

DYV1-06

BUNNY GO DOWN THE HOLE

A Two-Round D&D LIVING GREYHAWK[®]
Dyvers Regional Adventure

Version 1

ROUND 1

by Andrew VanHooreweghe

Tomorrow is the beginning of Brewfest, and you have been invited to the Gnarley Forest as guests of both the Magister and the High Druid to celebrate that occasion. Part II of the Gnarly Adventure Series. An adventure for characters level 1-8.

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

PREPARATION

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

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

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

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

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

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

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

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

SCORING

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

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

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

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

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

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

LIVING GREYHAWK TIER STRUCTURE

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

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 th
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th
T4:	33-42	36-46	39-50	42-54	10 th

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

IS IT A FULL MOON?

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

LIFESTYLE

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

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

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

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

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

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

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

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

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

WHAT CAME BEFORE

This event is the sequel to *The Wrong Place at the Wrong Time*, and continues events that were introduced in that adventure.

PCs were summoned to investigate the closing of the Gnarley Road south of Dyvers. They learned that attacks had been taking place along that road, and in response to these attacks and in order to keep travelers safe, the Gnarley Rangers closed the road until the threat could be eliminated.

The PCs were asked to negotiate with the Rangers on behalf of the City of Dyvers and her Magister, Larissa Hunter. The Rangers refused to open the road at the request of the Magister until the threat to travelers could be identified and eliminated.

PCs eventually discovered that the threat was humanoid zombies under the control of a necromancer or other undead master. The zombies were able to hit their targets and “clean up” the combat scenes before Rangers arrived to help.

Since the PCs were able to ID the threat to the forest, the High Druid (Naimur) agreed to open the road and to allow “city” rangers to be trained as part of the Gnarley men.

ADVENTURE SUMMARY AND BACKGROUND

Before beginning round one, inform players that it is *highly recommended* that they play both rounds of this adventure. If they do not, they may be left wanting as to what actually happens in this round. The interactive between the two rounds is not necessary to the completion of the event, but it will be a fun way to add something to the story.

Round one of this event occurs (in its entirety) in a dream. The High Druid, Naimur, will have been captured by the necromancer who is threatening the Forest (who is as yet unmasked, and will remain so through this adventure) and will have sent the PCs a message via a variant of the *dream* spell (see *Player's Handbook* page 198).

Due to near-unconsciousness, evil influence, and also due to the area in which Naimur is being held, the spell was significantly altered as it was cast. Naimur is not able to directly interact with the PCs in any way. He is therefore unable to speak with the PCs, but instead appears as a white rabbit in the dream (his favorite druidic form) and is only able to lead the PCs from one point to another throughout this event.

What Naimur is really doing is warning the PCs of his impending capture during the Forest Festival. Though Naimur casts the spell after the festival and after his capture, the PCs will receive this dream while staying in Dyvers the night *before* the festival is to commence. (Whether the PCs figure this all out is up to the events in the module and in the interactive between rounds 1 and 2. In any case, it is not important that they know it is a dream until round two)

The PCs will “awaken” in the dream at Bad Deep, the site of an ancient battle in the Gnarley Forest (southwest of Dyvers' holdings). They should assume that they were part of a large battle and were left to die on the desolate plain. Once/if they figure out their location, Naimur will appear (in rabbit form) to lead them north through the Gnarley to the location of the festival (where the attack and capture took/will take place), in essence leading them backwards through time until the time of the attack/capture. Refer to the timeline for the sequence of events, and remember that the PCs are starting at the “end” of the timeline and proceeding to the beginning, whereas the NPCs will be starting just after the initial attack at Brewfest, and proceeding “forward” in time.

Along the way the PCs will encounter several beings, including a Ranger messenger, a Cleric of Wenta, as well as several creatures that they can either fight or avoid. They will also encounter the humanoid force sent to capture Naimur on their way back to Bad Deep (with captive). They will not be able to stop this force, but may figure out what cargo it is carrying. As this happens, their guide is carried off by a large bat, signifying Naimur's capture. The bat flies into a cave that leads underground and is followed by the army of undead.

The PCs will eventually arrive at the site of the festival, only to confirm that Naimur has been captured and many have been killed in the battle. Round one and the dream ends upon the PCs' discovery that they themselves are among the fallen.

NOTES ON THE DREAM

Since this is a dream, the DM will be required to make many decisions based upon player actions and reactions to events in this adventure. There is no way to calculate every action that PCs will take, so the DM may be called upon to “wing it” with regard to some of the events in this adventure. This is a very linear event, but the investigating has been left to the players. The DM can offer suggestions, but the players should be doing most of the work.

There are several combat encounters in this adventure, presented in the format of the old style “wandering monster table.” See Appendix I. You may feel free to use some to all of them in addition to the two outlined in the adventure, depending upon time available or PC actions.

“*You can control your dreams*” - As an example, the PCs may have heard the rumor of a green dragon that lives in the Gnarley Forest. The dragon is included as an optional encounter that can either be presented at the whim of the DM, or if the players somehow mention the Gnarley Dragon. In the latter case, the dragon cannot simply “appear” as that would give away instantly that it was not real. Since this is a dream, the PCs can possibly escape or even defeat the dragon, which brings up another point.

Since this is a dream, the PCs could theoretically wield tremendous “power” if they were to learn to control it. Therefore, the DM can alter the stats and tactics of any of the optional encounters (not the set encounters, though some leeway is assumed for PC actions) to fit how he wishes the events to unfold, or how he thinks the PCs feel they should occur.

It is important to note that the dream is not to be treated as an illusion, and it cannot be made to “go away.” Therefore, rules for illusions do not apply. They will not be able to voluntarily end the dream. The PCs must deal with each event as it happens, and should be made to feel that everything is real until the end of round 1. It is the DM's job to present the implausible as real in order to keep the players wondering.

Some players may conclude that it is a dream given that the “illusions don't go away,” or that “there are no

dragons in LG – yet.” In that case some latitude is to be allowed for player actions. They may decide all of a sudden that they can fly, for example. An example DM response would be “Do you really think you can do that?” If the response is “yes,” be creative on how you wish to handle it and how much you wish it to affect the adventure. Maybe roll a Will save for that PC, making it a high DC since it is so unbelievable. This is a time to have fun – since it is all a dream it means little, unless they should die of course. All that *must* happen for success in this round is that the PCs find their way back to the festival and learn that Naimur is to be captured so they may try to prevent it.

“If you die in your dreams. . .” - Should any PCs “die” during this round, they will be granted a Fortitude save DC 15 to simply wake up (screaming, *a-la* all of those nightmare movies.) This save is to be made at the end of the round, not the end of the combat, to avoid giving away the plot. Let them think they are dead, but do not let them leave the event or tear up their PC. In any case, they will be out of the remainder of round one. Failing this save, they will “die in their dreams” and therefore die in reality as well. DO NOT inform the players that round one is a dream until the beginning of round two. If they figure it out, fine. If not, keep them guessing. This round ends in a “cliffhanger” and will be ruined if the secret hits every table before round two.

The dream itself never needs to be explained to the players, so it is not important that the players ever understand the differences between this adventure and the spell in the PHB. That it occurs at all is the point of the adventure. The differences are numerous if you take the time to examine the spell, but that fact is not important to the adventure.

INTRODUCTION: THE END

Prior to reading the player text the DM should take a short, visual inventory of PC equipment lists. Most of their equipment will be gone, having been “looted” after the dream-battle. All visible items of value will be gone for purposes of this round. Upon reading the text, PCs may keep what they deem to be concealed or not immediately visible. Let them use their own discretion as to what they have remaining. Note one item from each PC that is considered to be their most prized possession. You do not have to ask which item. You may choose it, as others would choose it for them upon their death, which is the scene we are attempting to create in the conclusion of round 1. This item will appear in the Conclusion of the round at the PCs’ “funeral.” Since this is all a dream, they will not really be losing anything.

For the purposes of disposable items, such as *potions of cure light wounds* and the like, do not void or tear up these certs. They may use them but they will not be used in “reality.”

Use DM Aid #3 to fill out PC names, races, professions, and items for their memorial service during

the conclusion. Do this before beginning the opening player text.

Read slowly -

You awaken outside on the cold ground. Your eyes open to reveal a bleak morning – it is very cloudy and cold, especially given that it is summertime. You sit up and realize that you have been lying in the mud. Your clothing and armor are torn and covered in blood. Your hair is matted down with blood and the mud around you. Most of your possessions are gone.

Then it hits you. Bodies lie everywhere, twisted and mangled from a fierce battle that obviously took place here recently. You have never seen so much carnage. Given your condition you were obviously left here as some of the dead. Tools and gear as well as weapons of every sort (mostly broken) lie among the corpses.

Apparently whatever battle occurred here did not claim you, nor did it claim the other <insert number of other PCs> who are stirring around you. Shaking your head to clear the fog from your mind (and finding yourself unable to clear it), you stretch and examine your surroundings, as well as your compatriots.

This is the opportunity for PCs to introduce and describe themselves.

For the purpose of maintaining the deception that there was a battle, inform the PCs that they feel very weak and are wounded – in most cases badly. They will have all of their spells (and spell components), but they will each have no more than 25% of their HP (or so they think – make it dramatic when describing their wounds – this IS a dream . . .). Assign each PC a percentage of their HP between 10% and 25%. You can roll dice if you feel like it .

In addition, each good-aligned PC is operating at –2 Strength and –2 Constitution until they leave the vicinity of Bad Deep (i.e. they go more than ¼ mile outside the scorched area).

ENCOUNTER 1: BAD DEEP (DAY 6)

Once they have composed themselves and are able to examine the area around them, they may discover the following:

- The battlefield is not very large and is circular in shape, surrounded on all sides by forest. It is perhaps 200 yards in diameter.
- A Spot/Wilderness Lore check DC 10 reveals that the area is not just mud – it is comprised of very dark soil – seemingly blackened or scorched earth that has been saturated by recent rains. It has not rained recently to the PCs’ knowledge.
- The area itself radiates strongly of several types of magic – specifically abjuration and necromancy, with residuals from every other school present as well. This radiation permeates the entire area, but not its

occupants or items within. Spellcraft DC 15 or *detect magic* can obtain this information.

- This entire area radiates a strong evil (but not the occupants or items).
- An Intuit Direction check DC 12 will reveal that the PCs are well southwest of Dyvers. DC 15 indicates at least 100 miles.
- The bodies around them are Dyverse Militia, Gnarley Rangers, and other adventurers, as well as a few centaurs. They total approximately five score (100).
- There are no humanoid corpses present. As a matter of fact, there is no evidence of an opponent to the Militia/Ranger forces. A Knowledge (Gnarley) DC 10 or just an INT check DC 10 can tell that the centaurs are/were allies of the Rangers.
- There are many usable weapons lying about the area. None are of masterwork or better quality. Any reasonable type of weapon for a field battle can be found here. Use your judgment – the PCs will be without equipment and may need the weapons.
- 3 applications of healing salve and a scroll (d8 healing/tier each) can be found on one of the Rangers in a hidden pouch. (Search DC 20) The scroll is Players' Handout #1.
- Once the above description of the area has been gleaned by the PCs, a Knowledge (Gnarley) (or Knowledge [history]) check DC 12 or Knowledge: Dyvers DC 20 will reveal that this place is known as Bad Deep (similar skills will do). It is the site of an ancient battle between two Oeridian tribes – a battle that was very brutal and was rumored to have evil outsiders and powerful magics involved. The two tribes bled each other to death in a meaningless slaughter.
- (DC 20 Gnarley/History/DC 25 Dyvers): It was rumored that either or both tribes were under some sort of fiendish mind control. No living thing has been able to survive here in many years, and the scorched, blackened area expands by a few yards each year.
- Should PCs leave the area as a group (out of line of sight) and then return later, all of the bodies will be gone. There were dozens of them. All of the equipment is still there – just the bodies have disappeared.

ENCOUNTER 2: THE BUNNY (DAY 6)

After the PCs have had enough time to explore their surroundings (variable depending upon how inquisitive they are):

Near an edge of the field you spot movement – a welcome sight amidst the death that surrounds you. A flash of white draws your attention to a small rabbit that seems to be poking around the remains of one of the Rangers. Its head snaps up as it sees you looking at it. It then turns and hops toward the tree line.

Pause here for player reaction. If they do not immediately follow it, continue with the following:

As it nears the forest edge, the rabbit turns again to look at you. It sits up on its haunches, wiggling its nose at you as if to say "Well?" It then turns and enters the foliage.

If the players ask which edge of the field and have succeeded at the above Intuit Direction check, tell them the rabbit is at the northeast corner of the field. This would be heading them towards Dyvers.

The PCs will be able to follow the rabbit, as it will move slowly enough through the trees to be followed. It will move as fast as is necessary up to its maximum rate in order to remain just on the edge of the PCs' line of sight.

As you follow the rabbit, it occasionally turns to see that you are indeed behind it yet continues through the forest at the edge of your vision. This continues for several hours – or so you think. The wood is eerily devoid of animal and bird noises. As the sun lowers slightly towards the horizon, you think mid-afternoon, the rabbit stops in a small clearing and perches upon a log as if to rest. It watches you expectantly.

Naimur expects that they will need rest for their "wounds" and so that they may memorize additional spells. No encounters will happen the first night. Allow them to set any watches they like, however. Remind the players that Strength and Constitution points have returned.

If the PCs have chosen to not follow the rabbit, it will wait around until they do, repeatedly hopping a few yards away and then looking back. They will eventually resort to heading toward Dyvers, which is the direction the bunny is leading them. If they do not and venture out on their own, throw as many of the optional encounters at them as you like until they figure it out.

There will be several "days" worth of travel to go through. Each night the bunny will stop in a clearing suitable for camping and then disappear. It will return in the morning when the PCs awaken.

🐰The Bunny: CR 1/8 Tiny animal; HD 1/2 d8; hp 4; Init +7; Spd 40; AC 15 (+2 size, +3 Dex); Atks +3 melee (1d3-3, kick), -3 melee (1d2-3, bite); Reach 2 1/2 ft by 2 1/2 ft; SA NA; SQ Scent; SR NA; AL N; SV Fort +2, Ref +7, Will +1; Str 4, Dex 17, Con 10, Int 2 (17), Wis 10 (16), Cha 6

Skills and Feats: Hide +6 Listen +16, Spot +8; Weapon Finesse (kick), Improved Initiative

The bunny cannot speak, even via *speak with animals* or similar magic. It cannot communicate through druidic or ranger abilities, or via Animal Empathy. It is Naimur in an animal shape. He is aware that he cannot communicate in any meaningful way, (having tried) so his goal is to lead the PCs to the site of the Brewfest celebration, where he is to be captured.

If the party is stupid enough to attack the bunny, it will flee and return later, avoiding the PC(s) that attacked.

If the bunny is killed, round one ends immediately with no further information of any kind to be given to the players. "Please vote now."

The PCs may have no sources of food among them, so they will be forced to scavenge for food. A successful Wilderness Lore or Knowledge (nature) check at DC 15 will find enough fruit and herbs for one person for one meal. Water will be easier at a DC 10 due to proximity to the Jewel and Serault Rivers throughout the journey. Make this seem like a very real problem. Of course, the upcoming dwarf and Ranger in the next encounters can help them, but they do not know this.

ENCOUNTER 3: BUY YOU A DRINK? (DAY 5)

The morning greets you with some relief from the pain and weakness of the last day. Your strength has returned somewhat, and though you feel better, the sky remains very dull and gray, even more so through the trees. The forest is still eerily silent. As you prepare yourself for the day, you notice the rabbit has returned and is waiting for you on the same log he was sitting on last night. He hops to the ground and waits impatiently for you to gather your meager belongings and perhaps memorize spells.

Leading you once again through the forest, sometimes even on a path, the rabbit seems to be wasting no time in getting you wherever it is that you are going, taking a very straight route through the dense forest. You move along for most of the morning, and stop when you hear the distinct sound of singing coming from the path ahead of you.

Around a bend in the path approximately 50 yards away sits a fat, barefoot dwarf with his back to a large, gnarled oak. He sways slightly, swinging a large, metal beer mug as he drones through the words of a song you do not recognize.

Finishing his song abruptly, the dwarf raises his mug to you and exclaims "Greetings! I see more recruits for the Rangers and their cause, do I not? Please, sit down and buy me a drink so we can talk."

Please refer to DM Aid #1: Timeline of Events, as the dwarf is unaware of the battle at Bad Deep. Remember, the PCs are traveling "backwards" through time in the dream. The NPCs are not. The dwarf is actually "dead" having been killed at the Brewfest attack, but is communicating with the PCs because they are also "dead" at this time.

- The dwarf's name is Gorge. (not "George," GORGE) He is a cleric of Wenta, a holy symbol of whom is clearly visible on his mug and his chest (Religion DC 10 or they could just ask him).
- He is a wandering Cleric who wants to attend to any who need healing and a "lightening of spirits."
- He will ask the PCs' names. When they introduce themselves, he will scratch his beard, furrow his brow, and say "You know, haven't I heard of you folks before? I coulda swore I have."

- If the PCs tell him of their experience, he will let them know he will definitely be careful, but doesn't see how there could be that many humanoids, or how the Rangers could lose to them. "You sure you haven't been doing too much drinking?" <hearty laugh>
- Gorge knows that the Rangers are more than a match for the humanoids if it should come to a fight – they always are, after all.
- Gorge does not know anything about the humanoids.
- He does know how far from Dyvers they are – "about five days' walk from here," but that is his speed.
- He knows that Brewfest began 4 days ago, and he was there. This celebration is supposed to last for one full week, but with the attack he's not sure it will.
- There was an attack, and he was gravely wounded, but recovered. All he really got to do after that was tend to the wounded and the dead. He ventured out after that to find wounded to tend to. He has been following the Rangers on his own since then.
- "Buy me a drink" is Innuendo for "make a donation to my temple and I will give **you** a drink in exchange." (or Knowledge: Religion, DC 15 for both) Anyone who makes a donation of any substance (given that they have little to start with – DM discretion) will receive a draft of ale in their own mug. (he has a sack full of them – imagine that) The mugs are worth 5 GP and the ale is a *Potion of Cure Light Wounds* that will immediately cure 1d8+1 hp to the imbiber.
- Bunny? What bunny? You SURE you haven't been drinking too much?

Gorge will offer to camp with the PCs this evening and will share the food and ale he has with him (funny, the ale just seems to keep flowing from that mug of his). If the PCs stay for the evening, he will invite any to "worship" with him in the form a drinking contest. (he will not call it that) All are welcome, but if they do not look like a stout fighter-type, he will advise them that the ale is strong and they perhaps may want to be able to see tomorrow if they "worship" tonight!

The contest is simple – Gorge will drink a pint of ale, after which the PC(s) must drink one. The DC for the first pint (in order to keep it down and/or not pass out) is 10, adding Constitution bonus (NOT a Fortitude Save). For each round, the DC is raised by one. (The ale is not magical in this case!). Gorge will get a +5 bonus due to his Constitution. He will not fail until *at least* the 5th round. Ignore any failures prior to that round.

For any PC who "defeats" him (once he wakes up), he will offer to meet them again for a drink when he will buy. He notes that they can come drink with him at the Brewfest if it lasts until they get back. Please note the name of the PC who beat him and in what round on the critical events summary. How many rounds it lasts is important.

Gorge, male dwarf Clr8: Medium-size Humanoid (dwarf); HD 8d8+40; hp 83; Init +1; Spd 20 ft.; AC 16 (touch 11, flat-footed 15); Atks +7/+2 melee (1d8+2, heavy mace); Face/Reach 5 ft. x 5 ft; SA NA; SD NA; AL CG; SV Fort +13, Ref +3, Will +8; Str 12 Dex 12 Con 20 Int 10 Wis 15 Cha 6.

Skills and Feats: Concentration +10, Diplomacy +2, Heal +5, Innuendo +3, Knowledge (religion) +5, Spellcraft +5, Profession, Brewer +10; Endurance, Great Fortitude, Skill Focus: Profession, Brewer.

Spells Prepared (5/4/3/2; Spell DC = 12 + Spell Level): 0—create water (ale) x2, detect magic, purify food and drink, read magic, resistance; 1st—bless water, detect evil, invisibility to undead, magic weapon, protection from evil; 2nd—bull's strength, delay poison, endurance, spiritual weapon; 3rd—create food and water (ale), daylight, magic vestment; 4th—greater magic weapon, neutralize poison.

Possessions: Chain mail, heavy mace, bag of nuts and dried fruit, sack of ale mugs, healing mug of Wenta

ENCOUNTER 3A: SLEEPING IT OFF?

Allow the PCs to set any watches they like once again. Gorge will pass out soon after the contest. (Remember he has been drinking more than the PCs have – even if he lost.) PCs who drank will need to sleep, and the DM should advise them that trying to stay awake might not be the best idea. For any PC who tries to stay awake after the contest (win or lose), they must make Fortitude saves every half-hour starting at a DC of 12, with the DC increasing by 1 every time. Failure means they have fallen asleep. PCs who did not drink may be treated normally.

At approximately midnight (about 3 hours after the PCs finish the contest and the dwarf passes out) make a roll on the “wandering monster” table (Appendix I) and run the resulting combat. All listen checks to wake up will be made at a -4 for PCs involved in the contest. The dwarf will only wake up and help if the party faces a possible TPK. He cannot be awakened otherwise. If Gorge is awake for some reason at the beginning of combat, add a tier to the party's EL.

The following morning, Gorge will again venture out on his own. He thinks it is better that he searches for other survivors and wounded while the PCs go warn the Rangers with their information.

ENCOUNTER 4: SAVE KELLEN (DAY 3)

Once again you awaken to a dark morning. A slight rain has begun, which serves only to dampen your spirits. Once again you notice that the rabbit has returned. It yawns as it huddles under a tree, waiting for you.

The next two days of travel are without incident, yet the rain grows ever harder making the trails a dismal, muddy mess. You notice that you have not seen another traveler since you met

the drunken dwarf. Perhaps because you have been off the main paths for the most part, but still . . .

As you ponder how quiet it has been, a loud crash surprises you from the path ahead of you and to your right. The rabbit immediately darts off in the other direction, startled. You strain to see a dark man-sized shape sprinting away from you.

The rustling sound comes from a hiding Ranger who has lost his nerve and is fleeing from the PCs, thinking them to be members of the evil army who have come to look for him. If the players ask, he runs off in the general direction they were headed.

The PCs may or may not give chase. If they do not, the Ranger will run into the ensuing ambush by himself and will be killed. If the PCs follow him, they will be able to rescue him. In the former case, the PCs will be attacked 10 minutes down the trail anyway, and they will find the dead Ranger there. In either case, roll once on the “wandering monster” table for the ambush.

(If the party follows the Ranger)

Giving chase through the forest, you must continually duck and brush tree branches and vines from your face. It is difficult to even see where you are going. After a few hundred feet, you emerge into a small clearing of sorts, and you see the man you were chasing locked in a struggle for his life.

Run a random encounter from Appendix I. If the PCs are able to save Kellen, he again attempts to run from them after the battle.

“Stay away from me! I’ll kill you all, you horrid beasts! Don’t you ever die?!” The man is obviously very disturbed. As he struggles to get away it is obvious he is not even looking at you, and has not realized who or what you are. You are able to grab him and keep him from flight this time, and he finally opens his eyes and notices you. He is hysterical as he addresses you:

“You! How are you here? I thought you all died! All the others – gone too! I was sending for reinforcements and when I came back everyone was gone! I was forced to run and I’ve been hiding for three days. They keep finding me and I can’t stop them! NO ONE can stop them! They’ll FIND you! Let me GO! We have to get OUT OF HERE!!”

The Ranger is insistent that they must seek shelter or he is certain that they will all be killed. When the PCs are able to calm him (Diplomacy, Bluff, or other applicable skill DC 15), or just by restraining him for a few minutes, he has the following information:

- His name is Kellen. He is a Junior Ranger assigned only recently. He is from Dyvers – one of the “City Rangers” as the Gnarley men have called them.
- He fought in the battle against the force of humanoids and became so frightened that he has been fleeing somewhat erratically toward Beltander for several days now.
- Why Beltander? That is the only place he knows to be safe. All other camps could be destroyed by now. They have to be!

- A Spellcraft of KN: Arcane check at DC 12 will reveal that he is under some sort of magical *fear* effect.
- He was until now unaware of any survivors from the battle.
- The undead have been attacking more and more often lately. They massed without much warning. The Rangers raised a small force that they thought would stop them, but were routed by sheer numbers. Where they came from nobody knows.
- Brewfest? That ended two days ago when everyone was killed! How can you think of celebrating at a time like this?
- The attack? Don't you know? The High Druid was captured during the celebration when they attacked! Why do you think we are here in the first place?
- Bad Deep? Never heard of it. I'm from the City, after all. Is that somewhere special?
- Once (If) he has calmed down, he will inform the PCs that they are approximately two days from the original festival site off the Gnarley Road near the northern edge of the Forest. He feels safer with the PCs than on his own and would like to camp with them if that is OK. In the morning, he will be continuing towards Beltander. (The bunny will lead the PCs farther north)
- Bunny? What bunny? I don't see a bunny.

◆ **Kellen, male human Rgr3:** Medium-size humanoid (human) HD 3d10+3; hp 25; Init +2 (Dex); Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atks +4 melee (1d6/18-20, scimitar), or +2 melee (1d6/18-20, scimitar) and +2 melee (d6+1/19-20/x2, short sword) or +5 ranged (d8+1/x3, mighty composite longbow [+1]); SA NA; SQ; NA; AL CG; SV Fort +4, Ref +3, Will +2; Str 12 Dex 14 Con 12 Int 13 Wis 12 Cha 12

Skills and Feats: Animal Empathy +3, Climb +3, Heal +3, Hide +6, Intuit Direction +3, Jump +3, Knowledge (nature) +3, Listen +5, Move Silently +6, Search +3, Spot +5, Swim +3, Wilderness Lore +5; Alertness, Blind Fighting, Weapon Focus (composite longbow).

Possession: studded leather (masterwork), mighty composite longbow (+1), 12 +1 arrows, short sword, *potions of cure light wounds* (1st-level caster)

(If the party does not follow the Ranger)

Ignoring the sounds from the brush, you choose to remain on your guard as you proceed down the path. The rabbit has not returned. Approximately 100 yards from where you heard the noises, you notice a small clearing off to your right. It looks to have seen some activity lately, with slashed trees and branches lying around it. This was obviously the scene of a struggle of some sort. Approaching closer you notice a dark green form lying in the center of the clearing. It seems whatever was causing the noise has been silenced.

The PCs find the remains of Kellen, a Ranger who bears the visible rank of Junior Ranger. He has been killed by the creature(s) from the wandering monster encounter.

As they search the area, they are attacked by the same creature(s), but without Kellen to help them.

After the battle, the PCs may try to communicate with Kellen via *Speak with Dead*. This will not work, because at the time of the *dream* Kellen is still alive. Use Kellen's equipment list, above, for what the PCs can use from him if he dies.

The rabbit again leads the PCs to a campsite, as before.

ENCOUNTER 5: OUTTA THE WAY! (DAY 2)

Parting ways with Kellen, (or not if he died) you begin upon the trail you left yesterday. After about 15 minutes of travel, the rabbit appears on the trail ahead of you. If you didn't know better you would think it was annoyed that you left without it.

Most of the day is spent slogging through mud left by the recent rains. You must be nearing your destination. Strangely, you still have not encountered another soul in your travel, and there are still no sounds from the forest.

No sounds of course, except for that loud rumbling coming from directly in front of you. It sounds like a stampede!

Allow for player reaction. They should be taking measures to seek shelter, hide, or get out of the path of the oncoming army. It does not matter as the army will not be able to see or harm them (the PCs are not really "there"), but they should think it is real enough.

For any PCs who wish to climb trees, (the only real safe place) they get one attempt at DC 15. Remember to take into account armor check penalties and gear carried.

Read the following if anyone fails to get into a tree:

You only have seconds to react as an army of orcs and ogres crashes through the forest toward you. A wall of creatures as far as you can see is stampeding through the forest, and no matter how hard you try it seems you are not going to get out of the way in time. You throw yourself behind the largest obstacle you can find, and just as you expect to be overrun, a strange sensation passes through your body. It feels almost like you are being stretched to your limits and then you snap back into shape.

You open your eyes and find that the stampede did not even touch you. They went right through you and did not even see you! As a matter of fact, they PASSED right through you! It's obviously an illusion of some sort, but that doesn't explain the sensation you experienced.

(If everyone makes it to safety above ground):

You scramble into the nearest tree, hoping that the army does not detect you. Just as quickly as they arrived, they pass and are gone. They appear to be cheering as they pass, and do not seem to be interested in looking for you, or anything else.

Continue for all:

Allow a spot check at DC 15 to notice that a group of the creatures are carrying a small humanoid-shaped bundle

over their heads as they stomp through the forest. This bundle is in the shape of a halfling or gnome.

If anyone speaks orc or giant, the cheers are “Yeah! We got him!” “One more for us!” and “Don’t kill him until the master sees him!” and the like.

The PCs may give chase. If they have not figured it out already, they cannot interact with the army. The army is not an illusion. The PCs are watching (from their perspective) the near future.

They may however be able to figure out that their “prize” is Naimur, the High Druid. Allow them to follow if they so choose. The army cannot detect them in any way, so they can get as close as they like. They will have to follow the army for several miles if they wish to wait until they can examine the “prize” more closely. The army heads southwest (back the way they came for the most part) until after a few hours (near dark) they approach a cave entrance. Once the army goes inside the cave, the entrance fades from view. If the PCs are still with the army at this point, they will be unable to follow. They will meet a solid object – the side of the hill - instead of being able to go through the cave mouth. The army leaves no tracks.

If they follow, read the next paragraph of player text:

As the army enters the mountain, another sight catches your eye. A large, dark shape swoops down from above to seemingly collide with the ground. Then just as quickly it takes off again. You realize that the creature is a giant bat, and it has snatched your guide and is carrying it toward the cave entrance. Before you can stop it, it disappears inside with the rabbit in its clutches. The cave entrance fades from view, leaving a tree-covered hillside.

The dream effects do not detect as magical.

If the PCs do not give chase, or after they return from the cave entrance site, they may return to the festival site that is only a couple of miles ahead.

CONCLUSION: THE BEGINNING (DAY 1 ½)

Before reading the conclusion, be sure to have the following information about the PCs – names, race, profession, and item name and or description. Use DM Aid #3 to fill this out at the beginning of the adventure.

You make your way toward the clearing where all of this supposedly began. You expect to find the area deserted, but instead you see a large crowd gathered around the clearing. You see groups of Rangers, Druids, Centaurs, Forest dwellers, as well as many people (including soldiers) from Dyvers. No sounds are audible from your position.

As you approach, you realize that the crowd is in the middle of some sort of ceremony. You see an elven woman – most likely a druid - standing in the middle of the clearing next to a large platform perhaps 50’ long x 15’ wide and 3’ high. She is addressing the crowd:

“...And we remember those who have defended the Wood with their very lives. Here lies Kellen, a Junior Ranger who had

but begun his service to the Great Forest. We will always remember your service. And here lies Gorge, dwarven Cleric of Wenta – how your cheer lightened our spirits and helped our morale in those tough times. We will never forget you.”

She continues moving around the platform and touching different parts of it – of course now you realize that the platform is really two long rows of coffins, and the ceremony mourns the dead.

The druid moves over to a group of <insert number of PCs> coffins. One of them bears a <insert name and description of one of the PCs “prized” items>, while another holds a <next item>, and continue thusly. An example would be “The next coffin bears a gleaming silver mace with the holy symbol of Pelor etched on its head” and similar descriptions. Be dramatic here.

The druid continues, “And here lie <insert PCs by name, race and profession, one-by-one>.” Your service will not be forgotten. This was not your home until today, and we honor you for defending this place with your very lives.”

Your entire world fades from view, and darkness surrounds you.

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

Discovering name of location during this encounter 25 xp

Encounter Two

Not killing the bunny for food 10 xp

Encounter Three

Making a donation to the dwarf 25 xp

Encounter 3a

Defeating the combat encounter 100 xp
OR avoiding the combat encounter 50 xp

Encounter 4

Saving Kellen 50 xp
Defeating the Combat Encounter 100 xp
OR avoiding the combat encounter 50 xp

Encounter 5

Discovering that Naimur is the “prize” 50 xp

Following the army and discovering location of
the cave entrance 75 xp

Conclusion

Attending your own funeral 10 xp

Total experience for objectives 445 xp

Discretionary roleplaying award 0-50 xp

Total possible experience 495 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 which 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 which it later finds unreasonable but which were allowed at the time.

Conclusion

- 12 +1 arrows (4 certs – 3 arrows +1 each).
- *Potion of cure light wounds.*

[etc]

APPENDIX I – COMBAT ENCOUNTERS

This section comprises all of the “wandering monsters” that are to be used in this adventure. There are two such encounters written into the adventure. Feel free to add other random encounters in appropriate areas if you feel the PCs could use a greater challenge. Also, feel free to bump the PCs a tier if they are having too easy a time of it.

For each encounter, roll once on the following table. For the combat in encounter 3, you will have to adjudicate the monster(s) stalking the PCs’ campsite. For example, the campsite can be located next to the aranea lair. Otherwise, encounters can be run with initiative in the first round or how you see fit.

Roll a d6:

- 1) Troll(s)
- 2) Owlbear(s)
- 3) Zombies
- 4) Aranea
- 5) Gnolls
- 6) Green Dragon (Untiered – PLEASE note tactics on this encounter)

1) TROLL(S)

Do not use both claw attacks (Rend) on a single PC in Tier 1.

Tier 1 (EL 3)

👉 **Troll, young:** CR 3; Medium-size giant; HD 4d8+16; hp 36; Init +2 (Dex); Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atks 2 claws +5 melee (1d6+3), bite +0 melee (1d6+1); SQ Regeneration 3, scent, darkvision 90'; AL CE; SV Fort +8, Ref +4, Will +1; Str 15, Dex 16, Con 19, Int 6, Wis 9, Cha 6

Skills and Feats: Listen +3, Spot +3; Alertness

Regeneration (Ex)—Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion re-grows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Tier 2 (EL 5)

👉 **Troll:** hp 63; see *Monster Manual* page 180.

Tier 3 (EL 7)

👉 **Trolls** (2): hp 63 each; see *Monster Manual* page 180.

Tier 4 (EL 9)

👉 **Trolls** (4): hp 63 each; see *Monster Manual* page 180.

2) OWLBEAR(S)

Tier 1 (EL 4)

👉 **Owlbear:** hp 47; see *Monster Manual* page 148.

Tier 2 (EL 6)

👉 **Owlbears** (2): hp 47 each; see *Monster Manual* page 148.

Tier 3 (EL 8)

👉 **Owlbears** (4): hp 47 each; see *Monster Manual* page 148.

Tier 4 (EL 9)

Owlbears (6): hp 47 each; see *Monster Manual* page 148.

3) ORC/OGRE ZOMBIES

Zombies do not sneak up on anything. They will not surprise the PCs. In tiers 3 and 4 they will use overbearing tactics against the PCs. (see *Player’s Handbook* pages 137-138) In all tiers, they will approach the clearing from all sides whenever possible. Make sure to map out this combat if none of the others for this reason.

Tier 1 (EL 4)

👉 **Orc Zombies, medium-size zombie** (6): hp 15 each; see *Monster Manual* page 191.

Tier 2 (EL 6)

👉 **Orc Zombies, medium-size zombie** (12): hp 15 each; see *Monster Manual* page 191.

Tier 3 (EL 8)

👉 **Ogre Zombies, large zombie** (10): hp 29 each; see *Monster Manual* page 192.

TIER 4 (EL 10)

👉 **Hill Giant Zombies, huge zombies** (10): hp 55 each; see *Monster Manual* page 192.

4) ARANEA

The aranea will attack from above in the trees; giving it/them 50% cover from ranged attacks. It/they will have spells pre-cast (shield, resistance, and true strike for its first web attack) and will use its web/net attack on the first round to ensnare as many PCs as possible (and successive rounds if it misses – up to 6 times). If it is being seriously damaged and has not ensnared most of the PCs, it will flee and change into human form acting as if it had been a previous victim stuck in the webs (make this up). Once it has most of the PCs entangled, it will cast *ray of enfeeblement* on entangled PCs, then run down and bite the nearest PC. Aranea are intelligent and will use True Strike in later rounds if

necessary to hit. They will not enter melee unless they think they have the PCs ensnared. If they are unable to ensnare most of the PCs, they will retreat and not enter melee at all.

Tier 1 (EL 4)

➤ **Aranea** (1): hp 19; see *Monster Manual* page 19.

Spells Known (6/6; Spell DC 12 + spell level): 0—
resistance, ray of frost, daze, mending, ghost sound; 1st—
shield, true strike, ray of enfeeblement.

Tier 2 (EL 6)

➤ **Aranea** (2): hp 19; see *Monster Manual* page 19.

Spells Known (6/6; Spell DC 12 + spell level): 0—
resistance, ray of frost, daze, mending, ghost sound; 1st—
shield, true strike, ray of enfeeblement.

Tier 3 (EL 8)

➤ **Aranea** (4): hp 19; see *Monster Manual* page 19.

Spells Known (6/6; Spell DC 12 + spell level): 0—
resistance, ray of frost, daze, mending, ghost sound; 1st—
shield, true strike, ray of enfeeblement.

Tier 4 (EL 9)

➤ **Aranea** (6): hp 19; see *Monster Manual* page 19.

Spells Known (6/6; Spell DC 12 + spell level): 0—
resistance, ray of frost, daze, mending, ghost sound; 1st—
shield, true strike, ray of enfeeblement.

5) GNOLLS

The Gnolls will seek to attack from the rear and by surprise when possible. If used for an optional encounter, they will have a hide score of 20 at tier 1, and add +1 per tier (tier 4=score of 23 Hide). They will be lying in wait for the PCs and will attack when they have PCs surrounded. If used at camp, they will attack late at night. In this case their Move Silently score will be 13, with +2 per tier (tier 4=19). Use the above Hide scores. If used in Encounter 4, melee will have begun when the PCs arrive, or they can be hiding in wait (if the PCs did not rescue Kellen immediately).

At tiers 3 and 4 the gnolls will use flanking and will gang up on the weakest looking PCs. They are not stupid, and will not allow themselves to be put into area of effect spells easily.

Tier 1 (EL 5)

➤ **Gnolls** (5): hp 11 each; see *Monster Manual* page 105

Tier 2 (EL 7)

➤ **Gnolls** (7): hp 11 each; see *Monster Manual* page 105.

Tier 3 (EL 9)

➤ **Gnolls** (10): hp 11 each; see *Monster Manual* page 105.

➤ **Gnoll Sergeant, male gnoll Ftr3**: CR 4; Medium-size Humanoid (gnoll); HD 2d8+2+ 3d10+5; hp 30; Init +4; Spd 20 ft.; AC 17 (touch 10, flat-footed 17); Atks +7 melee (1d8+2, battleaxe), or +4 ranged (1d6, shortbow); SQ Darkvision 60 ft.; AL CE; SV Fort +7, Ref +1, Will +1; Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 11

Skills and Feats: Listen +3, Spot +3; Power Attack, Weapon Focus (battleaxe), Improved Initiative.

TIER 4 (EL 11)

➤ **Elite Gnolls, male gnoll Ftr3** (11): CR 4; Medium-size Humanoid (gnoll); HD 2d8+2+ 3d10+5; hp 30; Init +4; Spd 20 ft.; AC 17 (touch 10, flat-footed 17); Atks +7 melee (1d8+2, battleaxe), or +4 ranged (1d6, shortbow); SQ Darkvision 60 ft.; AL CE; SV Fort +7, Ref +1, Will +1; Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 11

Skills and Feats: Listen +3, Spot +3; Power Attack, Weapon Focus (battleaxe), Improved Initiative.

➤ **Gnoll Lieutenant, male gnoll Ftr5**: CR 6; Medium-size Humanoid (gnoll); HD 2d8+2+ 5d10+5; hp 45; Init +4; Spd 20 ft.; AC 17 (touch 10, flat-footed 17); Atks +9 melee (1d8+2, battleaxe), or +6 ranged (1d6, shortbow); SQ Darkvision 60 ft.; AL CE; SV Fort +7, Ref +1, Will +1; Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 11

Skills and Feats: Listen +3, Spot +3; Power Attack, Weapon Focus (battleaxe), Improved Initiative.

6) THE GNARLEY DRAGON

This green dragon will not seek to chase the PCs when they run away. Most will run from the fear anyway. If the PCs are dumb enough to fight it, kill them (they get that free Fort save if they die anyway!) This is a scare tactic, nothing more. Do not kill them until they ask for it.

The dragon can be used for Encounter 4 and “random” encounters, but not for Encounter 3.

➤ **“Unnamed”, female green dragon (Mature Adult)**: CR 15; Huge Dragon (Air); HD 23d12+1115; hp 264; Init +4; Spd 40 ft., fly 150 ft.; AC 30 (touch 8, flat-footed 20); Atks +30 melee (2d8+9, bite), +26 melee (2d6+4, 2 claws), +25 melee (1d8+4, wing) or +25 melee (2d6+14, tail swipe), or +30 melee (2d8+14, crush); Face/Reach 10 ft. x 20 ft./10 ft.; SA Breath Weapon, Dragon Fear; AL LE; SV Fort +18, Ref +13, Will +16; Str 29, Dex 10, Con 21, Int 16, Wis 11, Cha 16.

Skills: Listen +25, Spot +25, Search +20, Spellcraft +23, Bluff +10, Concentration +25, Diplomacy +10, Escape Artist +12, Knowledge (religion) +5, Knowledge (arcane) +5, Knowledge (nature) +5, Knowledge (Gnarley) +5, Sense Motive +10, Appraisal +13, Intimidate +13, Jump +14, Language: Sylvan, Swim +14, Wilderness Lore +5.

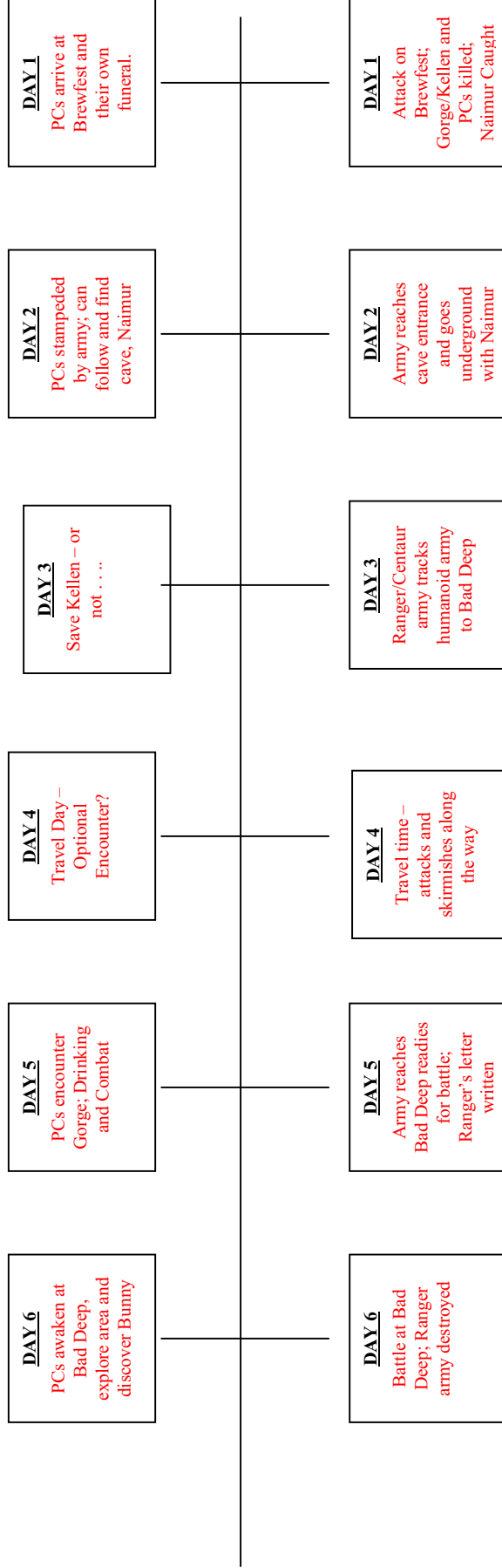
Feats: Improved Initiative, Cleave, Power Attack, Weapon Focus (claw), Flyby Attack, Hover, Snatch.

SA: *Breath Weapon*, 50 ft. cone (acid) (14d6 damage, save ½ DC 26), *Dragon Fear*, save DC 24

SQ: *Spell-like Abilities*—3/day *suggestion* and *dominate person*, 1/day *plant growth* and *command plants*. *Water Breathing* plus other dragon abilities found in the *Monster Manual* page 61 to 67.

DM AID #1: TIMELINE OF EVENTS

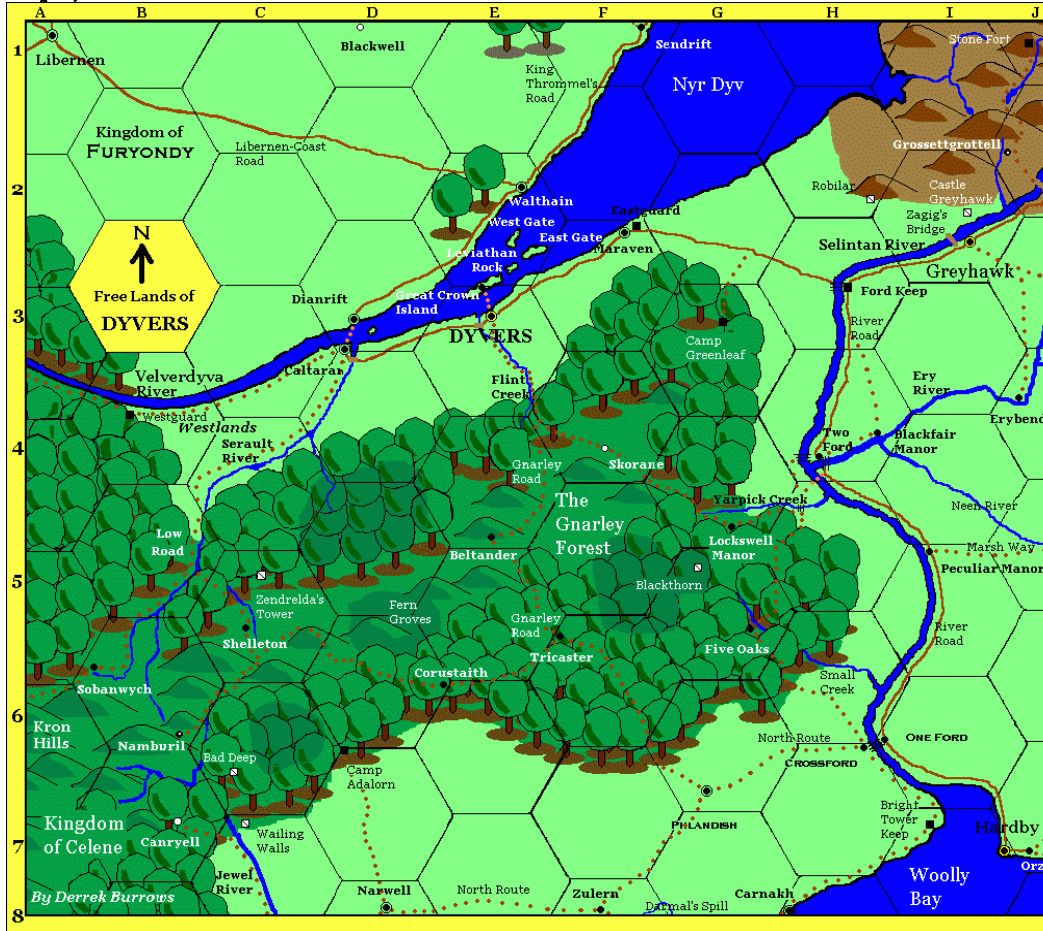
This timeline (top line) represents the actions and sequence of events the PCs will experience in the *dream* sequence. They are already “dead” when they begin, and are proceeding to the point just before they died, when they will wake up (in reality) and be able to warn others of the imminent attack (during the interactive and round 2 of this event).



This timeline (bottom line) illustrates what was to happen before the PCs “wake up” at Bad Deep after the battle. By sending the Dream, Naimur is attempting to warn the PCs. Little does he know that by this warning the PCs may also possibly **prevent** this course of events from ever happening.

DM AID #2 – MAP OF THE LANDS OF DYVERS

Map by Derrek Burrows



The Free Lands of Dyvers and nearby Realms

Scale: One hex = 30 miles

Example of Hex numbers:
City of Dyvers is in E3
Maraven is in F3

- Rough Hills
- Forested Hills
- Fortification
- Ruin/Adventure Site
- Large City
- Underground Town
- Town or Village
- Large Walled Town
- Deserted Village
- Good Dirt Road
- Excellent Wide Road
- Free Lands of Dyvers Border
- Navigable by Sea going vessels (black border)
- River or Creek
- Ford
- Bridge
- Ferry
- Forest, normal
- Forest, deep/faerie

DM AID #3 – PC INFORMATION ROSTER

PC Name: Race: Profession: Item/Description:

1) _____

2) _____

3) _____

4) _____

5) _____

6) _____

7) _____

PLAYER HANDOUT #1 – LETTER FOUND ON RANGER

Dearest Enna:

I cannot believe we have been called to this of all places. The evil here is tangible. How we have been unable to discover this presence until now I do not know.

I have never been one to fear; yet I must say that I enter the following days with trepidation and I honestly wonder if I shall ever see you again. Our party is weak from merely existing in this place, and we grow more sullen and weary with each step.

It is time to rest now. I can only hope that I will once again gaze upon your beauty. May Ehlonna guide your path.

All my love,

Cildon

CRITICAL EVENTS SUMMARY

Please fill out and give to con coordinator.

1) Did the PCs discover that the "final" battle was to be at Bad Deep? Yes No

2) Did they discover that the Bunny was Naimur? Yes No

3) Who made the largest donation to Gorge, compared to what they started with (judge call)?

Name: _____ Played By: _____ Amount: _____

4) Did any PC beat Gorge in the drinking contest? Yes No

Name: _____ Played By: _____ What Round: _____

5) Did the PCs meet the dragon? Yes No

6) Did the PCs save Kellen? Yes No

7) Did the PCs follow the army and learn the cave entrance location? Yes No

8) How many PCs died in this event?

A) In the dream: _____

B) In the dream AND in "real life": _____

Con coordinators: If this event is played prior to December 30th, 2001, please send critical events summaries to Andrew VanHooreweghe, 718 Calumett Drive, Cedar Falls, IA 50613. If after that date, never mind . . .

DYV1-06

BUNNY GO DOWN THE HOLE

A Two-Round D&D LIVING GREYHAWK[®]
Dyvers Regional Adventure

Version 1

ROUND 2

by Andrew VanHooreweghe

Tomorrow is the beginning of Brewfest, and you have been invited to the Gnarley Forest as guests of both the Magister and the High Druid to celebrate that occasion. Part II of the Gnarly Adventure Series. An adventure for characters level 1-8.

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

PREPARATION

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

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

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

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

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

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

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

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

SCORING

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

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

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

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

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

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

LIVING GREYHAWK TIER STRUCTURE

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

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th
T4:	33-42	36-46	39-50	42-54	10 th

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

IS IT A FULL MOON?

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

LIFESTYLE

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

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

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

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

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

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

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

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

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

WHAT CAME BEFORE

The PCs spent the night prior to the Brewfest celebration in the city of Dyvers. While they slept (or during “reverie” for elves), they received a modified *dream* spell from Naimur, the High Druid of the Gnarley Forest. The *dream* took them six days into the future, and placed them at Bad Deep, an ancient battle site and also a site where the Gnarley Rangers are to be slaughtered by an army of undead and humanoids.

Naimur sent the *dream* spell to warn the PCs of upcoming events, most notably his capture during an attack on the Brewfest celebration (during the first day of the festivities). He was too late and has been captured anyway, but the PCs gained some valuable information about the enemy and the location of their hidden lair (if

they followed the army in round 1). They also know enough to warn the Rangers prior to the slaughter at Bad Deep, thus preventing much loss of life, and giving the Rangers a large advantage during the upcoming battle.

ADVENTURE SUMMARY AND BACKGROUND

The PCs will awaken in the City of Dyvers the day before Brewfest is to begin. It will be as if the entire first round had never happened. They should figure out that it was a dream at this point, if they had not already. They should then conclude that they should be on their way to the Forest to warn the Rangers (and the High Druid) of the upcoming attacks.

When they arrive at the festivities they will see the battle already in progress, and will attempt to help save Naimur, though in vain. He has been captured and taken by the humanoid army. The PCs will regroup with the Rangers and be assigned to help find Naimur, while the Rangers go to track the army and engage them. (The PCs should volunteer the information they have at this point. If they do not, the events leading to round one could happen all over again . . .)

The PCs will be sent to the location they described from the dream. There will not be a visible entrance from the hillside, so they will have to search for it. Once they find an entrance, they must proceed down a long, narrow tunnel for several hundred feet into the hillside. The PCs will be attacked by some cave dwellers while traversing this distance.

Once they arrive at the cavern complex, they must overcome some traps, some guards, and one of the evil priests in order to rescue Naimur. They will also have the opportunity to rescue a slave from his service, a kobold named "Smiley." Once the PCs have cleaned out this area, they may return to the Rangers. If they have shared their valuable information with the Rangers, the battle will go much differently this time, and the Rangers will be victorious.

The players should sit at the same table they sat at for round one, with the same judge. All "disposable" items that were "used" in round one should be returned to them now. All of their equipment is intact. A random PC (perhaps one who was instrumental in saving Kellen) should find either the *scimitar +1* or the *12 arrows +1* among their possessions. The PCs do not get this item if they did not save Kellen. With the item is a note. The note is **Players' Handout #1**.

INTRODUCTION

You awaken with a start. You are soaked with sweat and breathing heavily. You sit up in your bed, and—Your bed? Last you remember you were . . . Strange, you don't remember where you were last. It is early morning, but you certainly do not feel rested at all.

You stand wearily, dress for the day, and head downstairs to the common room for breakfast. As you sit down at one of the

long tables, you see your companions have the same tired looks on their faces.

Wait—your companions? You don't remember being on an adventure with them recently, or do you? Yet strangely enough you feel drawn to these people as if you had shared a recent journey. They stare at you with the same confusion you are feeling.

This *should* be enough to trigger the realization of the dream. If it's not, the GM may have to help the PCs figure out that they need to get to the Gnarley and warn the Rangers of the imminent attack.

If they ask one of the serving girls of the date, they will learn that Brewfest begins tomorrow. They will get a response to the effect of "How could you *not* know? That's all you could talk about as you were drinking last night with that dwarf!" (Gorge – and he is sitting across the room waiting for them if the PCs should choose to speak with him.) Gorge knows nothing of the dream. All he knows is that he will be headed for the celebration later today (the PCs will likely leave earlier than he will).

Once they have their breakfast completed and their equipment organized, proceed to encounter 1. If the PCs wish or need to procure mounts and/or equipment they may find a nearby shop and stable with suitable mounts and equipment available at *Player's Handbook* prices (no warhorses).

ENCOUNTER 1: AMID THE CHAOS

Many others who seek to join in the festivities accompany your hurried journey to the Forest. The Gnarley Road is very crowded and though you seek expedience, you are forced to leave the road several times in attempts to circumvent slow-moving wagons.

As you near the Forest, the crowd does thin quite a bit as travelers separate and head toward different destinations. As you enter the trees, the obligatory Ranger guard does not greet you.

A Knowledge (Gnarley) or Knowledge (local—Dyvers) check at DC 10 can tell that this is unusual. Even common sense should let the PCs know that something is wrong (for anyone who has been in the Forest before).

The PCs should venture forth on their own eventually. As they travel further down the Gnarley Road, they will eventually hear sounds of combat (weapons, yelling, etc.) coming from the direction of their camp for the evening.

When they reach the camp, they will not find a festival, but the site of a recent battle. Several dead people lie here, including a few Rangers. From those tending to wounded (young druids), the PCs can learn the following:

- The festival was attacked nearly an hour ago by a large band of humanoids. They overwhelmed the rangers in the immediate area and captured the High Druid.

- Right now the Rangers are tracking them, and have sent for reinforcements.
- No one knows where they came from, or where they are going (this last sentence is very important to trigger the PCs “volunteering information”)

The PCs may try to follow the Rangers. They will not be able to reach them before the Rangers return. When the Rangers return, they will gather at the festival site where the PCs are.

ENCOUNTER 2: BRIEFING

A force of approximately two-dozen Rangers emerges from the trees at your location just minutes after your arrival. They gather at the center of the clearing. A disheveled blond human woman strides to the center of the clearing, and all sound is silenced. She throws a bloodied, broken scimitar to the ground, sighs audibly, and speaks with a wavering voice. Tears are visible on her cheeks.

“I assume command of this region as of now.” She pauses, as if she is uncertain what to say next.

“You all know why we are here. The reinforcements will arrive within the hour at which time we will pursue the invaders as far as is necessary to defeat them. They are headed southwest through the hills toward Celene. We know not their destination or their purpose for this atrocity. I will lead our forces in the coming battle.

“We need some volunteers to follow a second group that has split from the main force, and is headed further West. We think this may lead to a second stronghold. Our attack should draw the bulk of their force out in the open while the second group is able to find their hidden lair.”

She then turns to look at you.

Any PCs who played *The Wrong Place at the Wrong Time* will recognize the blond woman as Annika Silverwood, Ranger Knight. She will remember anyone who assisted her in that event, and will speak directly to them.

“You have returned. You could have done so in no more timely a fashion. I must ask for your assistance once again. Will you attend to the second mission?”

If none of the PCs at the table played “Wrong Place” she will continue as follows:

“You are adventurers here for the festival? May I seek your aid in a mission of the utmost importance to the Forest?”

She will await the PCs’ answer. If it is “no,” or even a long delay, then she will turn to another group of adventurers immediately and ask them. If the PCs do not speak up soon, the adventure is over. If any PC asks about payment, she will reply:

“My apologies; I must have you confused with someone else.”

Then she will begin to ask another group of adventurers there. The PCs should accept soon, or the event is over.

The PCs will recognize both sets of directions given if they completed objectives in round 1. They will know that the army is headed in the direction of Bad Deep if they were able to discern their location in round 1. The second force is headed toward the lair they discovered if they followed the army in round 1.

Given this, the PCs should volunteer the contents of their dream. The important information is:

- The army headed for Bad Deep outnumbered and overwhelmed the Ranger force.
- The location of the second lair is known to the PCs if it is the same as the cave they saw in round 1, Encounter 5. If the PCs did not witness the location of the cave, the Rangers will find it and ask for their help in searching it.

If the PCs tell Annika of the outcome of the battle at Bad Deep, she will look puzzled and will ask how they would know. If they mention the white rabbit, a look of enlightenment will cross her face, and she will smirk, and mumble “Naimur.” After any further information the PCs choose to offer, she will continue:

“I trust the information you have, knowing its source. Since you know where you are going I will trust that you find your destination. I am afraid I cannot spare any of the Rangers to help you unless you are in dire need.”

She shakes each of your hands and looks you in the eye as she speaks the last words, “May your steps be light and may Ehlonna guide your way. I swear we shall meet again. Success to us all.”

If the PCs have none of the critical information from round 1 and have no idea where they are going, she will continue:

“We have some idea of the destination of this second group. They are headed to the Kron Hills and may have an underground lair hidden somewhere there. I can give you directions, but I am afraid that I cannot send any Rangers to accompany you, as we are shorthanded already. I wish you the best of luck and we shall expect your return within three days.”

In either case, she will not have much to offer the PCs for aid. She can grant rations and limited normal equipment for free (such as rope and climbing gear, lanterns, etc.—they are headed for the hills, after all). No more than 50 gp of gear (*Player’s Handbook* price values) may be obtained in this fashion.

You quickly gather your mounts and equipment and proceed through the clearing to the western trail. As you pass, you see crowd gathered in the center of the clearing, apparently mourning those fallen in battle.

You see an elven woman—most likely a druid - standing in the center of the crowd, addressing them:

“...and we remember those who have defended the Wood with their very lives. Here lies Kellen, a Junior Ranger who had but begun his service to the Great Forest. We will always remember your service. We will never forget you...”

🔱 **Annika Silverwood, Ranger Knight, female human**
Rgr9: Medium-size Humanoid (human); HD 9d10+9; hp 67; Init +3; Spd 30 ft.; AC 19 (touch 15, flat-footed 16); Attacks: +10/+10/+5/+5/+0 melee (scimitar/short sword combo, 1d6+3 [crit 15-20, scimitar], 1d6+3 [crit 19-20], short sword), or +11/+11/+6 ranged (1d8+2 [crit x3], Mty. Comp. Long Bow +2); SA: NA; SD: NA SV Fort +9, Ref +8, Will +6; Str 14, Dex 16, Con 12, Int 12, Wis 14, Cha 14.

Skills and Feats: Animal Empathy +3, Climb +5, Craft (Bowmaking) +3, Diplomacy +5, Handle Animal +2, Heal +5, Hide +10, Intuit Direction +5, Jump +5, Knowledge (Nature) +5, Listen +7, Move Silently +10, Ride +4, Search +3, Sense Motive +3, Speak Language (Sylvan), Spot +8, Swim +5, Wilderness Lore +8; Ambidexterity*, 2-Weapon Fighting*, Track*, Point Blank Shot, Rapid Shot, Precise Shot, Improved 2-Weapon Fighting, Improved Critical (scimitar), Weapon Focus (composite longbow).

* virtual feat.

Spells prepared (3; Spell DC = 12 + spell level): 1st—*animal friendship, entangle, pass without a trace*

Possessions: Masterwork scimitar, masterwork short sword, mighty composite longbow (+2), *ring of protection* +2, *cloak of resistance* +2

ENCOUNTER 3: HEADING FOR THE HILLS

The PCs will travel without incident for the rest of the day. They will be able to make camp approximately 1 mile from the base of the hill described in the directions given them. They arrive late in the evening (approx. midnight). They may choose to press on at night, or may wait until morning. If they attempt to climb the hill at night, all climb checks will be at -2 and all search checks (for the entrance) will be at -10 due to darkness.

Allow the PCs to set watches for the evening, and then the night will pass uneventfully. It will begin to rain lightly overnight.

You awaken once again to a strange yet familiar gray morning, although this time through the forest you hear the requisite animal and bird sounds, which you find comforting. Also, there is much more color this time around, making the view a far more pleasant experience. Even though a slight rain has begun, you are much more comfortable here than you have been recently.

Now that you are able to get a better look at the hillside, it does not appear to be the same hillside you remember (or “the hillside described to you” if the PCs have not been here in Rd. 1). Instead of the thick covering of trees you expect to see; there are much wider open areas of rocks, with some scattered smaller trees and bushes. The general shape and size of the hill are as they should be, but its appearance is somewhat disconcerting.

This is the same hill, but its appearance is very different from the dream. There is no large cave mouth anywhere to be found (if PCs who were here before ask about it). As a matter of fact, the hill seems very solid. The party will have to search for the entrance if they wish to find it. In order to do that, they must begin climbing the hill and making a somewhat organized effort to find an opening of some sort.

For the search, the PCs must make a climb check for every 20 feet they wish to climb, or area they wish to search. The hill is 120' high at its peak, therefore granting 6 climb checks to reach the top at DC 12. The use of ropes will add +2 to each check, and the PC cannot fall. If they fail a check, they will slide back 20 feet, or make no progress (if using rope).

The PCs may either search for the entrance to the underground complex, or they may search for tracks. Searching for the opening will require a few hours at least and require a search check of 25 on the upper third of the hill to be successful. If the PCs are having difficulty with this, remind them that everyone can search and they may take 10 to aid another's search check, granting a +2.

Alternatively, any PC with the “track” feat may make a Wilderness Lore check at DC 15 (due to rain) to find tracks leading around and up the hill to the opening, which is 20' from the top of the hill on the far side from the trail.

They will find a very narrow opening, only approximately 5' high and 2'-4' wide. Very tall PCs will have trouble navigating this, and no medium-sized PC wearing heavy armor will be able to wear it through this passageway. There are no other entrances on this hill.

ENCOUNTER 4: CLAUSTROPHOBIC?

There is no light in this passageway, and PCs who wish to bring torches or lanterns may only move at one-quarter speed, since half speed is normal in this passage. These items will require the use of one hand unless they can come up with a creative way to suspend or carry them. Also, no weapons of Medium size or larger may be used here, due to space limitations. PCs who do not have low light or darkvision will be able to maneuver, but will be at a disadvantage in combat. Inform them that light has its advantages, but it will slow them down a bit.

PCs who wish to bring armor with them must bundle it and drag it after them, or find some other way of transporting it. Otherwise they must leave it behind.

Entering the narrow passage, you find that it immediately begins heading at a sharp, downward angle. Luckily there are many smooth impressions and holes in the rock that serve as handholds. A cool, damp breeze is felt rushing past you to the outside. Feeling your way through the crawlspace for at least an hour, you notice only the sounds of your descent and that of your

companions. That is, until the flapping of wings diverts your attention.

The party is being attacked by stirges, who have chosen to make this section of the caves their home. They will not surprise the PCs. Give each PC one preparatory round for action. Do not let them pause for more than 5 seconds, or they lose their action. They will be at a significant disadvantage in this combat due to space. They may only fight (or cast spells) with one hand, and only small weapons may be used.

Each time a PC is hit in combat, he must make a climb check at DC 12 to keep his position on the wall. Failure means 1 point of damage/tier as he falls backwards and down against the side of the passage (about 5-10 feet). He will be considered prone until he can regain his hold (a free action on his initiative). There really is no place to stand properly on the “bottom” of the passage due to the slant. A falling PC may also collide with other PCs, depending upon proximity. It is a GM call if they are close enough to run into one another. If they took precautions such as roping themselves together they will take no damage from falling (but must still make climb checks).

Roll randomly to see which PC is attacked by each stirge.

TIER 1 (EL 3)

➤ **Stirges** (4): hp 5 (each); see *Monster Manual*, page 173.

TIER 2 (EL 5)

➤ **Stirges** (7): hp 5 (each); see *Monster Manual*, page 173.

TIER 3 & 4 (EL 6)

➤ **Stirges** (12): hp 5 (each); see *Monster Manual*, page 173.

ENCOUNTER 5: CAVERN COMPLEX

Once the party has dispatched the stirges it will take approximately 20 more minutes of descent to reach the first area of the map, the passage to area 1.

Your descent has led you approximately 200 feet underground by your estimate, and the passage you are in opens slightly to a rock wall. In this wall is a single, wooden door.

The door is locked, but not trapped, and leads to Area 1, Entryway.

1) ENTRYWAY AND CHOKE ROOM

The surfaces of the walls and ceiling in this room are very rough. The floor is a bit more even here.

There is a trap that comprises the entire floor of this room. It is a pit trap that will activate when 200 pounds are placed upon the floor. The pit will again close on the victims once it has been sprung. A rogue using search may find this trap at a DC of 20. To avoid it, PCs will have to cross this room individually or in small groups. Very heavy PCs must find another way across. The mechanism for the trap cannot be accessed without activating it, as it is under the floor.

➤ **Trapdoor pit:** 10 ft. deep (1d6); Reflex save to avoid (DC 20); Search (DC 20); Disable Device (DC 15 – only after it has been opened).

In addition, the *last* PC that tries to cross the floor on his own will be attacked by the choker on the ceiling, who is hidden in the shadows (Spot check DC 27). If the party is somehow able to cross the room together, it will attack the last PC in line as they leave the room. This could be especially bad if 5 party members fall in the pit and the 6th is left to fight the choker alone....

ALL TIERS (EL 2)

Choker: hp 16; see *Monster Manual* page 36.

There are three other exits from this room; all of them single wooden doors. The door to area 6 is locked (DC 25), but the others are not. None of them are trapped.

2) STORAGE

This is an unremarkable, roughly rectangular room. It contains all sorts of bones from many types of humanoids. A *ring of swimming* can be found amid the skeletons with a search of DC 20. There is another exit, a single wooden door to the south. Neither it nor the door to room 5 are locked

3) PRIEST'S QUARTERS

This room is nicely furnished with a large bed, storage cabinet and footlocker. It also has an ornate rug in the center of the room.

The locker contains a pair of slippers, several candles, and a prayer book that is written in some sort of code. The cabinet contains clothing – some ceremonial and some everyday.

The rug in this room can be sold for 50 gp if taken to Dyvers. However, it weighs 150 pounds.

4) CHAPEL

There are large double doors to this room. They are not locked or trapped.

This room is larger and much cleaner than the others have been so far. It is a chapel of some sort. There is an altar on a raised platform in the south end of the room, and there are sixteen benches in two rows of eight in the center of the room. Candles dimly light this room from ornate sconces in the walls.

The sconces, 8 of them, can be removed and are worth 10 gp each. There is a holy symbol of Nerull carved into the top of the stone altar.

There is a secret door in the northeast corner of the room (search DC 20). This leads to the priest's quarters. It is locked (DC 30) and trapped with a *glyph of warding: bestow curse* (-4 enhancement penalties – see p.178 PHB) It can be dispelled at a DC of 16 +2 per tier (so tier 4 is DC 22) and will detect as abjuration magic.

5) STORAGE

A SPOT CHECK AT DC 20 WILL NOTICE THAT THE HANDLE TO THIS WOODEN DOOR IS ALSO WOODEN. (ALL OF THE OTHER ONES HAVE BEEN METAL.)

THIS IS ANOTHER UNREMARKABLE ROOM THAT HAS LARGE PILES OF BROWN DUST IN IT. IT IS OTHERWISE EMPTY, EXCEPT FOR THE RUST MONSTER.

The rust monster can be avoided by simply closing the door before it attacks. It is sleeping and will wake up the first round upon the opening of the door. It will attack any metal in the party if the PCs do not immediately leave.

The rust monster is used to dispose of all of the surplus metal brought in on victims of the necromancer. It is well fed.

There are two other doors leading from this room. None of them are locked or trapped.

ALL TIERS (EL 3)

☛ **Rust Monster:** hp 27; see *Monster Manual* page 157.

6) GUARD ROOM/SLAVE PEN

Both single, wooden doors to this room are locked (DC 25) but not trapped. A listen check at DC 10 will hear the following conversation in broken common:

<a low husky voice> **“Morg no like this job. Boring. Nothing to do. They even take our toys away.”**

<another low, gravelly voice> **“Morg better do what you told to. Boss no like it when you play around.”**

<voice 1> **“Morg no like boss either. Boss only talk to dead people.”**

<voice 2> **“Morg be quiet now. Egog try to sleep.”**

<Voice 1> **“Egog ALWAYS try to sleep.”**

Then the sounds of several things hitting the wall, one by one, will be heard. (Morg is keeping himself busy by

throwing rocks at the wall) Omit this entire sequence and sounds if the PCs do not stop to listen.

The locks on both doors to this room can be picked at a DC of 25. Morg and Egog, 2 ogres, will grab weapons and threaten the PCs unless the PCs are able to convince them otherwise. (“Hey! You not s’posedta BE here!”) The 2 ogres will try to get the PCs to leave first, but they can be talked down. The PCs could bribe them, for example. They were told to *guard this room*, so they will not pursue PCs outside it or get themselves caught in the hallway to the PCs’ advantage. They are *not* stupid, despite the fact that they are ogres. They were also not told to guard the prisoner, so the PCs can convince them to give him up if they are intelligent about it.

Morg and Egog are not happy with having to guard a mostly empty complex (and they will tell the PCs this if asked). If they can be convinced that the “boss” is dead (if the PCs have dispatched Terjon already or if they just bluff their way through this, opposed rolls), they will thank the PCs and leave if allowed. They will not work for the PCs. If the “boss” is still alive (to their knowledge), they will have to either be convinced to leave or the PCs will have to fight them (which the ogres do not want to do, either) if the PCs want them out of here.

ALL TIERS (EL 5)

☛ **Morg and Egog, male ogres Ftr1:** CR 3; Large Giant (8 ft. tall); HD 4d8+1d10+10; hp 42 (each); Init -1; Spd 30 ft.; AC 16 (Touch 8, flat-foot 17); Atks +9 melee (2d6+7, huge greatclub); SA NA; SQ NA; AL CN; SV Fort +8, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 10, Wis 10, Cha 7

Skills and Feats: Jump +8, Listen +2, Spot +2, Climb +5; Power Attack, Weapon Focus (greatclub).

Possession: huge greatclub, hide armor, 12 sp each

After the PCs deal with the ogres one way or another, they may examine the room. It has a table with two benches in the south end of the room. In the north end, there are stocks with an unconscious kobold trapped inside. Torches light the room.

The kobold is near death (heal check DC 15) and needs assistance soon or he will die.

The ogres do not have the keys to the stocks. However, the “Magical Iron Key” from *River of Blood* will work on the locks to this particular set of stocks. Alternatively, they can be broken open but such damage will surely kill the kobold. The party must come up with another solution (such as healing the kobold first so the damage will not kill him). For PCs with no magical healing, a first aid check can be completed at DC 15 so the kobold does not die, but he will not awaken until the end of the adventure.

When healed, the kobold will awaken. His name is “Smiley.” He pleads in a very whiny voice:

“Who are you guys? Don’t hurt me! I didn’t do it, I swear! Please leave me alone!” He then cowers in the corner.

He will inform the PCs that he used to work for the evil priest in the temple, until he broke some of the “very special containers” (or something like that). Then he was put here until he was supposed to die. He will do anything to get out of here. He will accompany the PCs until they leave the complex, but will not fight with (or for) the PCs.

➤ **“Smiley,” male kobold Rog3:** Small Humanoid (reptilian); HD 1d8+3d6; hp 16; Init +3; Spd 30 ft.; AC 17 (touch 14, Flat-footed 14); Atks +3 melee (1d4/19–20, dagger), or +6 ranged (1d8/19–20, light crossbow); SA sneak attack +1d6; SQ darkvision, evasion, uncanny dodge; AL CG; SV Fort +1, Ref +7, Will +4; Str 10, Dex 16, Con 10, Int 14, Wis 12, Cha 12

Skills and Feats: Appraise +4, Balance +4, Bluff +2, Climb +4, Craft-Trapmaking +6, Decipher Script +3, Disable Device +5, Disguise +5, Escape Artist +5, Forgery +3, Gather Info +3, Hide +7, Intimidate +2, Innuendo +2, Knowledge-Local +9, Listen +6, Move silently +7, Open Locks +5, Pick Pockets +4, Read Lips +4, Search +5, Sense Motive +3, Spot +6, Tumble +5, Use Magic Device +2, Use Rope +4; Alertness, Dodge.

7) ARMORY

The doors to this room are also unlocked.

This room is filled with weapon racks. They are mostly empty, but a few weapons remain. There are two doors on the opposite wall.

Of the weapons remaining, there are:

- 2 halberds
- 2 longspears
- 2 long swords
- 4 short swords
- 2 battleaxes
- 1 morning star
- 2 longbows
- 1 mighty composite longbow +2

8) A,B,C BARRACKS

All doors to this room are unlocked. Each of these rooms holds 8 cots and 4 lockers. The cots are old and very smelly, and the lockers contain nothing of value.

9) COMMON ROOM

The common room is very large, perhaps 100 feet in diameter, and has a large fire pit near the north wall. All around the room are many tables and benches; enough to seat approximately 150 people.

There is nothing of value in this room. There are three doors leading from this room; none of which are locked or trapped.

10) KITCHEN

This room is undoubtedly the kitchen. Cabinets line the walls, and there are many dry foodstuffs stored here. Cooking utensils are laying on two tables near the center of the room, and the vague smell of unpreserved meat lingers in the air.

There is nothing of interest to the PCs here. Nothing in this room has a market value.

11) BLOCKED PASSAGE

This passageway looks like it continues further into the hillside and further underground, but it is completely blocked by large amounts of rubble. It looks like a cave-in has destroyed the passageway and anything beyond it.

If the PCs are somehow able to clear this, they find solid rock.

12) LABORATORY

The door to this room opens to reveal a large laboratory. The room is at least 60 feet by 60 feet with a 25 feet high ceiling. At least two-dozen large tables are scattered around the room. Some of them contain vials of different colored liquids, while several more contain skeletons that apparently have been used for experiments. Several bookshelves line the walls, although most of them do not hold books. Various pieces of skeletons from all types of humanoids lie where the books would normally be. A robed human figure bends over one of the skeletons near the far corner of the room. He stands up, looks at you and speaks, “Ah, just in time! It seems we are a bit shorthanded for your visit, but we did manage to piece together a skeleton crew.”

The skeletons climb off of their respective tables and move toward you.

DM NOTES: Give Terjon as many precast spells as you like from his list. Also, the undead in this room have been bolstered. They are effectively bolstered at Terjon's level +2 (by tier) for the purposes of turning checks. This is their lair, and Terjon is their master. He can also dispel turning (p.140 PHB) against good clerics.

Note the *death touch* ability and its use. Terjon will use this on a good-aligned PC cleric by preference, or another good PC if no cleric or he cannot reach one. He will not use this power at tier 1. *Death touch* is found on p.163 PHB.

He will use *circle of doom* at tier 4, as this spell damages the PCs and heals the skeletons.

TIER 1 (EL 4)

➤ **Skeletons, medium-size skeletons (5):** hp 6; see *Monster Manual* page 165.

➤ **Terjon, male human Clr3:** Medium-size humanoid (5 ft. 6 in. tall); HD 3d8+3; hp 21; Init +1 (Dex); Spd 20 ft.; AC 17 (touch 11, flat-footed 16); Atks +2 melee (1d6+1, light mace); SA NA; AL NE; SV Fort +4, Ref +4, Will +7; Str 12, Dex 12, Con 12, Int 12, Wis 14, Cha 14

Skills and Feats: Concentration +6, Diplomacy +4, Heal +5, Knowledge (arcane) +3, Knowledge (religion) +4, Scry +5, Spellcraft +6; Lightning Reflexes, Extend Spell, Iron Will.

Possessions: Light mace, scale mail, large steel shield.

Spells (4/3+1/2+1; Spell DC = 12 + spell level): *olv*—resistance, read magic, guidance, detect magic; 1st—cause fear, doom, protection from good (x2)*; 2nd—bull's strength, endurance, death knell*

*Domain Spell—Domains: Death (death touch 1/day—already used) and Evil (+1 caster level to evil spells).

TIER 2 (EL 6)

➤ **Large Skeletons** (4): hp 12 (each); see *Monster Manual* page 165.

The larger skeletons in tiers 2-4 have greater reach and will use it to keep party members at a distance.

➤ **Terjon, male human Clr5:** Medium-size Humanoid (human); HD 5d8+5; hp 33; Init +1; Spd 20 ft.; AC 18 (touch 11, flat-footed 17); Atks +4 melee (1d6+1, light mace); SA NA; AL NE; SV Fort +5, Ref +4, Will +8; Str 12, Dex 12, Con 12, Int 12, Wis 15, Cha 14

Skills and Feats: Concentration +9, Diplomacy +5, Heal +5, Knowledge (arcane) +3, Knowledge (religion) +5, Scry +5, Spellcraft +9; Lightning Reflexes, Extend Spell, Iron Will.

Possessions: Light mace, chain mail, large steel shield.

Spells (5/4+1/3+1/1+1; Spell DC = 12 + spell level): *o*—resistance (x2), read magic, guidance, detect magic; 1st—cause fear (x2), doom, protection from good, death knell*; 2nd—bull's strength, endurance, hold person, desecrate*; 3rd—bestow curse, animate dead*

*Domain Spell—Domains: Death (death touch 1/day) and Evil (+1 caster level to evil spells).

TIER 3 (EL 8.3)

➤ **Large Skeletons** (7): hp 12 (each) see *Monster Manual* page 165.

The larger skeletons in tiers 2-4 have greater reach and will use it to keep party members at a distance.

➤ **Terjon, male human Clr7:** Medium-size Humanoid (human); HD 7d8+7; hp 45; Init +7; Spd 30 ft.; AC 18 (touch 11, flat-footed 17); Atks +6 melee (1d6+1, light mace); SA NA; AL NE; SV Fort +6, Ref +5, Will +9; Str 12, Dex 12, Con 12, Int 12, Wis 15, Cha 14

Skills and Feats: Concentration +9, Diplomacy +5, Heal +5, KN: Arcana +3, KN: Religion +5, Scry +5, Spellcraft +9, Alchemy +2, Listen +3, Spot +4; Lightning Reflexes, Extend Spell, Iron Will.

Possessions: Light mace, chain mail, large steel shield.

Spells Prepared (6/5+1/4+1/2+1/1+1; Spell DC = 12 + spell level): *o*—resistance (x2), read magic (x2), guidance,

detect magic; 1st—cause fear (x2), doom, protection from good (x2), death knell*; 2nd—bull's strength, endurance, hold person, silence, desecrate*; 3rd—bestow curse, blindness, animate dead*; 4th—freedom of movement, unholy blight*

*Domain Spell—Domains: Death (death touch 1/day) and Evil (+1 caster level to evil spells).

TIER 4 (EL 10)

➤ **Huge Skeletons** (10): hp 26 (each); see *Monster Manual* page 165.

The larger skeletons in tiers 2-4 have greater reach and will use it to keep party members at a distance.

➤ **Terjon, male human Clr9:** Medium-size Humanoid (5 ft. 6 in. tall); HD 9d8+18; hp 66; Init +7; Spd 20 ft.; AC 18 (touch 11, flat-footed 17); Atks +7 melee (1d6+1, light mace); SA NA; AL NE; SV Fort +8, Ref +6, Will +10; Str 12, Dex 12, Con 14, Int 12, Wis 15, Cha 14.

Skills and Feats: Concentration +13, Diplomacy +5, Heal +5, Knowledge (arcane) +3, Knowledge (religion) +5, Scry +5, Spellcraft +10, Alchemy +2, Listen +4, Spot +5; Lightning Reflexes, Extend Spell, Iron Will, Extend spell.

Possessions: Light mace, chain mail, large steel shield.

Spells prepared (6/5+1/5+1/3+1/2+1/1+1): *o*—resistance (x2), read magic (x2), guidance, detect magic; 1st—cause fear (x2), doom, protection from good (x2), death knell*; 2nd—bull's strength, endurance, hold person, silence, resist elements, desecrate*; 3rd—bestow curse, blindness, dispel magic, animate dead*; 4th—freedom of movement, spell immunity, unholy blight*; 5th—circle of doom, slay living*

*Domain Spell—Domains: Death (death touch 1/day) and Evil (+1 caster level to evil spells).

Terjon is wearing a holy symbol of Nerull, in addition to his other equipment.

One of the bookcases in the northwest corner is a secret door to room 13. (Search, DC 18) The door in the northeast corner leads to room 12.

13) COFFIN ROOM

There is a secret door in room 12 in the NE corner that leads here. Search at DC 20 will find it. It is locked (DC 30) and trapped with a *glyph of warding*. It will appropriately radiate abjuration magic or can be found by a rogue with a DC 28 search. Dispelling it is possible at DC 16 at tier 1, adding +2 per tier so that tier 4 is DC 22. The glyph is a blast glyph, and will deal 1d8 damage per tier of electrical damage to everyone within 5 feet of the door. For specifics on glyphs, see pp. 209-210 of the PHB.

The room is completely shrouded in magical darkness (DC 16 +2 per tier).

This room is bare save for one large piece of furniture. It is an ornate coffin carved from a single block of stone and looks to be a permanent fixture to this room. It is decorated with a prominent and exquisitely carved bat motif.

This coffin shows signs of recent use. It belongs to the vampire/necromancer who does not appear in this adventure. (If he did, we would have lots of undead PCs, and that's not good.) It cannot be removed without destroying its value. Even if the PCs come up with a plausible way to remove it (via stone shape or something similar), it weighs at least 2 tons.

14) HOLDING CELL

The door to this room is locked (DC 25) but not trapped.

This room is a large, single holding cell. It is bare except for a large cage in the center of the floor. In the cage is an unconscious gnome.

The lock is DC 30 or the cage can be broken open by physically destroying it.

The gnome can be identified as Naimur, the High Druid of the Gnarley Forest (for any PC who has seen him before). He is unconscious and cannot be awakened except via a *remove curse* DC 22.

If the PCs are able to remove the curse, he will need healing as he is at only 1 hp. He will also be very weary and in need of rest. Therefore he will not speak much until he is returned to the Rangers and allowed time to recuperate (details in later modules).

ENCOUNTER 6: RETURN

Your return is rather anti-climactic, as you do not encounter anyone on your way back to the Ranger camp. When you arrive, a junior Ranger named "Llandren" (pronounced "YAN-dren") greets you and calls the Druids over to help Naimur. They take Naimur from you and place him in one of the tents. They then post guards outside it.

If the PCs volunteered information about the battle's outcome in the dream, continue. If the PCs did not do so, proceed to Conclusion B.

CONCLUSION A: VICTORY

Llandren addresses you:

"We have been informed that the battle goes well and that Silverwood will return in two days. Until such time, please enjoy the festival."

Two days later, Annika and the Rangers return triumphant. She informs you that Naimur is recovering and has asked her to thank you for his rescue. Though he cannot make a personal appearance, he will see you in good time.

Annika turns to address the crowd:

"With Naimur's help and these brave souls, we were able to avoid a certain catastrophe. These you see before me are heroes, and will always be welcome in the Great Forest."

She presents you with a necklace woven from vines and oak leaves. As she places them around your necks,

"Know that you are honored today for your deeds and your service to the Forest."

After she has decorated you, she turns to the crowd and speaks again:

"I believe that we are long overdue for a celebration!" Cheers erupt from those assembled.

If the PCs discovered area 13 and the coffin, continue. If not, this is the end of round two.

Later during the celebration, Annika will take the PCs into a tent and speak with them privately. She will inquire about the coffin that was found in area 13. She will inform the PCs that Rangers will investigate, and then she will ask the PCs if they are willing to help track down the vampire master. If the PCs agree, she will contact them when the Rangers are ready.

CONCLUSION B: DEFEAT

Use this conclusion if the PCs did not inform the Rangers of the battle at Bad Deep within the dream. In this case, the Rangers had no warning of the evil nature of the area or of the opposing forces.

Llandren addresses you and the assembled crowd:

"We have been informed that the Ranger force sent to attack the evil army has been . . . defeated at Bad Deep. Our forces are scattered and must regroup. Ranger Silverwood . . . is lost in battle.

We thank you for your service and your sacrifice for the rescue of the High Druid. However, we have other important matters to deal with now. You will understand if we cancel the festival. We thank you once again for your help, but we must attend to the matters at hand.

Llandren then returns to the tent with the other Rangers, and you are left to return to Dyvers.

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 2

Volunteering vital information 25 xp

Encounter 4

Defeating the stirges 50 xp

Encounter 5

Bypassing traps (10 xp each)	up to 30 xp
Defeating the choker	50 xp
Avoiding combat with the ogres	50 xp
Killing them	25 xp
Rescuing Smiley	50 xp
Avoiding the rust monster	25 xp
Fighting the rust monster	0 xp
Defeating the skeletons/priest	100 xp
Rescuing Naimur	50 xp
Discovering vampire	25 xp
Total experience for objectives	455 xp
Discretionary roleplaying award	0-45 xp
Total possible experience	500 xp

TREASURE SUMMARY

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

1. The item must be non-magical and specifically listed in the text of the adventure (e.g. armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, 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 which 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 which it later finds unreasonable but which were allowed at the time.

Encounter 5:

Room 2:

- Ring of swimming

Room 3:

- 2 greatclubs (2 gp each = 4 gp)

Room 5:

- 8 sconces (10 gp each = 80 gp)

Room 7:

- 2 halberds (5 gp each = 10 gp)
- 2 longswords (2 gp each = 4 gp)
- 2 long swords (7 gp each = 14 gp)
- 4 short swords (5 gp each = 20 gp)
- 2 battle axes (5 gp each = 10 gp)
- 1 morning star (4 gp)
- 2 long bows (37 gp each = 74 gp)
- 1 mighty composite longbow +2 (150 gp)

Room 11:

- Scale mail (25 gp) (tier 1) OR
- Chain mail (75 gp) (tier 2-4)
- Large steel shield (10 gp)

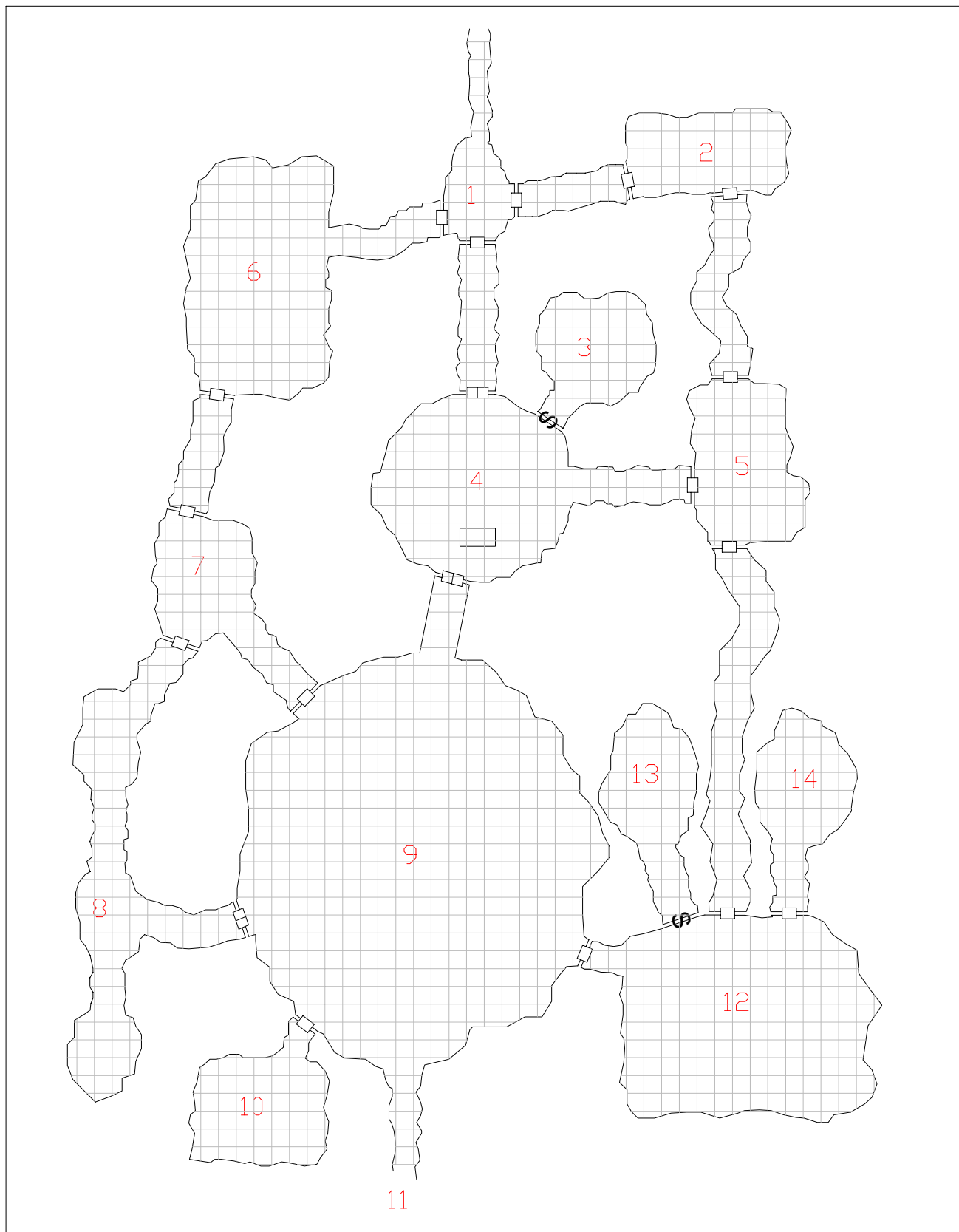
Conclusion:

- *Laurel Necklace* – This necklace is woven from vines and oak leaves. It will never wither due to its magical nature. It is conferred upon each PC who helped rescue Naimur and it serves as an invitation to join the Gnarley Rangers (if prerequisites are met) or an invitation to move up one rank (e.g. from Junior Ranger to Cadet). Value: 0 gp
- *Boon of Naimur, High Druid of the Gnarley Forest* – As thanks for his rescue, Naimur has bestowed upon you a boon that you may call upon at any time. The possessor has a magical link with Naimur and may call upon his aid whenever necessary. It allows the casting of one or more of the following spells: Tier 1: (one spell only) *cure light wounds, detect snares and pits, endure elements, goodberry, shillelagh* Tier 2: *delay poison, lesser restoration, resist elements, speak with animals* Tier 3: two choices total from either of the Tier 1 and Tier 2 lists Tier 4: Chose one spell from any of the previous lists, plus one spell from the following: *cure moderate wounds, neutralize poison, protection from elements, remove disease* Value: 0 gp.

Certed Items:

Laurel Necklace
Boon of Naimur
Mighty Composite Longbow +2
Ring of Swimming

DM AID #1: MAP OF THE CAVERN COMPLEX



PLAYER HANDOUT #1 – NOTE FOUND WITH WEAPON

Brave Adventurer:

Please accept this gift as thanks for my rescue.

Kellen

CRITICAL EVENTS SUMMARY

Please fill out and give to con coordinator.

- | | | |
|--|-----|----|
| 1) Did the PCs volunteer the outcome of the battle in the dream? | Yes | No |
| 2) Did they let the ogres leave peacefully? | Yes | No |
| 3) Who was the most instrumental in freeing Smiley (judge call)?

Name: _____ Played By: _____ | | |
| 4) Did they fight the rust monster? | Yes | No |
| 5) Did they defeat Turjon? | Yes | No |
| 6) Did the PCs save Naimur? | Yes | No |
| 7) Did the PCs learn of the vampire? | Yes | No |
| 8) Were the Rangers victorious / did Annika return? (see Q#1) | Yes | No |
| 8) How many PCs died in this event? _____ | | |

Con coordinators: If this event is played prior to December 30th, 2001, please send critical events summaries to Andrew VanHooreweghe, 718 Calumett Drive, Cedar Falls, IA 50613. If after that date, never mind . . .