1 round. Those affected may attempt a saving throw per round or continue to flee.

The howl can be heard from up to 1 mile distance per every 3 levels of the howler. If used in this manner the caster can howl once per level. This is often used by the Pack during their hunts to drive their prey before them.

The material component needed is the shaman or priest's totem/symbol of Fenrir.

Maw of Fenrir (Alteration)

Caster/Level (Sphere): Level 2, (Animal)

Range: 0

Duration: 2d4 rounds+1 per level

Effective Area: Caster

Components: V, S

Casting Time: 1 segment

Saving Throw: Nil.

Invoking the great wolf Fenrir, the casters eyes turn a baleful yellow and their face erupts in a bristle of fur while extending into a fanged maw. The caster will gain a biting attack each round they are in melee. This attack can be used in conjunction with other melee attacks without penalty. The bite attack will deliver 1d4+1 damage (plus any strength bonuses) on a successful hit.



Frenzy (Alteration)

Caster/Level (Sphere): Level 3, (Summoning)

Range: 0

Duration: Special, but at least 1 round per level.

Effective Area: Caster

Components: V, S, M

Casting Time: 1 round

Saving Throw: Special

The casting of this spell involves the priest or shaman calling upon the wild fury of Fenrir by howling in rage for a complete round. This howling will have the same effect as the 1st Level *Howl of Fenrir* spell, however once cast, the caster is overtaken by blood lust and attacks the nearest creature that they see, except other followers of Fenrir. The caster gains +3 To Hit and Damage, and +1 temporary HP for each level they have. They cannot be struck unconscious and will fight until death. They are immune to all Charm spells and mental attacks. However they cannot cast any spells or use special powers while in the Frenzy. The bonus HP will dissipate in 1d3 rounds after breaking the Frenzy which has the possibility of the caster to die if in negative hp. The Frenzy will last as long as there are enemy or prey within sight. If there are no more opponents (friend or foe), the Frenzy will fade in 1d6 rounds. Once the Frenzy is over, the caster will be exhausted and unable to take any actions for another 2d6 rounds unless they roll successfully versus their Constitution to do so each round.

Summon Worg (Conjuration)

Caster/Level (Sphere): Level 4, (Animal, Summoning)

Range: 0

Duration: 1 turn per level.

Effective Area: Caster

Components: V, S, M

Casting Time: 1 round

Saving Throw: Nil

The spell summons 1d2+1 worgs per 3 levels of the caster. These monstrous wolves will obey the commands of their "Master", although there may be some collateral damage as the worgs are chaotic evil in nature...

Worg: AC 6, Move 18, HD 3+3, hp 22, THACO: 17, Attack: 1 (bite 2d4+1 to hit, +2 damage—overbear opponent on a 18 or higher attack roll), Size M, Morale 9, XP: 120

Needed material components are worg fangs, pulled from the maw of a worg/wolf slain by the caster.

APPENDIX VI: NEW MONSTERS

Rootmaw

Climate/Terrain: Mostly forests, swamps, and/or places of evil

Frequency: Very Rare

Number Appearing: 1

Organization: Solitary

Activity Cycle: Any

Intelligence: 0

Treasure: C

Alignment: Chaotic Evil

Armor Class: 6 (mouth) 4 (root tendrils)

Movement: 0

Hit Dice: 8+2

THACO: 13

Attack: 5 or 6. Root tendrils 1d6+1, or bite 3d6

Saving Throw: Fighter 8

Special Traits: Swallow whole, entangle. Half damage from fire attacks. *Dancing Lights* 3x a day. Up to 30 feet length roots. Root tendril regeneration.

Magic Resistance: None

Size: Large

Morale: 18

Experience: 2,000

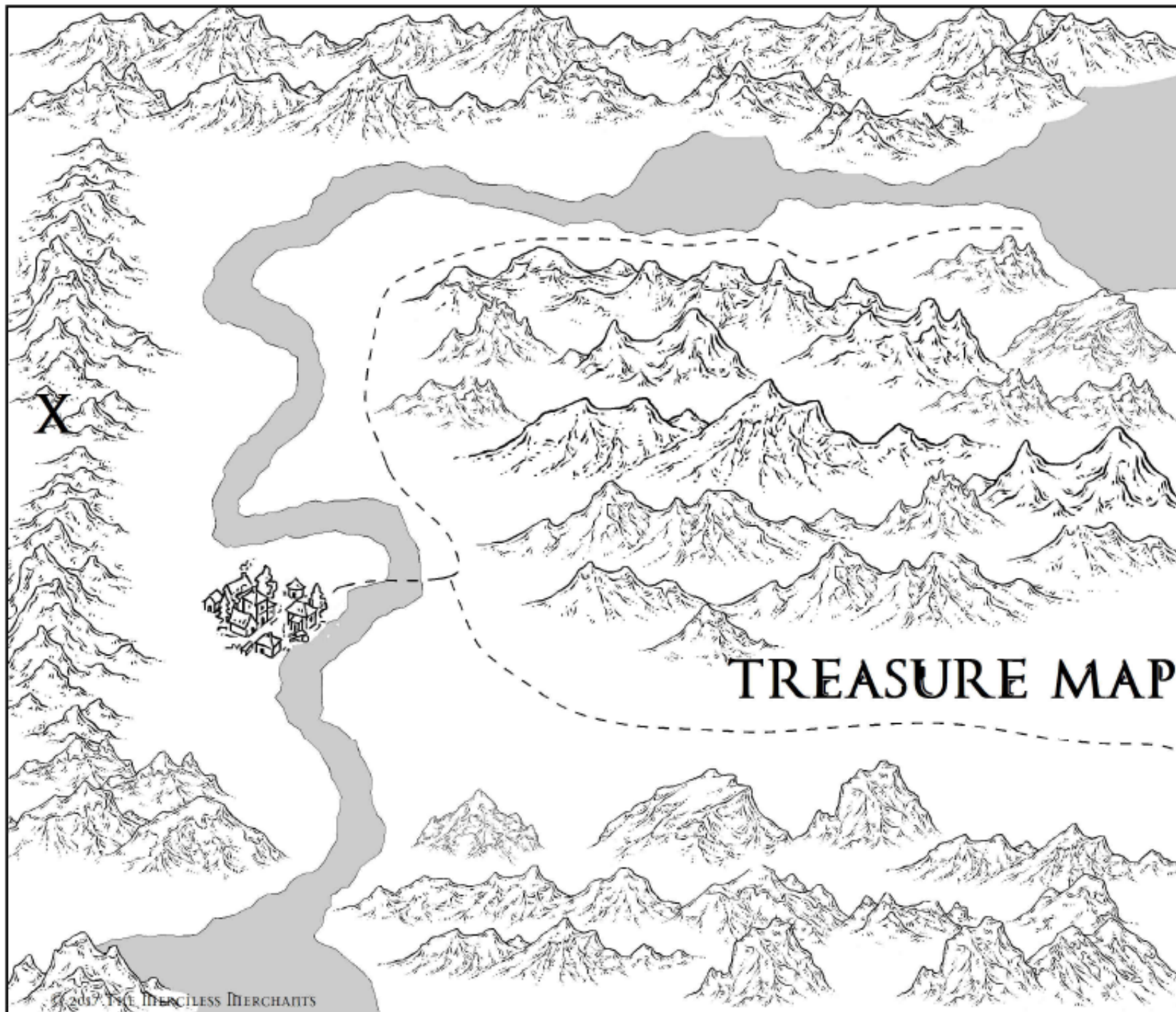


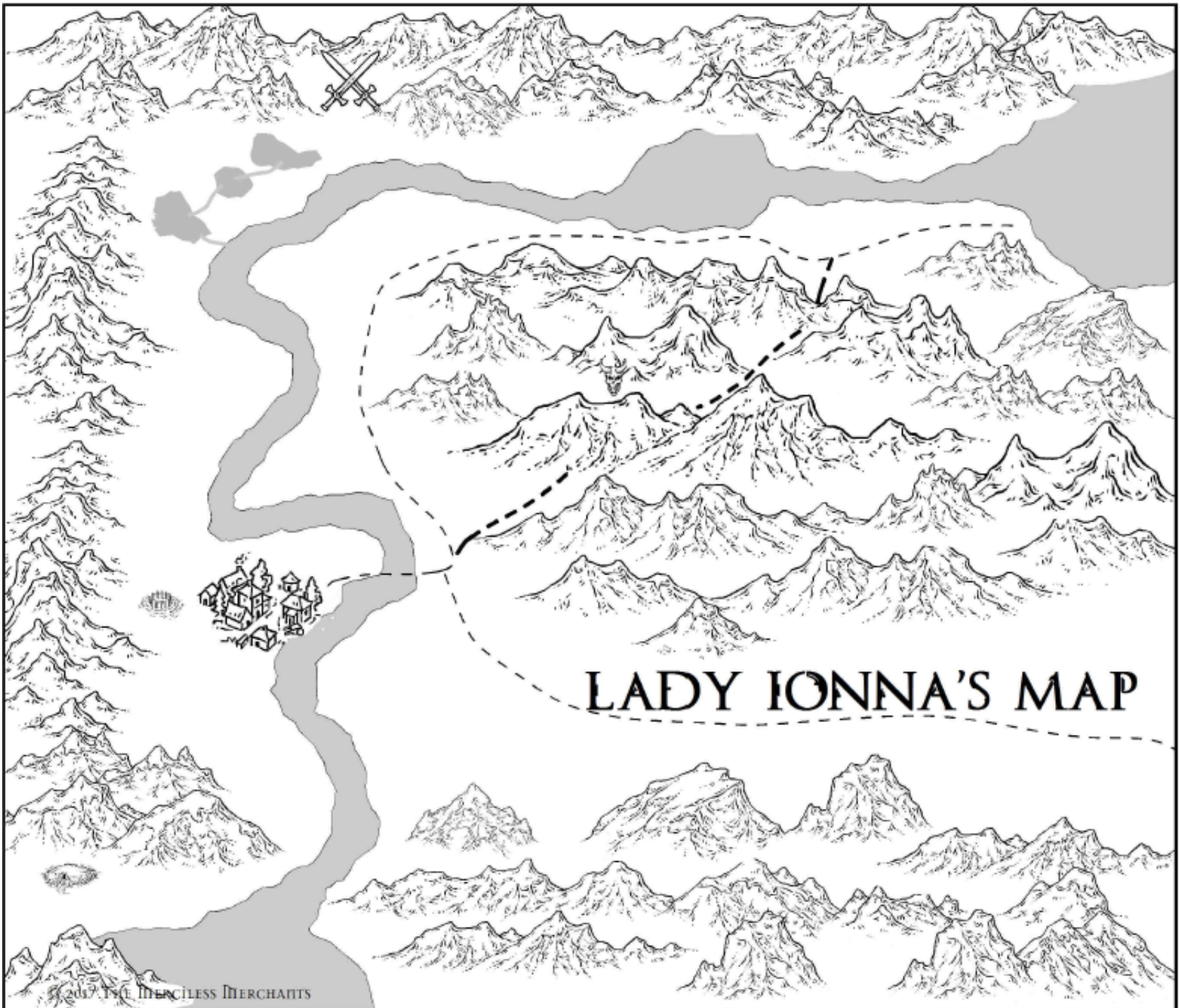
The usual location to find Rootmaws are places where evil and magic have seeped together or from the stump of a slain Calamitous Tree or other evil tree. Sometimes the evil seeps to the deepest roots, where over time, it evolves and grows into a Rootmaw. Rootmaws are essentially the tap root of a stump that has evolved into a great maw with sharp roots for teeth. Only their wicked mouth is exposed, making it look like part of a cavern wall, and their root tendrils that surround their mouth are usually strewn about to be able to capture prey. Rootmaws can't move, however their root tendrils have been known to grow up to 30 feet in length. Rootmaws thrive in damp areas and are usually moist, thus granting them the bonus of half damage from fire attacks.

Rootmaws have the innate ability to cast *Dancing Lights* three times a day with the noted difference that it can move the lights at 18' rather than 6' if wished. It uses *Dancing Lights* to attract prey to enter its stump where it can attack and swallow their victim whole.

Dryads loathe Rootmaws and will attempt to destroy them whenever encountered.

Combat: Rootmaws favorite tactic is to use its *Dancing Lights* ability to lure its prey closer to its mouth. Its focus is to bring something to its mouth, and once that is successful, it will focus its roots to either (50%) strike like a whip for 1d6+1 damage or (50%) attempt to entangle more opponents on a successful hit and drag its victim to the mouth. Once a successful entangle hit is scored, victims must make a successful Bend Bars/Lift Gates to escape the entanglement or will be dragged to the mouth in 1d4 rounds. Severing the root tendril (hp 12) will also free a victim, however, severing one root tendril will allow the Rootmaw to grow two new tendrils in 1d4 rounds to take its place. Once at the mouth, a roll to hit for the mouth attack is always successful. A successful 18 or higher attack roll for the mouth will mean the opponent is engulfed and swallowed and will die in 1d10+1 rounds from suffocation and internal acids.





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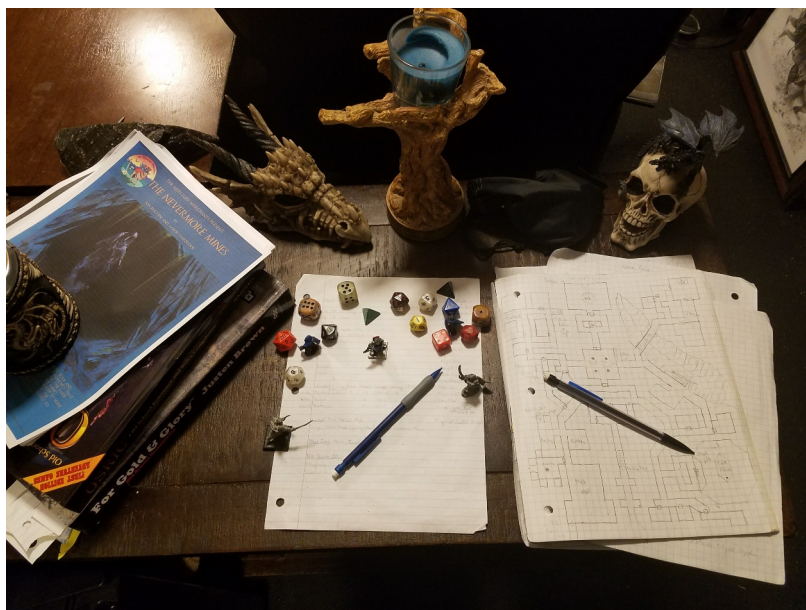
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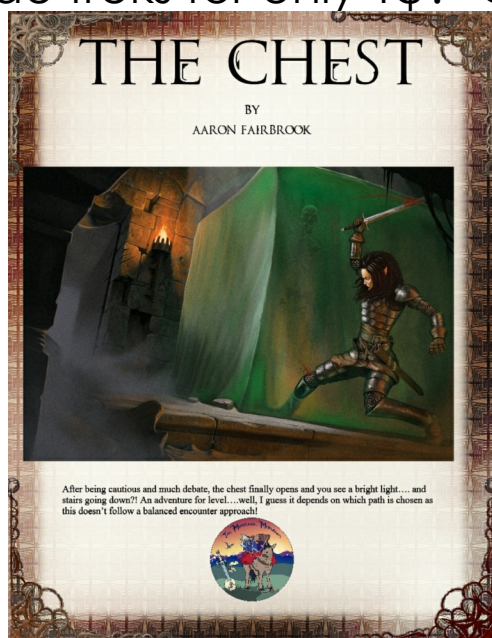
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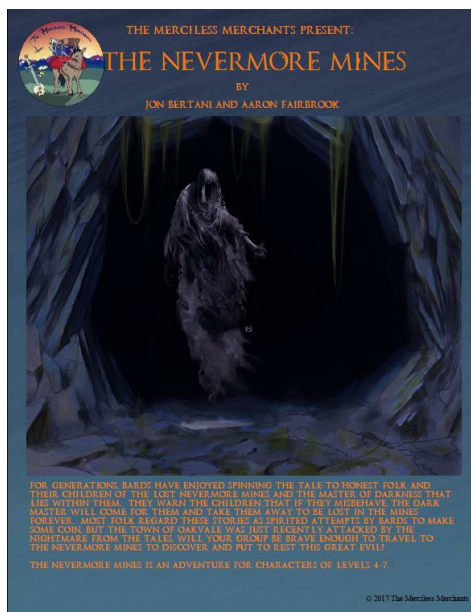
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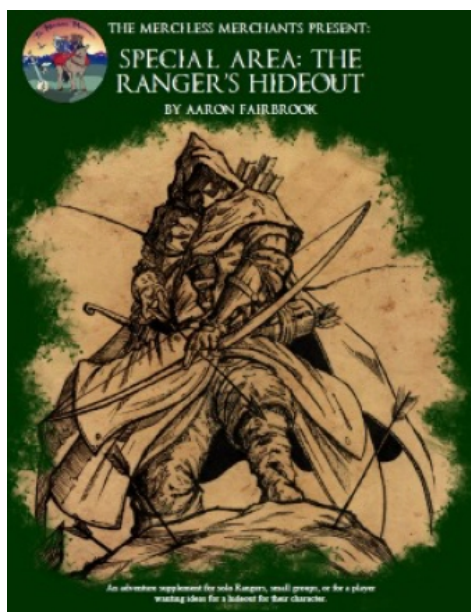


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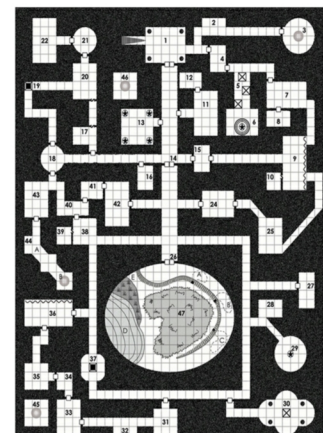
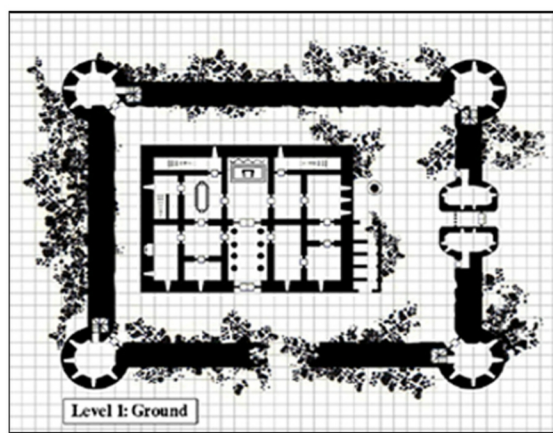
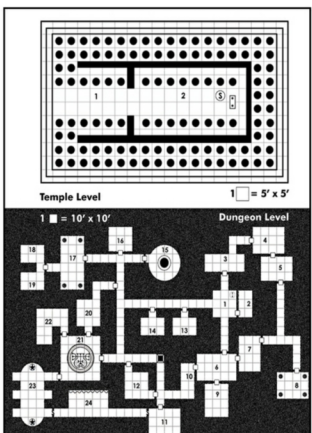
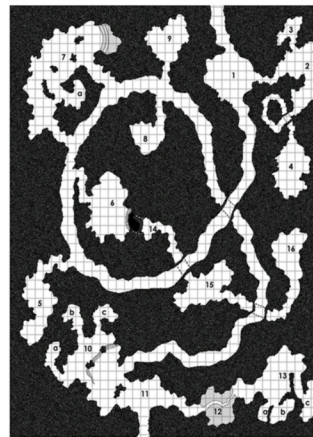
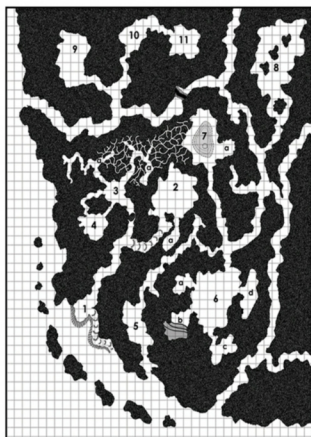
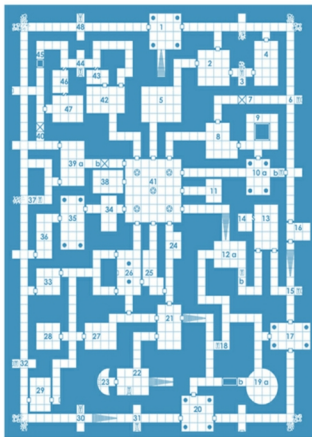


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