

BIS1-04

A WALK IN THE WOODS

A One-Round D&D LIVING GREYHAWK[®]
Bissel Regional Adventure

Version 1

by Tom Hogan

You have chosen to seek adventure in Dimhaven, a town built among and atop the trees of the Dim Forest. The journey so far has been uneventful but enjoyable. But what was that bright flash of light? And is that smoke ahead? A Living Greyhawk Bissel regional scenario for characters levels 1-6.

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

PREPARATION

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

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

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

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

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

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

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

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

SCORING

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

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

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

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

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

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

DETERMINING AVERAGE PARTY LEVEL (APL)

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

- 1) Determine the character level for each PC participating in the adventure.
 - 2) If PCs bring animals that have been trained for combat (most likely war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e., animal companions, familiars, paladin's mounts, etc.) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
- | CR | 1 | 2 | 3 | 4 |
|-------------|---|---|---|---|
| 1/4 and 1/6 | 0 | 0 | 0 | 1 |
| 1/3 and 1/2 | 0 | 0 | 1 | 1 |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 4 | 5 | 6 |
| 4 | 4 | 5 | 6 | 7 |
- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure—round up.
 - 4) If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the

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

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

- 1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Mialee, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

If you are using a 591 CY adventure (campaign year 1) that uses the old Tiers, assume that the Tier multiplied by 2 is the APL suitable for that encounter.

IS IT A FULL MOON?

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

LIFESTYLE

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

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

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

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

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

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

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

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

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

ADVENTURE SUMMARY AND BACKGROUND

During the Ketite invasion of Bissel, a faction of worshippers of Hextor made their way quietly into Bissel. They used the conflict to disguise their arrival and activities. As the war ended, they decided to settle in the township of Dimhaven, the town in the trees of the Dim Forest. Dimhaven was an optimal place to work from because the Knights of the Watch had a minimal presence there, yet it was fairly close to the Bissel capital of Pellak and the high temple of Heironeous there.

Working in the shadows and using deception and blackmail, the worshippers of Hextor have managed to set up an information-gathering network of both willing and unwilling participants. Via these spies, Hextor's followers have learned that the Lord Mayor of Dimhaven is sending a tax payment to Pellak. They have decided to prevent that payment from reaching Pellak. The gold can be used for some of their projects, and its loss will cause strife between the Margrave and the people of Dimhaven. As they often do, the faction has found another group to take the risk for them so they can remain hidden behind the scenes.

The servants of Hextor have found a rogue group of Ketite fanatics. Still angry with their own government for giving up so easily during the war, the group remained in Bissel after the war to cause as much chaos and destruction as possible. This tax payment has given them just such an opportunity. The Ketites will provide the resources for the actual ambush while the Hextorites will provide the time and place of the tax delivery via their spy network. The two groups will then split the gold to spend on their own causes.

The Ketite fanatics have recruited a bugbear clan to ambush the carriage carrying the tax payment. They have given the bugbears directions on where to ambush the caravan. The bugbears are under orders to bring the chest containing the tax payment to a specific location where the Ketites will take the chest from them in return for payment for the ambush. The Ketites have orders on how to deliver a share of the haul to Hextor's followers.

Near Dimhaven, the PCs come upon the scene of the ambush. Only a few members of the carriage guard and roughly twice as many bugbears remain. Several bugbears are running into the Dim Forest carrying the chest containing the tax payments. The town constabulary arrives on the scene after the combat is over (or during if the party is in real trouble). They insist that the PCs come to town to give a statement.

In town, the PCs will be questioned about the ambush thoroughly. There they will meet Sorvon Woodshadow, founder of the Company of the Brightpath. He will tell the PCs what the stolen chest contained and will ask them to accompany him on a mission to recover the chest.

The thick growth in the Dim Forest creates very few paths the bugbears could have taken in their escape, making it fairly easy to find the correct path to follow.

The PCs run into a member of the Company of the Brightpath who discovered the bugbear lair during his patrol. He was attacked and managed to flee. He is able to point out the trail the PCs should follow.

The bugbear lair is comprised of several tunnels and chambers. The bugbears are prepared for visitors. The chest has been passed to the Ketite fanatics, and they are long gone. The PCs will find a roughly drawn map showing the bugbear lair and four other points of interest.

As the party follows the map, they will come across an Ankheg eating the remains of what appears to be a human male. Not wanting to share its meal, the Ankheg immediately attacks anyone entering the clearing. Further along, the path splits.

One trail leads to the stone altar the bugbear shaman uses for various ceremonies. Another leads to an Ankheg lair. The last leads to a cleverly hidden hut. The chest is inside the hut as well as the Ketites and a few bugbears.

If successful in returning the chest unopened to Dimhaven, the PCs will receive influence in Dimhaven and with the Company of the Brightpath. The Lord Mayor and Sorvon are intrigued by the involvement of followers of Hextor in this plot and promise to investigate further.

INTRODUCTION

You're headed to Dimhaven, a town built among the trees of the Dim Forest, high above the ground, to protect it from the spring floods of the Realstream. But that's not the only danger the town faces. You've heard of the humanoids and other creatures that sometimes burst out of the forest and cause havoc. It sounded like a good place to find adventure and make a name for your self.

You find yourself on the road to Dimhaven with a group of like-minded individuals you met at an inn in Clunther last night.

Allow the PCs to describe their characters, introduce themselves, and role-play if they wish.

ENCOUNTER 1: THE AMBUSH

You expect to reach the town shortly. The forest in the distance has been getting closer all day long. A loud boom and an extremely bright flash of light disturb the relative quiet of the day. Through the spots in your vision, you see smoke starting to rise ahead.

The PCs have stumbled upon the bugbear ambush of the tax payment on its way to Pellak. The party is roughly 100 yards away when they can spot several bugbears surrounding the smoking remains of the carriage and attacking the survivors of the delivery team. Two bugbears stand as sentries, watching the road in each direction about 50 ft. from the carriage.

There was a large guard assigned to the carriage, but a duel between sorcerers on both sides has left many bodies

in its wake including the sorcerers. Practically all items of value have been destroyed in the spell battle. The only survivors from the team traveling with the tax payment are the town's junior bookkeeper and three men-at-arms. It is obvious that they cannot last much longer and are in dire need of assistance.

☛ **Estev**: Male human Exp1; the bookkeeper will not fight.

☛ **Men-at-arms, male human War1** (3): CR 1/2; Medium-size humanoid; HD 1d8+2; hp 9 (each); Init +1 (Dex); Spd 30 ft; AC 16 (+1 Dex, +4 chain shirt, +1 small wooden shield); Atk +4 melee (longsword 1d8+2/19-20/x2) or +2 ranged (shortbow 1d6/x3, range 60 ft.); AL LN; SV Fort +4, Ref +1, Wil +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +4, Handle Animal +1, Intimidate +1, Jump +4, Ride +3, Swim +4; Point Blank Shot, Weapon Focus (Longsword).

Possessions: chain shirt, shortbow w/ 20 arrows, small wooden shield, longsword.

If the PCs make a successful Spot check (DC 13), they will see a number of bugbears several hundred yards away, just entering the Dim Forest. If they make DC 19, the PCs will notice that the bugbears seem to be carrying something.

If the bugbear sentries spot anyone coming down the road, they will shout to alert their compatriots. They will then harry anyone approaching with missile fire in the hopes that their accomplices can slay the remaining carriage guards. The bugbears hope to eliminate all witnesses to the ambush. If it appears that they will be unable to do so, 2 or 3 will remain behind with the purpose of delaying any pursuit while the rest scatter.

The town constabulary will arrive on the scene a few moments after the battle between the PCs and the bugbear is over (or during if the PCs are in serious trouble). The group consists of 4 more men at arms, a sergeant, and a cleric of Geshtai:

☛ **Men-at-arms** (4): as above.

☛ **Sergeant Valgard, Male Human War3**: CR 3; Medium-size humanoid; HD 3d8+2; hp 24; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft; AC 17 (+2 Dex, +4 chain shirt, +1 small wooden shield); Atk +6 melee (longsword 1d8+2, crit 19-20/x2) or +5 ranged (light crossbow 1d8, crit 19-20/x2, range 80 ft.); AL LN; SV Fort +5, Ref +3, Wil +2; Str 15, Dex 14, Con 14, Int 11, Wis 12, Cha 9.

Skills and Feats: Climb +5, Handle Animal +2, Intimidate +2, Jump +5, Ride +5, Swim +5; Alertness, Improved Initiative, Weapon Focus (Longsword).

Possessions: chain shirt, light crossbow w/ 20 bolts, small wooden shield, longsword.

Silasial, Female Half-elf Clr2 of Geshtai: CR 2; Medium-size Humanoid; HD 2d8+2; hp 14; Init +0; Spd 30 ft.; AC 16 (+4 chain shirt, +2 large wooden shield); Atk +2 melee

(shortspear 1d8+1, crit x3) or +1 ranged (light crossbow 1d8, crit 19-20/x2, range 80 ft.); SQ immune to sleep, +2 bonus against enchantment spells, low light vision, +1 bonus on Listen, Search, and Spot checks; AL NG; SV Fort +5, Ref +0, Will +5; Str 13, Dex 11, Con 14, Int 10, Wis 15, Cha 12.

Skills and Feats: Concentration +8, Heal +8, Spellcraft +4; Scribe Scroll.

Possessions: chain shirt, light crossbow w/ 20 bolts, large wooden shield, shortspear.

Spells Prepared (4/4; base DC = 12 + spell level): 0 – cure minor wounds x2, detect poison, light; 1st – bless, cure light wounds, entangle*, entropic shield.

*Domain spell. Domains: Plant (rebuke or command plant creatures a number of times per day equal to 3 + your Cha modifier); Travel (For total of 1 round per cleric level can act normally regardless of magical effects that impede movement, as spell-like ability; wilderness lore is a class skill).

If the PCs have rescued any of the remaining guards, the cleric will see to them first and the sergeant will thank the PCs for their help. If none of the guards survived, the sergeant and his men will treat the PCs with suspicion. Either way, the cleric will help heal any wounds the PCs might have and the sergeant will insist that the PCs accompany him to Dimhaven to give a formal statement.

If questioned, the guards will tell the PCs that the carriage was carrying a cargo that was vital to the needs of the town. Unfortunately, they cannot give the PCs anything more specific. They will have to speak to their superiors in town.

APL 2 (EL 5)

☛ **Bugbears** (3): hp 16 each; see *Monster Manual* page 27.

APL 4 (EL 7)

☛ **Bugbears** (6): hp 16 each; see *Monster Manual* page 27.

APL 6 (EL 9)

☛ **Bugbears** (12): hp 16 each; see *Monster Manual* page 27.

ENCOUNTER 2: WELCOME TO DIMHAVEN

The sergeant and his men take up positions in front and behind you and lead you to the edge of the forest. Those in the lead stop, and you wonder why. You can see that the road continues through the trees and gradually heads north. The sergeant places two fingers in his mouth and gives a shrill whistle. The responding hail from above draws your eyes upward. You see a man waving down at you as a large wooden structure on ropes is slowly nearing the ground. You all pile into the 'elevator' in which 15 fully armored men could stand quite comfortably and are slowly raised from the ground.

As you are lifted skyward, you begin to see more of the township. It's an incredible sight to behold, buildings are either in trees or suspended between trees with a series of wooden 'skyways' connecting them all. The sheer size of an entire town built among the trees seems incredible. You exit the elevator and step onto a skyway. It looks frail but is surprisingly sturdy. As you walk down the skyway, the influence of Sylvan elves upon the town is evident everywhere; especially in the way the structures blend into the surrounding trees.

The sergeant takes you to a large structure build between four trees with a plaque bearing the town symbol along the doors. Inside you are asked to leave your weapons at the door.

The constabulary will not force the PCs to disarm themselves. Unless they leave all visible weapons here, several guardsmen will be with them at all times.

You are then escorted to a room with several tables and chairs. On a table is food and drink that the sergeant offers to you. He excuses himself and knocks on a door opposite to the one you entered. After a few moments the sergeant returns with another man. He introduces himself as the captain of the town constabulary, Marhul, and proceeds to ask you questions.

The town guard is fairly certain the PCs had nothing to do with the stealing of the tax moneys, but they need to be sure. They will question the PCs about the ambush thoroughly.

The sergeant and the captain then confer amongst themselves quietly. As they are talking, there is a knock at the door. The sergeant answers it and speaks to someone outside. The captain thanks you for your time and your help and asks that you stay in town for a few days in case they have any more questions.

As you begin to leave the sergeant asks that you stay a few more minutes to entertain another visitor.

The PCs can leave at this point but will be asked to return later.

As you again get comfortable, in walks a male elf. From his features you recognize him as a gray elf, not a wood elf. He is dressed in leathers and the cloak he wears is earth toned. You notice that his cloak clasp bears the symbol of the township but is colored a dark green. 'Well met,' he says, 'I am Sorvon Woodshadow and I would ask a favor of you.'

Sorvon Woodshadow is the founder of the Company of the Brightpath, an organization that protects Dimhaven from threats in the Dim Forest. The Company works closely with the Lord Mayor and the town constabulary. He will tell the PCs that the carriage they saw ambushed was carrying a tax payment from Dimhaven on its way to Pellak.

Sorvon will ask the PCs to accompany him on a mission to recover the chest. Two members of the Company of the Brightpath were acting as scouts for the delivery, and Sorvon feels responsible for the lethality of the ambush. He explains that the Company of the Brightpath is currently very small (less than 15 members) and that the majority of them are on patrol in the forest.

Most patrols last a week and time is of the essence. Sorvon is a trained guide for the Dim Forest. The PCs are offered anything they recover (other than the chest) as a reward for their service, plus the Company's thanks.

If Sorvon's request is agreed to, he will warn the PCs about the deadly traps on the chest (see Encounter 7). If it is rejected, the Lord Mayor will seek the PCs out and make the same request. Again, the PCs are offered anything they recover (other than the chest) as a reward for their service, plus the Lord Mayor's thanks.

Due to the construction of the town, it is expensive to care for animals. There is a common stable in town but its price is 3 times that found in the PHB.

☞ **Sorvon Woodshadow:** male sylvan elf Rgr5.

Sorvon has a noble and courageous heart. He loves walking the trails of the Dim Forest and helping those he finds there.

ENCOUNTER 3: A DIM PATH

Sorvon leads you out of the town and back to the site of the ambush. It's not hard to find as a huge burn area marks the ground. Sorvon explains that the thick growth of the forest leaves very few trails to follow; this will make tracking the thieves a bit easier.

The thick growth in the Dim Forest creates very few paths the bugbears could have used but there are three in this area they could have been followed. If the PCs spotted the fleeing bugbears in encounter one, it will be a fairly quick process of determining the correct path. If not, it will take some time to determine which one.

As you follow Sorvon into the Dim Forest, the daytime sun quickly fades and the forest growth seems to push in from all sides.

After about an hour of following the trail the PCs come across a barely conscious, severely wounded human male. Sorvon will recognize him as Pendak Endas, a member of the Company of the Brightpath. If stabilized, Pendak will tell the PCs and Sorvon that he discovered a bugbear lair during his patrol. He was attacked and managed to flee, but his wounds were severe, and he only made it this far. If Sorvon accompanied the PCs, he will point out the trail the PCs should follow then he will take leave of the PCs in order to get Pendak home. He will remind them not to try to open the chest as powerful wards protect it.

☞ **Pendak Endas:** male human Rgr3.

ENCOUNTER 4: THE BUGBEARS

You follow the trail Sorvon pointed out for several hours before you come to a small clearing. Maybe 20 feet in diameter, a cave entrance comes out of the ground ahead.

This is the bugbear lair. It is comprised of several tunnels and chambers. It has two entrances (one in front of the PCs now), and several bugbears have hidden themselves just outside and inside the lair so they can encircle anyone entering. If the PCs make a Spot check (DC 11), they will notice movement just inside the cave. There is a bugbear moving back and forth just inside the cave hoping to distract anyone who discovers the lair. Unless the PCs attempt to hide, those waiting outside will definitely spot them. If the PCs make a spot check (DC 23), they will notice a humanoid shape or two hiding in the forest growth. Those hiding outside will wait until the PCs are engaged with those inside the cave before attacking.

Only half the bugbears will attack initially; the other half is watching the other entrance. After 5 rounds, the rest will arrive. The PCs will find that the chest containing the tax receipts is not here. It has already been passed to the Ketites, and they are long gone.

The PCs will find a roughly drawn map showing two semi-circles to the south (the bugbear lair) and three other points of interest (connected by two perpendicular lines). These vague symbols are a cube to the east (the small hut the Ketite fanatics occupy), two triangles to the north (the Ankheg lair), and a rectangle to the west (a stone shrine the bugbear shaman uses). It is impossible from the map to determine what the symbols mean.

APL 2 (EL 5)

👉 **Bugbears** (3): hp 16 each; see *Monster Manual* page 27.

APL 4 (EL 7)

👉 **Bugbears** (6): hp 16 each; see *Monster Manual* page 27.

APL 6 (EL 8)

👉 **Bugbears** (12): hp 16 each; see *Monster Manual* page 27.

Treasure: 175 gp and two *potions of cure light wounds*.

ENCOUNTER 5: AN OBSTACLE

Leaving the lair behind you, you find yourselves again on a path amongst the dense growth of the forest. After about a half-hour of travel, you round a bend to find a large insect-like creature chewing on what appears to be the remains of a human. Its brown, armored body blocks the path ahead. Before you can find a way around the creature, its head raises from its grisly meal and it charges at you.

The PCs have come across an Ankheg (or several) eating the remains of a human male (an unfortunate member of the Ketite group). Not wanting to share its meal, the Ankheg immediately attacks anyone entering the clearing. The only way to continue on the trail is to get past the Ankheg. At higher tiers, more ankhegs burrow from underground after the first round of combat.

Further ahead, the path splits into three directions each pointing in the direction of one of the strange symbols on the map.

APL 2 (EL 3)

👉 **Ankheg** (1): hp 25; see *Monster Manual* page 18.

APL 4 (EL 5)

👉 **Ankhegs** (2): hp 25 each; see *Monster Manual* page 18.

APL 6 (EL 7)

👉 **Ankhegs** (4): hp 25 each; see *Monster Manual* page 18.

ENCOUNTER 6: A CHOICE OF DIRECTIONS

The western trail leads to a stone altar the bugbear shaman has used for various ceremonies. It is a large natural stone worn flat by the nearby Realstream when it overflows in the spring. It is surrounded by small animal bones and has dried blood upon it. There is nothing else of interest there.

The northern trail leads to an Ankheg lair. Near the end of the trail, the PCs will notice that the path seems to have been worn wider and that there has been recent activity here.

A successful Wilderness Lore check (DC 13) by someone with the Track feat will reveal that large creatures have caused the disturbances to the surrounding area. The lair is a tunnel into the ground within a large pile of earth. One of the ankhegs is slowly moving about just outside the hole. Two others are underground. A successful Spot check (DC 17) allows the PCs to spot movement in the hole. The Ankhegs will not attack unless provoked. The party would do well to leave this area rather than fight.

APL 2 (EL 6)

👉 **Ankhegs** (3): hp 25 each; see *Monster Manual* page 18.

The eastern trail ends in what appears to be a dead end, but a successful Search check (DC 17) will find a cleverly hidden hut.

ENCOUNTER 7: THE HIDEOUT

Fyodr has been watching the clearing outside of the hut via a peephole. He has spotted the PCs and is about to

warn the others when one of his fellows sets off the *glyph of warding* (blast glyph – 5d8 electricity damage) on the chest (which is also the subject of an *arcane lock* spell). PCs will definitely hear the scream of the Ketite slain by the glyph.

The Ketites attempt to prepare for the PCs as much as possible despite the loss of one of their number. Depending on how long the PCs take to find and enter the hut, the Ketite fanatics will be partially or totally ready for company. Elrik will attempt to cast as many spells as possible before the PCs are able to engage the Ketites in combat.

When the battle is over, the PCs will find military documents on Fyodr that demonstrate that he was a member of the Ketite army that invaded Bissel. Elrik has a letter on his person that details the tax delivery and has a symbol of Hextor where the signature should be. The chest containing the tax payments is on a table and is clearly marked with the seal of Dimhaven. As mentioned above, the chest is protected by a *glyph of warding* and the *arcane lock* spell. The glyph is only triggered if someone tries to open the chest.

APL 2 (EL 5)

➤ **Elrik, male human (B) Wiz3:** CR 3; Medium-size Humanoid (Human); HD 3d4+6; hp 16; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 12 (touch 12, flat-footed 10) [+2 Dex]; Atk +1 melee (1d6/x2, quarterstaff) or +3 ranged (1d8/19-20/x2, lt. crossbow); AL NE; SV Fort +2, Ref +3, Will +4; Str 10, Dex 14, Con 13, Int 15, Wis 13, Cha 10.

Skills and Feats: Concentration +7, Craft (Weaving) +8, Knowledge (Arcana) +8, Search +5, Spellcraft +8; Combat Casting, Improved Initiative, Scribe Scroll, Toughness.

Spells Prepared (4/3/2; base DC = 12 + spell level): 0—*daze* (x2), *ghost sound*, *ray of frost*; 1st—*mage armor*, *magic missile*, *sleep*; 2nd—*mirror image*, *web*.

Spellbook: 0—all; 1st—*cause fear*, *expeditious retreat*, *feather fall*, *mage armor*, *magic missile*, *shield*, *sleep*; 2nd—*mirror image*, *web*.

➤ **Fyodr, male human (B) Ftr2:** CR 2; Medium-size Humanoid (Human); HD 2d10+2; hp 20; Init +2 (Dex); Spd 30 ft.; AC 16 (touch 12, flat-footed 14) [+2 Dex, +4 chain shirt]; Atk +5 melee (2d6+2/19-20/x2, greatsword) or +4 ranged (1d8/19-20/x2, lt. crossbow); AL LE; SV Fort +4, Ref +2, Will +2; Str 15, Dex 14, Con 12, Int 10, Wis 14, Cha 10.

Skills and Feats: Climb +5, Handle Animal +4, Jump +4, Swim +7; Dodge, Mobility, Power Attack, Weapon Focus (Greatsword).

➤ **Geilahl, female human (B) Ftr1:** CR 1; Medium-size Humanoid (Human); HD 1d10+1; hp 11; Init +3 (Dex); Spd 30 ft.; AC 18 (touch 13, flat-footed 15) [+3 Dex, +4 chain shirt, +1 small steel shield]; Atk +3 melee (1d6+1/18-20/x2, rapier) or +4 ranged (1d8/19-20/x2, lt.

crossbow); AL CN; SV Fort +3, Ref +5, Will -1; Str 13, Dex 17, Con 13, Int 12, Wis 8, Cha 9.

Skills and Feats: Climb +3, Jump +3, Ride (Horse) +7, Swim +5; Dodge, Lightning Reflexes, Weapon Finesse (Rapier).

APL 4 (EL 7)

➤ **Elrik, male human (B) Wiz4:** CR 4; Medium-size Humanoid (Human); HD 4d4+7; hp 20; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 12 (touch 12, flat-footed 10) [+2 Dex]; Atk +2 melee (1d6/x2, quarterstaff) or +4 ranged (1d8/19-20/x2, lt. crossbow); AL NE; SV Fort +2, Ref +3, Will +5; Str 10, Dex 14, Con 13, Int 16, Wis 13, Cha 10.

Skills and Feats: Concentration +8, Craft (Weaving) +9, Knowledge (Arcana) +9, Search +10, Spellcraft +10; Combat Casting, Improved Initiative, Scribe Scroll, Toughness.

Spells Prepared (4/4/3; base DC = 13 + spell level): 0—*daze* (x2), *ghost sound*, *ray of frost*; 1st—*mage armor*, *magic missile* (x2), *sleep*; 2nd—*mirror image*, *protection from arrows*, *web*.

Spellbook: 0—all; 1st—*cause fear*, *expeditious retreat*, *feather fall*, *mage armor*, *magic missile*, *shield*, *sleep*; 2nd—*mirror image*, *protection from arrows*, *tasha's hideous laughter*, *web*.

➤ **Fyodr, male human (B) Ftr2:** CR 2; Medium-size Humanoid (Human); HD 2d10+2; hp 18; Init +2 (Dex); Spd 30 ft.; AC 16 (touch 12, flat-footed 14) [+2 Dex, +4 chain shirt]; Atk +5 melee (2d6+2/19-20/x2, greatsword) or +4 ranged (1d8/19-20/x2, lt. crossbow); AL LE; SV Fort +4, Ref +2, Will +2; Str 15, Dex 14, Con 12, Int 10, Wis 14, Cha 10.

Skills and Feats: Climb +5, Handle Animal +4, Jump +5, Swim +7; Dodge, Mobility, Power Attack, Weapon Focus (Greatsword).

➤ **Geilahl, female human (B) Ftr2:** CR 2; Medium-size Humanoid (Human); HD 2d10+2; hp 18; Init +3 (Dex); Spd 30 ft.; AC 18 (touch 13, flat-footed 15) [+3 Dex, +4 chain shirt, +1 small steel shield]; Atk +4 melee (1d6+1/18-20/x2, rapier) or +5 ranged (1d8/19-20/x2, lt. crossbow); AL CN; SV Fort +4, Ref +5, Will -1; Str 13, Dex 17, Con 13, Int 12, Wis 8, Cha 9.

Skills and Feats: Climb +4, Jump +4, Ride (Horse) +6, Swim +6; Dodge, Lightning Reflexes, Mobility, Weapon Finesse (Rapier).

➤ **Hedin, male human (B) Rog4:** CR 4; Medium-size Humanoid (Human); HD 4d6+4; hp 22; Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 16 (touch 13, flat-footed 16) [+3 Dex, +3 studded leather]; Atk +5 melee (1d6+1/19-20/x2, masterwork short sword) or +6 ranged (1d6/x3, shortbow); SA sneak attack +2d6; SQ evasion, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +2, Ref +7, Will +1; Str 12, Dex 17, Con 13, Int 14, Wis 10, Cha 9.

Skills and Feats: Appraise +6, Climb +4, Disable Device +8, Hide +7, Intimidate +5, Jump +4, Listen +5, Move Silently +9, Perform +5, Profession (lumberjack) +7, Ride (Horse) +5, Search +6, Spot +6, Tumble +9, Use Magic Device +4; Improved Initiative, Point Blank Shot, Quick Draw.

Possessions: masterwork short sword.

APL 6 (EL 9)

➤ **Elrik, male human (B) Wiz6:** CR 6; Medium-size Humanoid (Human); HD 6d4+9; hp 28; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 12 (touch 12, flat-footed 10) [+2 Dex]; Atk +3 melee (1d6/x2, quarterstaff) or +5 ranged (1d8/19-20/x2, lt. crossbow); AL NE; SV Fort +3, Ref +4, Will +6; Str 10, Dex 14, Con 13, Int 16, Wis 13, Cha 10.

Skills and Feats: Concentration +10, Craft (Weaving) +12, Knowledge (Arcana) +12, Search +12, Spellcraft +12; Brew Potion, Combat Casting, Craft Wand, Improved Initiative, Scribe Scroll, Toughness.

Spells Prepared (4/4/4/3; base DC = 13 + spell level): 0—*daze* (x2), *ghost sound*, *ray of frost*; 1st—*mage armor*, *magic missile* (x2), *sleep*; 2nd—*mirror image*, *protection from arrows*, *tasha's hideous laughter*, *web*; 3rd—*fireball*, *fly*, *hold person*.

Spellbook: 0—all; 1st—*cause fear*, *expeditious retreat*, *feather fall*, *mage armor*, *magic missile*, *shield*, *sleep*; 2nd—*mirror image*, *protection from arrows*, *Tasha's hideous laughter*, *web*; 3rd—*fireball*, *fly*, *haste*, *hold person*.

➤ **Fyodr, male human (B) Ftr4:** CR 4; Medium-size Humanoid (Human); HD 4d10+4; hp 32; Init +2 (Dex); Spd 30 ft.; AC 16 (touch 12, flat-footed 14) [+2 Dex, +4 chain shirt]; Atk +8 melee (2d6+5/19-20/x2, greatsword) or +6 ranged (1d8/19-20/x2, lt. crossbow); AL LE; SV Fort +5, Ref +3, Will +3; Str 16, Dex 14, Con 12, Int 10, Wis 14, Cha 10.

Skills and Feats: Climb +8, Handle Animal +6, Jump +8, Swim +8; Dodge, Mobility, Power Attack, Spring Attack, Weapon Focus (Greatsword), Weapon Specialization (Greatsword).

➤ **Geilahl, female human (B) Ftr4:** CR 4; Medium-size Humanoid (Human); HD 4d10+4; hp 32; Init +4 (Dex); Spd 30 ft.; AC 19 (touch 14, flat-footed 15) [+4 Dex, +4 chain shirt, +1 small steel shield]; Atk +8 melee (1d6+3/18-20/x2, rapier) or +8 ranged (1d8/19-20/x2, lt. crossbow); AL CN; SV Fort +5, Ref +7, Will 0; Str 13, Dex 18, Con 13, Int 12, Wis 8, Cha 9.

Skills and Feats: Climb +6, Jump +6, Ride (Horse) +9, Swim +8; Dodge, Lightning Reflexes, Mobility, Weapon Finesse (Rapier), Weapon Focus (Rapier), Weapon Specialization (Rapier).

➤ **Hedin, male human (B) Rog6:** CR 6; Medium Humanoid (Human); HD 6d6+6; hp 32; Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 16 (touch 13, flat-footed 16) [+3 Dex, +3 studded leather]; Atk +6 melee (1d6+1/19-20/x2, mw short sword) or +7 ranged (1d6/x3,

shortbow); SA sneak attack +3d6; SQ evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL CE; SV Fort +3, Ref +8, Will +2; Str 12, Dex 17, Con 13, Int 14, Wis 10, Cha 9.

Skills and Feats: Appraise +8, Climb +6, Disable Device +10, Hide +9, Intimidate +4, Jump +6, Listen +7, Move Silently +11, Perform +5, Profession (lumberjack) +7, Ride (Horse) +7, Search +8, Spot +8, Tumble +11, Use Magic Device +4; Improved Initiative, Point Blank Shot, Quick Draw, Rapid Shot.

Possessions: masterwork short sword.

Treasure: Masterwork short sword (not in APL 2), *potion of expeditious retreat*, *potion of shield*, *potion of true strike*, and 165 gp in coins.

CONCLUSION

If the PCs return the chest unopened to Dimhaven, they will receive an Influence Point usable with the Township of Dimhaven or the Company of the Brightpath. The Lord Mayor and Sorvon are intrigued by the involvement of followers of Hextor in this plot (assuming they are shown the letter from encounter seven) and promise to investigate further.

The End

EXPERIENCE POINT SUMMARY

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

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

Encounter One

Defeating bugbears	75 xp
Each member of tax guard saved	25 xp

Encounter Four

Defeating bugbears	75 xp
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Encounter Five

Defeating ankheg(s)	100 xp
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Encounter Seven

Defeating Kette fanatics	100 xp
Recovering chest with tax moneys	50 xp

Total experience for objectives	425 xp
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Discretionary roleplaying award 0-50 xp

Total possible experience 475 xp

TREASURE SUMMARY

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

1. The item must be non-magical and specifically listed in the text of the adventure (e.g. armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items that are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

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

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

Encounter Four

- 175 gp (sack)
- *Potion of cure light wounds* (Cost: 50 gp; Item Size: 1 oz.; Uses: Once; Tradable: Yes; Rarity: Common; Weight: None): A *potion of cure light wounds* at caster level 1.
- *Potion of cure light wounds* (Cost: 50 gp; Item Size: 1 oz.; Uses: Once; Tradable: Yes; Rarity: Common; Weight: None): A *potion of cure light wounds* at caster level 1.

Encounter Seven

- 165 gp (wooden coffer)

- Masterwork Short Sword (Cost: 310 gp; Item Size: S; Uses: unlimited; Tradable: Yes; Rarity: Common; Weight: 3 lb.): A masterwork short sword.
- *Potion of expeditious retreat* (Cost: 50 gp; Item Size: 1 oz.; Uses: Once; Tradable: Yes; Rarity: Common; Weight: None): A *potion of expeditious retreat* at caster level 1.
- *Potion of shield* (Cost: 50 gp; Item Size: 1 oz.; Uses: Once; Tradable: Yes; Rarity: Common; Weight: None): A *potion of shield* at caster level 1.
- *Potion of true strike* (Cost: 50 gp; Item Size: 1 oz.; Uses: Once; Tradable: Yes; Rarity: Common; Weight: None): A *potion of true strike* at caster level 1.

Conclusion

Each PC receives an:

- Influence Point (Cost: None; Item Size: None, Uses: Once; Tradable: No; Rarity: Common; Weight: None): This is an influence point valid with two organizations, the Township of Dimhaven and the Company of the Brightpath, which can be pooled or used individually (contact the Bissel Triad for details).

ENLISTING THE ICONIC

☞ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☞ **Mialee, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or -6 melee (1d6, quarterstaff) and -10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☞ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☞ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init -1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or -1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref -1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bles, protection from evil**, *shield of faith*.

* Domain spell; *Deity:* Pelor; *Domains:* Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.