

# A Path Less Traveled

A One-Round D&D 3<sup>rd</sup> Edition Living Greyhawk  
Adventure

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With the Harvest festival fast approaching, the town of Highfolk is preparing for its annual Race of Heroes. Glory goes to the fastest team. Can you stand up to the test, and win fame and fortune? An adventure for characters level 1-2.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag 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 to keep track of who is playing which character.

**Scoring the game for RPGA points:** The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and 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 convention coordinator wants information as to 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 them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

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.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

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 **bold italics**. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

## LIVING GREYHAWK Tier Structure

To determine the tier, add the character levels of all the characters. In addition, add the levels of any henchmen or animals according to the values on their certificates. Compare the total to the chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
Tier:	4-12	5-13	6-14	7-15	4 <sup>nd</sup>

The level cap indicated 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.

## Lifestyle in Greyhawk

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

<b>Destitute</b>	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.
<b>Poor</b>	You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.
<b>Common</b>	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.
<b>High</b>	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.
<b>Luxury</b>	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	3 gp	0
High	250 gp	+1
Luxury	500 gp	+2

## Judge Introduction

The town of Highfolk is a bustling trade center on the road between Furyondy to the southeast and Perrenland to the northwest. Just south of the great Vesve forest, it is never far from the conflicts created by Iuz's massive empire of evil to the northeast. Despite this fact, life still flourishes in this moderately sized town of nearly ten thousand.

The diverse people of Highfolk are often in need of diverse entertainment and competition. To fit this need an annual competition is held for all those who wish to participate. Known as the Race of Heroes, the spectacle draws much anticipation, gambling, and celebration. Every year, at the end of the midsummer festival known as Richfest, young heroes gather from around the countryside to form teams for the year's competition. Every year the teams head forth into the Vesve, in search of the special berries needed to make the harvest wines. The fastest teams always make the best wines, as they have had the most time to ferment. The victors are announced at Brewfest, three months later, marking the beginning of autumn, and the final great celebration of the year.

Every year something tends to go awry and the teams always seem to take longer than expected. This year will be no different.

### Adventure Synopsis

Throughout the town of Highfolk, the word begins to spread of the upcoming competition. All interested in competing this year must go to the Gilded Cow tavern on the last day of Richfest to sign up.

The vintner of this year's competition is a man by the name of Gaven Redleaf. Gaven's job is to sign up all those interested, organize teams if anyone does not have one, and to make the wine from the berries upon the teams' return. A committee decides upon the winner of the competition.

Once the players are organized into teams, they are given the night to prepare and celebrate. The contest begins the next morning. The players are given a map to help them find the berries and sent upon their way. Their path leads them deep into the Vesve to find the needed berries. This is where the chase begins. Gilyvee, a druid of Ehlonna, guards the berries and refuses to hand them over unless the PCs retrieve her staff that she loaned to some passing halflings who were in need of protection. These halflings have since returned home, to their small village in the Highvale known as Stoutstump. After deciding which path to take, the players make their way to Stoutstump.

The halfling village is just to the south of the town of Verbeeg Hill and upon arriving; the PCs have little trouble finding the halflings that they seek. Logan Wood and his small band do not have the staff however, as they were robbed on their way home by a group of human bandits that go by the name of "the Ravagers." Logan is

still upset about the theft and does not willingly give information to any band containing "tall folk". The trail leads on to the location of the attack just east of the village. Upon investigating the scene of the crime, it is easy for the PCs to determine that the thieves have headed north towards Verbeeg Hill.

On the trail to Verbeeg Hill, the same bandits who took the staff from Logan and his men attack the players. Upon defeating the bandits the PCs discover that the staff has been sold to a shopkeeper in Verbeeg Hill. The shop is easy to find, but getting the staff back is not so simple. The gnome, Gnarmish Koldurth, who bought the staff refuses to just hand it over but will offer to give it to the PCs in return for a small favor. Gnarmish needs a message delivered to Elrenn Walthair, the Lord Marshall of the Vesve, who resides in Quaalsten. If the players agree to deliver the message, Gnarmish gives them the staff upon their return.

The road to Quaalsten is an easy one, but upon arriving, the PCs learn that the Lord Marshall is "out on the hunt", patrolling the Vesve. If they wish to find him quickly, the players have to go after him. They are given many choices to explore, but eventually find the Lord Marshall, who is fighting for his very life against the forest itself. Once the battle is over, the players can deliver their message, retrieve the staff, and get the berries they need. All the while racing as quickly as possible to win the competition.

The DM must keep track of the amount of time spent traveling using Appendix A, as this will determine the reward given for completing the contest.

## Player Introduction

Read the following to the players once everyone is ready to begin.

***A warm breeze blows across your brow, reminding you that the summer is far from over. The people of Highfolk do not appear to mind however, at least not while the midsummer week of Richfest is in full swing. All the markets in town are a bustle with activity but close early so that the festivities can commence and run deep into the night. It is a time of celebration for all to enjoy, a time of relaxation after long months of work in the fields.***

***The town is awash with strangers as people from around the countryside and beyond visit for the festival week. No one seems to mind though, as the town seems to bare its splendor for all to enjoy. As the week draws to a close, the excitement does not lessen in any way. In fact it increases as everyone prepares for the upcoming Race of Heroes. Throughout the city, the people are talking about who will win this year's race.***

At this point allow the characters to decide what they are doing during the festival and why they are in town, if they are not from the region. Anyone inquiring about the race can easily find someone who tells them all about it and will undoubtedly ask if they plan to compete. The following pieces of information are easily obtained from any merchant, tavern owner, or street urchin. In addition,

any character from Highfolk receives all but the last two pieces of information automatically:

- The race of heroes is an annual event that begins on Freeday, the last day of Richfest.
- The race entails going into the Vesve to retrieve a bushel of special Ilymirth berries and bring them back to Highfolk as quickly as possible.
- The barriers are only found in a few secret places within the Vesve. Each team is sent to a different place.
- All competitors should meet at the Gilded Cow Tavern today (Earthday), which is the day before the last day of the Richfest week, if they want to register.
- The berries will be used to make the prized Ilymirth wine. The wines made will be tasted at Brewfest, in three months.
- In past years, the fastest team has taken anywhere from four days to nearly two months to collect the berries.
- The prize for the fastest team is to be crowned heroes for a year, and also wins a bottle of the fine Ilymirth wine.
- This year's vintner is Gaven Redleaf. He makes the berries gathered into the wine.
- The team that everyone is betting on this year is the Elven Shadows. They are said to have the best knowledge of the Vesve.

## Encounter 1

### A Night in Highfolk

When the players go to the Gilded Cow, read or paraphrase the following:

***Before you stands the Gilded Cow, a local tavern that hosts many adventurers. Many say that the place holds magic and treasure aplenty for those with the coin to pay for it. Others just seem to laugh at the notion. A long line stretches out the front door of the tavern coming to an end just beyond where you currently stand.***

The Gilded Cow is easy to find, and the heroes can get there in plenty of time to register for the event. Outside the Gilded Cow is a line of people waiting to register. The PCs must wait about half an hour before they can get in. A large member of the city guard immediately puts anyone who attempts to skip ahead in line to the end of it. Inside the Gilded Cow are Gaven Redleaf (male human Exp4; Profession: Vintner +9) and a clerk of the city who fills out all the paper work. Gaven is a stout man who looks to be no stranger to luxury; his tunic and vest are both embroidered with a fine golden grapevine pattern. His hair is still dark black and well-kept even though he is over fifty. When it is the PC's turn Gaven asks them their names and if they have a party formed. There is no registration fee. Conveniently, the PCs are the last people

to register, and if they have not already formed as a team, they will be put together as one now. After asking them for a team name, Gaven tells them to enjoy the evening and meet back here first thing in the morning, ready to travel. The PCs may wish to purchase horses for the use in the race. They are easily found for the price listed in the *Player's Handbook*. Characters with less money may wish to see if they can merely loan a horse for the race. Many of the stables in town will do this for the purpose of the race as it gives them a bit of fame if their horses carry home the winning team. These stables rent out their horses for 5 sp per day, so long as the character is willing to ride while bearing the standard of the stables. The players have a choice between three stables: the Leaping Stallion, Old Shoe Horses, and The Vale's Pride. Players not willing carry the stable's standard during the competition must pay 1 gp per day to rent a horse.

PCs may wish to scout out their competition. The Elven Shadows are a likely choice for PC attention. Only small bits of information can be gleaned however, as the Elven Shadows are very secretive. All anyone knows is that they all possess strong fast horses and a keen knowledge of the Vesve.

### The Gilded Cow Inn

The players may wish to spend the evening in the Gilded Cow. A common room costs about 1 gp per night and the special adventurers' suites cost 5 gp per night. The suites are full of trophy heads, show weapons, and suites of armor. Renting the suite also includes a free meal. In addition to the rooms the Gilded Cow has many other special goods for sale. It is known to sell obviously fake magical rings, potions and weapons to the gullible. This is an opportunity to lighten the characters purses if they are foolish enough to believe the claims of the barkeep, Witley Goldkeep, who says just about anything to make a sale. Potion prices range anywhere between 10 and 25 gp, rings are usually 20 to 50 gp, and weapons are about four times the normal value. If checked only the potions radiate faint magic. The rings and weapons are adorned fancy glass jewels. They are worth about half the purchase price as a decoration. The weapons are functional, but not as sturdy as normal weapons (-1 to all damage rolls). The potions are actually very diluted magical potions, which Witley mixes with strong ale. Currently Witley has two each of the following in stock.

- Diluted *potion of cure light wounds*—this potion restores 1d3 hit points when consumed. Cost - 10 gp
- Diluted *potion of enlarge*—this potion enlarges the drinker by 10%, as per the spell for 2d4 rounds. Cost - 25 gp
- Diluted *potion of swimming*—this grants the user a +2 to any Swimming proficiency check for 2d4 minutes - 15 gp

Any potion purchased loses any magical properties in 2d10 days or at the end of the adventure, whichever comes first. PCs may request to make an Appraise skill

check (DC 15), to realize the goods for what they really are. No refunds are given.

Note that this portion of the encounter should take no more than twenty minutes. Do not allow the players to haggle or inspect the items for too long. Witley has other customers to attend to, other customers who may prove to be far more gullible.

## Encounter 2 Into the Vesve

The next morning, when the players meet at the Gilded Cow and are ready to go, read the following out loud:

*Almost half a dozen teams stand outside the Gilded Cow ready to begin the race. Over two hundred spectators surround the teams. Gaven spots your team and heads your way.*

*“Here is your map, and here is your basket”, he says as he hands them to you. “You may leave as soon as I give the signal. I wish you the best of luck”.*

*Gaven quickly heads off spotting another team that has just arrived. A few minutes later, Gaven addresses the entire crowd*

*“Good people, let this years Race of Heroes begin.” The crowd roars as the race begins and Gaven shatters the ceremonial bottle of wine to signify official start of the contest.*

Hand the players Player Handout 1, a map to the berry bushes. The PCs also receive a large basket to carry the berries in. The basket is large enough to hold anything that might fit inside a normal backpack.

Leaving the city, the heroes are soon by themselves, as the other teams are heading to different location throughout the Vesve. Following the map, the players have little trouble finding the trail leading off toward their bushes. It is about 60 miles to the Vesve, and the bushes are located about 20 miles within wood. The chart below indicates the time spent reaching the bushes. Note that the party only moves as fast as the slowest character and that moves of 50 and 60 feet can only be gotten with horses; 40 only by a horse or barbarian.

Travel Time Chart – Encounter 2	
Movement	Days Spent
15'	6.5 days
20'	5 days
30'	3.5 days
40' - Pony or heavy warhorse	2.5 days
50' - Draft horse	2 days
60' - Riding horse or light warhorse	1.5 days

Record the time spent under Encounter 2 on Appendix A.

The PCs must camp at least once on this journey. There are no encounters on any night they do camp.

## The Druid

The spot marked on the map is deep inside the Vesve. The path they must follow is a wide game trail. In most places it is wide enough for two mounted players to travel abreast of one another. When the players arrive at point A on the map read the following to them:

*Warm days and cool refreshing nights have accompanied you on your journey. Passing through the fertile farmlands surrounding Highfolk, across the great Volverdyva River and into the great woods known as the Vesve, your map has led you to this spot. Before you is a small pond only a couple of hundred feet wide. In the center of this pond lies a small island covered with berry bushes. Only the calm water of the pond, reflecting the forest around you, stands in the way of your goal.*

Reaching the island requires the PCs to swim or use some magical means to traverse the pond. To swim to the island requires two-full round actions (40 ft. at its narrowest point) and thus two a successful Swim skill check (DC 10). Be sure that the players include any armor check penalty they may have. Failure by 5 or more indicates that the PC has gone under (see the DMG page 85 for rules on drowning). Note that any trained swimmer, or anyone using the diluted *potion of swimming* can take 10 and easily get across.

The berries are the Ilymirth berries the PCs have been sent to retrieve. As soon as anyone goes to pick the berries, a large falcon comes down from the sky landing before the adventurers and shapeshifts into a beautiful elven maiden. Be sure to explain the spectacle of the transformation, as it is more than likely the first time the characters have seen it happen. The maiden is a druid of Ehlonna named Gilyvee. Gilyvee in her elven form is of average build and quite tan from all the time spent outdoors. Her hair is a light blond and her eyes as green as the Vesve around her. Gilyvee does not allow the PCs to pick any of her berries without permission, as she sees this as a violation of her grove. Gilyvee does have a dilemma that needs to be solved, and if the PCs can help her with it she gladly gives them all the berries they need.

If the PCs ask to know more about this problem, Gilyvee tells them the following:

*One week ago, a small band of halflings passed through my sacred grove. Many of them were injured and one had no life left within him. I took pity on these poor souls and offered my help for it was obvious to me that some outside force had done this to them. A rather short fellow named Logan Wood led the band. It was Logan who told me of their tale. It appears that they were beset upon by a band of vicious orcs while traveling through the woods. Although they defeated the defilers, many of them were injured and one of the halflings had been slain. I tended their wounds and sent them on their way home. To ensure their safety I lent them a magical staff on the grounds that I would come pick it up when next I might need it. Unfortunately that time has come all too soon. Many strange things are afoot within these humble woods and I fear that I may need my staff in the months to come. However I cannot*

**simply go retrieve it myself. Too many in this area rely upon my protection for me to simply wander off. I would ask that you go to retrieve my staff. It is a simple task and in exchange I shall give you all the berries that you need.**

If the heroes agree, Gilyvee tells them that the halflings hail from a small village of Stoutstump, which lies about a day's ride south of Verbeeg Hill. At this point Gilyvee draws upon the PCs map, indicating the two best means of travel to Stoutstump and mark the village for them. One path leads down a small road going through the Vesve towards Verbeeg hill. The other leads down a hunting trail. It is a difficult trail to follow but it should be faster than the road. The DM should draw this information on the PCs map (Players Handout A) using the DM map (Appendix B) as a guide.

The players may have other questions, some of which Gilyvee answers below.

- **What does the Staff look like?**  
My staff is about five feet long with stout silver bands made of the heartwood of an Oak. There are ancient carvings along one side.
- **What are the strange things in the forest that you speak of?**  
It is nothing you need to worry yourselves about yet, but I would keep both eyes fully open anywhere in the Vesve.
- **What are the powers of the Staff?**  
Do not worry of such things; you will not need them I am sure. Brave heroes such as you have no need for its protection
- Why don't we stay behind and watch things for you while you go retrieve the staff?  
That will simply not do. Many of the things, which must be attended to, are very personal to me.

Some players may wish to attempt to steal the berries, although this is possible; Gilyvee keeps a constant vigil around her area of the Vesve. Such a theft does not go unnoticed and leads to a confrontation between Gilyvee and the PCs before they leave the Vesve. Although she is willing to give the PCs a second chance, if they refuse she attempts to retrieve them by force. She is not above teaching the players a harsh lesson about the ways of the Vesve if it should come to that.

**Gilyvee, female elven Drd 6:** Medium-size humanoid (elf); HD 6d8+6; hp 41; Init +2 (Dex); Spd 30; AC 14 (+2 leather armor, +2 dex); Atks +4 melee (1d6 [crit 18-20/x2], scimitar), or +6 ranged (1d4, sling); SD Wild shape, Trackless step; AL NG; SV Fort +6, Ref +4, Will +8.

Str 10, Dex 15, Con 12, Int 11, Wis 16, Cha 13.

Skills: Animal Empathy +6, Concentration +4, Handle Animal +4, Intuit Direction +5, Knowledge: Vesve +9, Spot +6, Swim +4, Wilderness Lore +7; Feats: Dodge, Run, Silent Spell

Spells (5/4/4/3): 0-lvl—cure minor wounds, detect magic, guidance, know direction, light; 1<sup>st</sup>-lvl—calm animals, cure light wounds, entangle, summon natural creature I; 2<sup>nd</sup>-lvl—barkskin, charm person, hold animal, speak with animals; 3<sup>rd</sup>-lvl—meld into stone, protection from elements, summon natural creature III.

Gilyvee is strong-willed, not to be bullied by anyone within her domain. She is caring and kind to those she finds deserving. She is a bit aloof as well.

## Encounter 3 A Path Less Traveled

The PCs now have a choice to make. The druid has shown them two routes they could take to get to Stoutstump. Referring to Appendix B as a guide, path A is a road and though it leads to Stoutstump, it is the longer of the two choices. If the players choose path A, they experience Encounter 3A. The other path, path B, is a smaller game trail. It is shorter than path A but less reliable. If the player choose path B, lead them through Encounter 3B. Encounter 3C deals with the players if they leave either path or get lost as a result of Encounter 3B.

### Encounter 3A – Forest Path

This encounter is only to be used if the players choose to go on path A—the forest road. This path leads more or less on toward Verbeeg Hill, and because of this it is a longer journey. Read or paraphrase the following to the players.

**The path you have chosen leads deep into the Vesve on toward Verbeeg Hill. It is a longer journey but sure to be a safer one. The tranquility of the forest surrounds you on your journey and it is not until the second morning of your trip that you encounter another living soul. Ahead of you, on the path, is a man, clad in exquisite brown and green leather armor. He stands, watching your approach carefully, with a longbow in hand and an arrow strung.**

The man on the path is Sir Oslen Oakbough (male half elf Rgr8), a Knight of the High Forest, guardian of the Vesve, Highvale and Highfolk region. His current assignment has led him down this path on his way to Flameflower. As they approach, Oslen does not raise his bow at the PCs unless they draw their weapons. If this occurs he calls out to them, telling them travelers in the Vesve would do well not to draw weapons on a Knight of the High Forest. He is willing to show his insignia, a small pair of golden stag horns on a green background, to prove his position. If this does not convince them, he simply moves away into the woods, heading off to fulfill his current assignment. If the players blindly attack Oslen, his Stat block is included in Appendix C. If a conversation is struck up, Oslen has the following to say.

- Oslen dislikes the race, as he believes the Vesve to be too dangerous of a place to hold “games”.
- The PCs should be wary. There have been some troubles in the deep parts of the great forest as of late. Evil humanoids seem to be raiding with increased frequency and organization.
- Many of the knights have gone in search of answers to this dilemma. Oslen is on his way to Flameflower to ask some questions.
- Bandit raids along the royal highway have increased as well and many knights have gone to investigate this.
- The PCs should keep on the lookout for anyone selling elven weapons. All too recently a large number were stolen from a caravan just outside of Highfolk.
- Oslen knows little of the berries they seek, and grumbles something about it being just a waste of time.
- If asked about the halflings they seek, Oslen has never heard of them, he does not operate in that region.

After having a short conversation, Oslen politely informs the players that he must be going and heads down the path, on his way to Flameflower. The trail leads on without further incident on their way to Stoutstump. If the players stray from the path for some reason a player who has tracking and makes a successful Nature Lore skill check (DC10) returns them to it. If this roll fails, the players go through encounter 3C. If they attempt to leave this trail and make for the game trail (path B), it requires 3 Intuit Direction skill checks, (DC 15). As above, if any of these fail, the players go through encounter 3C.

Below is a chart to calculate the players travel time to Stoutstump if they use path A.

The journey is 140 miles long. Note that the party only moves as fast as the slowest character and that moves of 50 and 60 feet can only be gotten with horses; 40 only by a horse or barbarian.

<b>Travel Time Chart – Encounter 3A</b>	
<b>Movement</b>	<b>Days Spent</b>
15'	11.5 days
20'	9 days
30'	6 days
40' - Pony or heavy warhorse	4.5 days
50' - Draft horse	3.5 days
60' - Riding horse or light warhorse	3 days

Record the time spent under Encounter 3 on Appendix A. The players have to camp at least twice on this journey, however the camp is undisturbed for the entire trip, save some harmless squirrels or rabbits to keep the PCs on their toes. The players should now proceed to encounter 4.

## **Encounter 3B - The Game Trail**

This encounter is only to be used if the players choose to go on path B, the game trail. This path leads straight on toward Stoutstump, and because of this it is the shorter of the two paths. Read or paraphrase the following to the players.

*The path you have chosen is little more than a game trail. Although the heavy underbrush and occasional stream have forced you to side trek many times, this path leads straight on toward Stoutstump and is sure to be the fastest choice. However, it is easy to become lost in the immense forest that is the Vesve.*

This would be the point to ask for Nature Lore skill checks from any PC with the Tracking feat. The game trail is on soft ground, but has not been used in three days by a small hunting group of four elves. The DC for this roll is 12. This is a Wis based skill and can be made by the unskilled. However, only the PC leading the group can make the check. If the heroes make three successful checks then proceed to encounter 4. If any of these checks fail, anyone in the party may make an Intuit Direction skill check (DC 15) to relocate the trail. In addition, any PC with Knowledge: Nature or Wilderness Lore may make also make a skill check (DC 15) to find the trail through natural signs. Each failed Tracking check adds half a day to their journey. Please note that Intuit Direction and Knowledge: Nature cannot be used unskilled and if no one in the party possesses these skills or the checks are failed the party becomes lost and should be run through encounter 3C.

Below is a chart to calculate the players travel time to Stoutstump if they use path B.

The journey is 80 miles long. Note that the party only moves as fast as the slowest character and that moves of 50 and 60 feet can only be gotten with horses; 40 only by a horse or barbarian. Note that these times are slower because of the dense forest that must be traversed

<b>Travel Time Chart – Encounter 3B</b>	
<b>Movement</b>	<b>Days Spent</b>
15'	9 days
20'	6.5 days
30'	4.5 days
40' - Pony or heavy warhorse	3.5 days
50' - Draft horse	2.5 days
60' - Riding horse or light warhorse	2 days

Record the time spent under Encounter 3 on **Appendix A**. The players have to camp at least twice on this journey, however the camp is undisturbed for the entire trip, save some harmless squirrels or rabbits to keep the PCs on their toes. The players should now proceed to encounter 4.

## Encounter 3C – Lost in the Vesve

This encounter is only to be used if the players become lost at any point within the Vesve. This encounter deals with lost time and finding the way out. If the players become lost please read the following to them.

*Heavy underbrush and a dense canopy have turned your journey into a gloomy nightmare, as no sign to your location is forthcoming. The great wood seems to be a maze to those unfamiliar to it and no matter the direction you take, it seems as if you are always in the middle of it.*

Players who become lost in the Vesve may make an Intuit Direction skill check (DC 15) to relocate the trail they were using. This adds a day to the travel time indicated on the chart for the trail that they were using. In addition, any PC with Knowledge: Nature or Wilderness Lore may make also make a skill check (DC 15) to find the trail through natural signs, although this also adds a day to their travel time. Please note that Intuit Direction and Knowledge: Nature cannot be used unskilled and if no one in the party possesses these skills or the checks are failed the party remains lost for another day and may retry the next day. Also note that the Knowledge: Nature skill may only be attempted once and if failed may not be attempted again until additional ranks in the skill are purchased, however Intuit Direction may be used once per day.

The PCs can be lost in the Vesve for up to seven days. After this time, they stumble out in the vicinity of Highfolk and must travel to Stoutstump from there. Use the following chart to calculate the players travel time only if they have been lost in the Vesve for seven days. Note that the party only moves as fast as the slowest character and that moves of 50 and 60 feet can only be gotten with horses; 40 only by a horse or barbarian.

Movement	Days Spent
15'	13.5 days
20'	12 days
30'	10.5 days
40' - Pony or heavy warhorse	9.5 days
50' - Draft horse	9 days
60' - Riding horse or light warhorse	8.5 days

Record the time spent under Encounter 3 on **Appendix A**. The heroes have to camp at least seven on this journey, however the camp is undisturbed for the entire trip, save some strange noises and ominous lights off in the distance to keep the PCs on their toes. The heroes should now proceed to encounter 4.

## Encounter 4 Stoutstump

Stoutstump is a small halfling village about 70 miles south of Verbeeg Hill along the Highvale road. No matter the time spent getting there, the PCs arrive there in the early afternoon. Read or paraphrase the following to the players.

*With the hot noonday sun beating down upon you, the village of Stoutstump slowly comes into view. Not a large village, Stoutstump looks to only contain about twenty or so buildings. Some are made of wood, others appear to be built into the side of the small hills that cover the landscape. Many halflings can be seen going about their daily business, working in small gardens, tending to their homes or just relaxing in the shade provided by some of the small trees that are scattered about.*

Stoutstump is a small village comprised entirely of halflings. The stoutfolk are mainly self sufficient and only need outside goods from time to time. When they do, they trade some of their expert woodcarvings for any supplies that are required from merchants passing down the Highvale road. When the PCs approach, read to them the following. If the party contains only gnomes and halflings omit the word tall from the passage.

*As you approach, a halfling dressed in simple browns and bearing no weapons gets up from his rest beside a tree and approaches. "Why hullo there tall folk" he says looking up at you. "Welcome to the village of Stoutstump. Is there anything I can help you tall strangers with anything on this fine hot afternoon?" A small badge pinned to his tunic identifies him a Wilfrot the town greeter.*

Wilfrot is a bit rustic but altogether cheerful and happy to give the PCs any help they might need. Unfortunately, Wilfrot knows nothing about the staff. He does however know where Logan Wood lives. He directs them to go through center of the village, past the great stump and just to the left. He reassures the players that they cannot miss Logan's hill, as it is the one with the new moat. Once the PCs head toward Logan's hill read the following:

*Wilfrot's directions lead you through the center of the small village and past its namesake—a large tree stump about ten feet wide. Beyond this you see the hill that must belong to Logan Wood. Surrounding the hill is a four feet deep moat, putting the door almost six feet above the floor of it. Luckily the moat has not been filled yet, making it easy to simply walk down into the moat and knock on the door.*

Logan Wood's house is built into a small hill surrounded by a recently dug moat. Logan decided to dig the moat after being robbed twice by tall folk on his recent trip into the Vesve to visit his cousin. He has not yet filled the moat because he has not yet built a gangplank to get out once he does. PCs wishing to knock on Logan's door must either climb into the moat or throw something at the door (or use some form of magic, which is just as rude).



Logan's reaction to this depend on their actions and who the PCs are. The term small folk refer to both gnomes and halflings

- **If the PCs knock and are all small folk**  
Logan looks down at them, throws them a rope and invites them in for tea. He gladly discusses all the things that have happened to him and offers help in whatever way he can.
- **If the PCs knock and are not all small folk**  
Logan does not invite them in and treats them with open resentment. He gives them the information about the staff and the direction of the bandits but little else.
- **If the PCs throw something at the door and are all small folk -**  
Logan scolds them for their lack of manners but invites them in anyway. He gladly discusses all the things that have happened to him and offers to help in whatever way he can.
- **If the PCs throw something at the door and are not all small folk -**  
Logan opens the door, glances at the rude tall folk and then slams the door. He will not open it again until the PCs knock personally. Even then he treats them with open resentment. He gives them the information about the staff and the direction of the bandits but little else.

## **Logan Wood**

Depending on the disposition of Logan, his story may be quite difficult to obtain, but with persistence, the players can get the information they need from him.

Three weeks ago, Logan left the Village of Stoutstump with his brother, Dogan, and two friends, Kynroy Hillbrand and Livea Redreed, on a trip to visit Logan's cousin Engert Wood who lives deep within the Vesve. The trip there was quite pleasant for the four but the trip back was a nightmare. After spending a relaxing week at Engert's cottage the group left for home, taking the same path they had used to get there. Not a day after leaving, Logan accidentally led the group down the wrong path and got horribly lost. Making camp after a long day of searching, they were beset upon by a group of five orcs. The nasty beasts were intent on having a delicious halfling stew. The ensuing battle was quick and dirty, but by its end three of the orcs were dead and the other two had fled. There was another casualty however, Logan's brother Dogan had also fallen during the fight. The next morning, with grief heavy in their hearts and a maze of trees around them, they continued in their search for the trail that would lead them home.

Another day passed with no hope in sight for the remaining trio. That evening they were lucky enough to find a small pond to rest by and refill their empty skins. This is when they met Gilyvee. Gilyvee helped them

recover from their wounds and showed them the way out of the Vesve and on toward home. To ensure their safety on the remaining journey, Gilyvee lent them a staff with some magic powers. Powers she said would protect their camp at night and watch over them as they traveled. Gilyvee could not have known that her need to help those in her land would be seen as pity, making Logan feel quite the fool and responsible for all the trouble. They left the next morning without saying thanks.

The remainder of their journey through the Vesve was a peaceful one. On the last day of their journey, they camped just outside the Vesve. They rested in a small copse of apple trees; unaware of the trouble they would soon be in. The powers of the staff did not extend outside the Vesve, and not having known this, they all fell asleep without much thought to their safety. Later on that night, a group of bandits calling themselves the Ravagers happened upon the poor sleeping halflings. They were quickly tied up and robbed. Even the body of Logan's brother, Dogan, was pillaged. The bandits took everything, including Gilyvee's staff. Logan and his band spent the whole night and half of the next day bound to each other before a halfling woodcutter happened upon them and set them free.

Logan has spent the past three days mourning for his brother and fortifying his home from "tallies" (anybody who is not a gnome or halfling), which he now thoroughly distrusts. He feels quite betrayed by Gilyvee, who forgot to tell him of the staff's limitations, and angry with himself for actually believing that a human might help him.

Aside from his story, which only a party of all gnomes and halflings should get all of, Logan has specific pieces of information that he shares, leading the PCs on toward finding the missing staff. The PCs should be able to get this information no matter Logan's disposition towards them.

- The staff was taken by a group of bandits calling themselves the Ravagers.
- There were four bandits, all human, one was a woman, and all wearing polished black leather armor.
- They spoke very little but Logan did pick one of their names, a man by the name of Curlas.
- They rode off to the north, straight toward Verbeeg Hill.
- One of them smelled horribly like eel jelly.
- The sight of the attack is due east of Stoutstump, just outside the Vesve forest. (Logan marks this on the player map.)

Logan knows little else about his attackers as it was very dark and he was woken out of a deep sleep. If asked about the eel jelly, Logan mentions the only place to get any of that around here is up in Verbeeg Hill. Kynroy and Livea are also hiding out inside of Logan's home, but they know even less than Logan. Kynroy was knocked out and Livea fainted. This information should lead them into encounter 5.

If the PC group consists of all short folk, Logan goes a step further, offering them to join a militia he is forming to deal with nasty "tallies". Take down the names of all of the players and their characters that accept the offer and contact the Wisconsin Triad (bulmahnjm@aol.com or 1706 E. Lafayette Pl. Milwaukee, WI 53202). Logan says that he will contact them soon.

**Logan Wood, male halfling Com4:** Small Humanoid (3 ft. 1 in. tall); HD 4d4+4; hp 16; Init +3 (Dex); Spd 20; AC 14 (+3 Dex, +1 Size); Atks +2 melee (1d4 [crit 19-20/x2], dagger), or +5 ranged (1d4, darts); AL CN; SV Fort +2, Ref +4, Will +0.

Str 10, Dex 16, Con 13, Int 11, Wis 8, Cha 14.

Skills: Craft: Woodcarving +3, Listen +3 Ride +4, Spot +2 Feats: Simple Weapon Proficiency, Alertness

Equipment: dagger, 6 hand carved darts, pouch containing 2 sp.

Logan is very angry, at the world and at himself. He is downright resentful of all the tall people in the world. He is likely to fly off the handle at anyone who calls him shorty or some other diminutive name.

## Encounter 5 The Bandits

The PCs have one or two choices as to the location of this encounter. They may choose to investigate the site of the attack or they may proceed directly to Verbeeg Hill. In either case, they encounter the same bandits that robbed poor Logan and his friends.

The bandits, known as the Ravagers, consist of four rogues. The leader of the group is a human male called Curlas, who is by far the most intelligent of the group. Syleth and Rolmyr are brothers, both big and neither very bright. Almira is the only one with true talent in the group but Curlas keeps her under close scrutiny because of her compassion.

After robbing the halflings of all their possessions, the Ravagers went on to Verbeeg Hill to celebrate and cash in their loot. They sold the staff to a merchant there named Gnarmish Koldurth. After selling all of their ill-gotten goods, they promptly spent most of the money in the gambling houses of Rudd. Following many bad rolls of the dice, Curlas decided to take his troupe back on the road to refill his coffer.

### If the PCs head strait toward Verbeeg Hill.

PCs that head to Verbeeg Hill must spend at least a day and a half traveling there (see the Travel Time Chart for encounter five located at the end of this encounter) and hence have to camp at least once. The Ravagers have just left Verbeeg Hill, having spent nearly all of their money gotten from looting the halflings. They notice the PCs down the road in the mid-afternoon of the second day and set an ambush, see The Ambush below.

### If the PCs investigate the robbery site.

The site where Logan and his two friends were robbed is easy to find. The small copse of apple trees located just half a mile from the Vesve. It unfortunately provides few clues as to the whereabouts of the bandits, just some old tracks heading north, and some halfling sized tracks leading toward Stoutstump. This side trek does add one day to their journey to Verbeeg Hill however (see the Time Chart for encounter five located at the end of this encounter). As the PCs leave the site they are spotted by the very same bandits that robbed the halflings, who lay an ambush on their path, see The Ambush below.

### The Ambush

The bandit's plan is to split into two groups, about 40 feet apart, and lie in wait along side the road, hiding in the underbrush. Curlas and Rolmyr plan to jump out ahead of the group while Syleth and Almira sneak up from behind once the PCs have past. At this point, the DM should make a Hide skill check for both Syleth and Almira, note that they both receive a +8 modifier to the roll for being 20 feet from the road and in heavy brush. The lower of the two becomes the DC for Spot skill checks that the PCs receive to notice the two and not wander into the trap. If the PCs notice the two, Curlas and Rolmyr, they immediately step from hiding and announce their intentions (see the read-aloud text below). If the PCs do not notice the two bandits, Curlas and Rolmyr step from hiding once they are past the two and announce their intentions, which is the cue for Almira and Syleth to move into a sneak attack position should a fight erupt. In either case, once Curlas steps forward, read the following to the players.

*Two men, clad in polished black leather armor, step out of the brush in front of you. One of them brandishes a short sword. The other is a taller man with raven black hair and a loaded crossbow. He looks to you and says, "Good afternoon to you fine folk. I am sorry to inform you that the Ravagers have waylaid you. If you would be so kind as to give up all of your possessions, none of you needs to die."*

The players have two choices at this point, give up everything they own, save their clothing, or fight the Ravagers. If the players give the bandits everything, including horses, the Ravagers promptly tie them up and head back to Verbeeg Hill for more fun. If they fight, Curlas and Rolmyr fight in front, while Almira and Syleth sneak up from behind if they have not been noticed. If Almira and Syleth have been spotted, they attack from either side.

### The Ravagers

**Curlas Blackbow, male human Rog1:** Medium Humanoid; HD 1d6+4; hp 10 (+3 Toughness); Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 14 (+2 leather armor, +2 Dex); Atks +1 melee (1d6+1 [crit 19-20/x2], short sword) or +2 ranged (1d8 [crit 19-20/x2], light

crossbow); SA Rog sneak attack; AL NE; SV Fort +1, Ref +4, Will +1.

Str 12, Dex 15, Con 13, Int 14, Wis 9, Cha 12.

*Skills:* Appraise +5, Bluff +5, Climb +3, Disguise +3, Escape Artist +4, Hide +3, Intimidate +5, Listen +3, Move Silently +6, Open Locks +5, Pick Pockets +6, Ride +4, Spot +1, Use Rope +4; *Feats:* Improved Initiative, Toughness.

*Equipment:* short sword, light crossbow, 10 light crossbow bolts, leather armor, thieves tools, pouch containing 25 gp minted in Verbeeg Hill.

Curlas is cruel and vindictive, not really caring for any other human life. Curlas is a spiteful man that would turn on anyone if it were in his best interest to do so.

**Rolmyr Glenshade, male half elf Rogr:** Medium Humanoid; HD 1d6+2; hp 7; Init +1 (Dex); Spd 30; AC 13 (+2 leather armor, +1 Dex); Atks +3 melee (1d6+3 [crit 19-20/x2], short sword); SA Rog sneak attack; AL NE; SV Fort +2, Ref +3, Will +0.

Str 17, Dex 13, Con 14, Int 8, Wis 11, Cha 9.

*Skills:* Hide +3, Intimidate +3, Jump +4, Listen +3, Move Silent +4, Open Locks +2, Pick Pockets +3, Ride +3, Search +2, Spot +5, Use Rope +3. *Feats:* Blind-Fight

*Equipment:* short sword, leather armor, 20 ft. of silk rope, pouch containing 8 gp and 4 sp minted in Verbeeg Hill.

Rolmyr is a big dumb bully.

**Syleth Glenshade, male half elf Rogr:** Medium Humanoid (5 ft. 7 in. tall); HD 1d6+1; hp 6; Init +3 (Dex); Spd 30; AC 15 (+2 leather armor, +3 Dex); Atks +2 melee (1d6+2 [crit 19-20/x2], short sword); SA Rog sneak attack; AL NE; SV Fort +1, Ref +5, Will -1.

Str 15, Dex 17, Con 13, Int 8, Wis 9, Cha 9.

*Skills:* Climb +6, Hide +3, Jump +5, Listen +3, Move Silent +7, Open Locks +7, Ride +4, Search +3, Use Rope +4; *Feats:* Dodge.

*Equipment:* short sword, leather armor, 20 ft. of silk rope, thieves tools, pouch containing 7 sp minted in Verbeeg Hill.

Syleth is like his brother.

**Almira Helonis, female human Rogr:** Medium Humanoid (5 ft. 4 in. tall); HD 1d6; hp 4; Init +4 (Dex); Spd 30; AC 16 (+2 leather armor, +4 Dex); Atks +1 melee (1d6+1, sap), or +4 ranged (1d6 [crit x3], shortbow); SA Rog sneak attack; AL N; SV Fort +0, Ref +6, Will +2.

Str 12, Dex 18, Con 11, Int 10, Wis 14, Cha 10.

*Skills:* Disable Device +2, Escape Artist +7, Heal +4 (+6 when using the healer's kit), Hide +6, Jump +4, Listen +5, Move Silent +8, Open Locks +6, Ride +6, Search +4, Spot +5; *Feats:* Point Blank Shot, Precise Shot.

*Equipment:* sap, leather armor, shortbow, quiver with 20 arrows, healer's kit, pouch containing 2gp minted in Verbeeg Hill.

Almira is cool under fire, but compassionate on the inside. Almira is a bandit only because it suits her. She is not in it for the killing.

Curlas begins the combat by firing his crossbow at the lead PC. At this point, Rolmyr moves in to attack while Almira and Syleth move in for sneak attacks on rear PCs (if they have not been discovered). Almira however, dislikes killing for profit and instead attempts a sneak attack using her sap to render PCs unconscious. Almira only uses her shortbow if the sneak attack fails or one of her comrades is put down.

The bandits continue fighting until Curlas is knocked out, killed, or calls for a retreat. Curlas call a retreat is any of his other two comrades are out or he himself is down to 1 or 2 hit points.

If all of the PCs are knocked out, Almira proceeds to ransack their bodies, but at the same time uses her healing skill to ensure that they live. The PCs awaken later on that night to find all of their possessions gone.

## After the fight

Many things could happen in the fight. Some or all of the Ravagers could be killed or captured. All of the PCs could be knocked out. Some or all of the bandits could get away. It is important to note that the adventure is not over no matter the outcome of this battle.

If the PCs kill all of the Ravagers, a quick search of the bodies reveals that they do not possess the staff. However all of them do have a number of coins on them minted in Verbeeg Hill. This is their only clue to go look for the staff there.

If the PCs managed to capture one of the Ravagers, threatening to turn him or her in to the local justice is just the thing to get him or her to talk. Any one of the Ravagers will tell the PCs that the staff was sold to Gnarmish Koldurth, owner of Gnomish Gold, a shop in Verbeeg Hill. Captured Ravagers can be turned in to the sheriff at Verbeeg Hill, left out in the wild, or set free.

If all of the Ravagers manage to escape the only course of action is to follow them back toward Verbeeg Hill. This may lead to another battle once the PCs catch up with them. Note that unless they are stolen from the PCs, none of the Ravagers owns a horse and must move at the same travel times as the PCs. However, once in Verbeeg Hill the PCs may wander across the staff in Gnarmish's shop.

If all of the PCs are knocked out or killed, all of their possessions are taken, but as noted above, Almira will attempt to keep any of the PCs from dying. Having pity in her heart, Almira leaves them her only two remaining gold pieces on one of the PCs. Both of these coins were minted in Verbeeg Hill. PCs may go to Verbeeg Hill in search of their gear and the staff. Another run in with the Ravagers will undoubtedly follow.

## The Road to Verbeeg Hill

Use the following chart to calculate the players travel time to Verbeeg Hill, a journey of 70 miles from Stoutstump. Note that the party only moves as fast as the

slowest character and that moves of 50 and 60 feet can only be gotten with horses; 40 only by a horse or barbarian.

Travel Time Chart – Encounter 5	
Movement	Days Spent
15'	6 days
20'	4.5 days
30'	3 days
40' - Pony or heavy warhorse	2.5 days
50' - Draft horse	2 days
60' - Riding horse or light warhorse	1.5 days

Please add one day to the time spent if the PCs investigate the site where Logan was attacked. Record the time spent under Encounter 5 on Appendix A.

The players have to camp at least once on this journey, however the camp is undisturbed for the entire trip. The players should now proceed to encounter 6.

## Encounter 6 Verbeeg Hill

Upon arriving in Verbeeg Hill, read or paraphrase the following to the players.

*After cresting a steep rise, you see the small town of Verbeeg Hill. The town has barely three hundred buildings. Stories tell that the town strives on trade as its only business. All of the kingdoms that sit upon the wide blue Volverdyva and the gnomish mines to the north use Verbeeg Hill as a focal point for trade. Many boats are docked at the town's port and many more still are in the open water, going about their business.*

*A light breeze carries the scent of the town's famous eel jelly up to you. Although not offensive, it is a smell unlike any other.*

Verbeeg Hill is a town of about 1500 people of all races. Its only resources are trade and eel jelly. The latter of which is made from the boiled eels that are caught from the Volverdyva every day. Traders from all around Perrenland, Furyondy, Highfolk, the Vesve, and beyond use Verbeeg Hill as a sort of neutral ground for business deals. No one in the city minds however, as the traders bring good business to the cities many inns, taverns and gambling halls. Anything that is sought after can be found in Verbeeg Hill eventually for the right price.

PCs looking for the staff have many avenues of exploration. All of their options depend either upon what they have learned from the bandits or dumb luck. Detailed below are some of the possibilities the PCs may explore. Surely ingenious players will come up with others ideas, whose chance of success must be decided upon by the DM.

If the players did not find out that the bandits sold the staff or did not learn whom they sold it to, PCs may attempt to back-track the bandit's trail. If the players ask

around town, they easily find out that the Ravagers were often times seen at a tavern called The Eel's Escape, a small one-room bar with battered tables and a small kitchen behind the bar. The Eel's Escape is located near the docks. PCs investigating there can make an Information Gathering skill checks (DC 20) to learn that the Ravagers often sold their "trade goods" at Gnarmish's shop. This roll receives a +1 modifier for every gp spent on drinks. The roll may be made only once per evening.

If some or all of the Ravagers escape capture, the PCs may attempt to track them down in Verbeeg Hill. Once again, they can ask around to find out that they are often seen at The Eel's Escape. Details of a second combat between the Ravagers and the PCs are left up to the ingenuity of the DM and the plans of the players. This may or may not lead them to discovering the whereabouts of the staff.

Desperate PCs may attempt to search the entire town in hopes of running across the staff. This requires a Spot skill check (DC 15). This check may be made twice for every day spent searching. PCs that split up have a much better chance of finding the staff than groups that stick together. Another approach to this method is to ask around if anyone has seen the staff. This requires an Information Gathering skill check (DC 20) to successfully locate the staff. This check may be made once every two hours spent asking around.

Please note any time spent looking for the staff under Encounter 6 on Appendix A.

### Gnarmish Koldurth

Through one means or another, the PCs end up at Gnomish Gold, the shop owned by Gnarmish Koldurth (male gnome Wiz7) the merchant who purchased Gilyvee's staff from the Ravagers.

*Upon a squat stone building at the edge of town, a wooden sign swings lazily in the wind. It reads Gnomish Gold in both the common and gnomish tongue. A large window in the front displays some of the wares to be found inside, including an oak-wood staff with silver bands.*

If the PCs enter the shop Gnarmish jumps up to greet them and ask them if there is anything he can help them with. Gnarmish is a member of the high council in Verbeeg Hill and runs a clean honest shop. He is only about three feet tall and has a ruddy complexion. The grey hair upon his head is a sign of his old age. He had no idea that the staff was stolen, and paid almost 500 gp for it. His shop specializes in rare and unique goods and the staff fit the bill. All around his shop are strange and wonderful things, left to the DMs imagination, but all are well out of the PCs price range. Gnarmish is looking to fetch 10,000 gp for the staff alone.

If the PCs actually have the gold, they can purchase it and return to Gilyvee to retrieve their berries. Refer to Travel Time Chart 3A to calculate the time it takes to get there. Record this time under encounter 6 on Appendix A and then proceed to the Conclusion.

More than likely the PCs do not have the money necessary to purchase the staff. Gnarmish is a fair man however and will give them the staff for free if they perform one small task for him. Gnarmish needs a letter delivered to the Lord Marshal of the Vesve, head ranger Elrenn Walthair. If the players agree to deliver the message, Gnarmish promises to give them the staff upon their return and hands them the wax sealed letter to be delivered to the Lord Marshal. He tells them to deliver the letter only to the Lord Marshal—no one else is to see it. Gnarmish also draws a path upon their map and gives them directions to Quaalsten, home of the Lord Marshal. The DM should draw this upon Player Handout 1 using Appendix B as a guide.

Gnarmish will not hand over the staff under any other circumstances and the local militia is powerless to help the heroes as the crime occurred outside of Verbeeg Hill. The authorities cannot even hold any captured Ravagers for more than a day.

Before they go, Gnarmish asks them not to open the letter, just to deliver it. Nothing bad befalls the PCs if they open the letter; Gnarmish just likes to keep his personal business personal. If the PCs do open the letter, hand them Players Handout 2.

Questionable players may attempt to steal the staff. This action will get them nowhere however, as the staff in the window is just a duplicate with *Nystul's Magical Aura* cast upon it. The real staff is kept in a stone vault located underneath Gnarmish's home next door. PCs attempting this should be caught and put in jail for seven days, then released with no hope of retrieving the staff, as Gnarmish does not deal with known criminals.

## Encounter 7 Quaalsten

The road to Quaalsten is the longest leg of the heroes' journey. The path that Gnarmish has laid out for them is over 250 miles in length. Use the following chart to calculate the players travel time to Quaalsten. Note that the party only moves as fast as the slowest character and that moves of 50 and 60 feet can only be gotten with horses; 40 only by a horse or barbarian.

Travel Time Chart – Encounter 5	
Movement	Days Spent
15'	21 days
20'	15.5 days
30'	10.5 days
40' - Pony or heavy warhorse	8 days
50' - Draft horse	6 days
60' - Riding horse or light warhorse	5 days

Record the time spent under Encounter 7 on Appendix A.

The players have to camp at least four times on this journey, however the camp is undisturbed for the entire trip.

Upon arriving in Quaalsten, read or paraphrase the following to the players.

***The trail that Gnarmish drew upon your map was a long one, almost 250 miles in length. That road is now behind you however as Quaalsten, home to the Rangers of the Vesve, stands before you.***

***Quaalsten is a walled forest community, a place that the rangers use as their base of operation. Recently the church of Ehlonna built a high temple within the cities walls as well. The roofs of many buildings show themselves over the wooden palisade and thin vines of smoke rise from their chimneys. The crisp scent of wood smoke wafts over your nostrils, as a man clad in supple brown leather armor calls to you from a tower next to the main gate.***

***“Ho there fair travelers, what has brought you to Quaalsten?”***

The man is Oren Falstave (male human Rgr2), a gate guard. If the players ask to see the Lord Marshal with an urgent message, they are allowed in to speak with Almeric Wilstone, the chief forest captain under Elrenn. If for some reason the players are covert about their mission, they are not turned away from the town. They do however quickly learn that Elrenn is currently “Out on the Hunt” and not in the settlement.

Almeric Wilstone (male half elf Rgr9) is a half-elf in his late 40's. His position within Quaalsten is to oversee the day-to-day activities while Elrenn is away or engaged in other activities. This is a job that Almeric takes very seriously. If the players are sent to see him bearing a message for the Lord Marshal, Almeric does not doubt their claim. Unfortunately the Lord Marshal is not in Quaalsten; he is out patrolling the Vesve. He does not take the note from the PCs, instead insisting they either wait for Elrenn to return or go in search of him. If they wish to know more, Elrenn has the following points to share with them.

- Elrenn Walthair, the Lord Marshal, has gone “Out on the Hunt”, which means that he is about patrolling the Vesve. He is traveling alone.
- He left to the east, probably checking all of the guard stations in that region. There are five stations in the region. Elrenn would not spend more than a two or three days at each one.
- Elrenn would not visit the same station twice in one trip, preferring to visit them all quickly and then return to Quaalsten
- Elrenn left ten days ago and may not return for another ten. PCs are welcome to stay until he returns.

The PCs may decide to wait for Elrenn to return. If this is the case they must wait 10 days, which should be recorded under encounter 8 on Appendix A. During that time, they are welcome to explore the town, visit the temple to Ehlonna and watch the rangers at work.

Nothing much exciting happens during this time. Once the Lord Marshal returns, he looks over the letter, gives the PC his signet ring and sends them back to Gnarmish. Note that the players will not receive the suit of Deerskin leather armor at the end unless they venture forth to find the Lord Marshal and fight at his side. The DM should skip encounter 8 if the players decide to wait for the Lord Marshal to return.

If the heroes decide to venture forth and find the Elrenn, Almeric draws the location of the five small outposts on the player's map. The DM should sketch this information onto the players map (Players Handout 1) using the DM map (Appendix B) as a guide. Almeric also points out that Elrenn left heading toward outpost C and most likely went there first. This leads them to encounter 8.

## Encounter 8 Out on the hunt

By the time the player leave Quaalsten Elrenn has already visited three of the five outposts. His path has led him from Quaalsten to outpost C, where he spent three days. From there he went on to spend two days at outpost E. He left outpost E and went on to Outpost D. After spending two days at outpost D, Elrenn has just left on his way to outpost B.

The players must travel from post to post looking for the Lord Marshal. A timeline is included below to indicate where Elrenn is on any given day. To travel from post to post requires one day no matter the distance and speed of the party. Keep track of any time spent by the PCs and record this under encounter 8 on Appendix B. A ranger mans each outpost. This ranger gladly tells the party if the Lord Marshal has been there yet and how many days ago it was. Once the PCs find the Marshal, refer to Saving the Marshal below for the rest of the encounter.

If time is running short, charge the players with four days travel time and proceed to Saving the Marshal instead of requiring them to search him out.

### Lord Marshal's Timeline

Day	Event
1	Elrenn leaves Quaalsten and travels to outpost C.
2-4	Elrenn inspects outpost C.
5	Elrenn leaves outpost C and travels to outpost E.
6-7	Elrenn inspects outpost E.
8	Elrenn leaves outpost E and travels to outpost D.
9-10	Elrenn inspects outpost D.
11	Elrenn leaves outpost D and travels to outpost B. <b>PCs leave Quaalsten</b>
12-14	Elrenn inspect outpost B.
15	Elrenn leaves outpost B and travels to outpost

	A.
16-19	Elrenn inspects outpost A.
20	Elrenn returns to Quaalsten

### Saving the Marshal

Once the PCs have finally tracked down the Elrenn, the Lord Marshal of the Vesve read aloud the following.

*The path you have been traveling on has opened up into a small clearing. Across the way is a man, dressed in shimmering chainmail wielding a flaming spear, apparently sparring against a trio of trees. The trees seem to take offense at this however, as they batter the man with their long branches, knocking him to the ground. As he falls, the blue sash about his shoulder clearly becomes visible, marking him a ranger of the Vesve.*

The lord marshal is locked in combat with three young Dirtwraiths, a kind of fungus that inhabits the plants. The three Dirtwraiths use the plant's body to attack anyone within reach. The tree that the Dirtwraith inhabits can withstand an amount of damage equal to the Dirtwraith's hit points before dying. This does not kill the fungus however. To kill the fungus, the Dirtwraith must be exhumed or PCs must wait 2d6x10 minutes for the Dirtwraith to extract itself in an attempt to search for a new host.

When the combat begins Elrenn has been knocked of his feet and is being held down by the largest tree. Both of his arms are pinned and he is taking 2d4 points of damage per combat round. Every round Elrenn can attempt to break free but this requires a Str check (DC 20). The tree does not attack any other players while it has Elrenn and will only release him upon death. The players begin 30 ft. away, across the circular clearing. After the three trees have been beaten. Elrenn motions them to move away and lie in wait until the Dirtwraiths exhume themselves. During this time, Elrenn identifies himself, talks to the PCs and explains the creature that they are fighting. His plan, once the Dirtwraiths are out of the ground, is to attack them with ranged weapons until they use their spore clouds, then close in for the kill before they can bury themselves again. If any PC gets too close and is hit with a spore cloud, Elrenn immediately treats them with his *neutralize poison* spell.

**Elrenn Walthair, male human Rgr16:** Medium Humanoid (6 ft. 1 in. tall); HD 16d10+64; hp 160 (currently 110); Init +7 (Dex, Improved Initiative); Spd 30; AC 23 (+9 *elven chainmail* +4, +2 *cloak of protection* +2, +2 Dex); Atks +20/+15/+10/+5 melee (1d8+4 (crit x3), shortspear *flametongue* +1); SA Rgr Favored Enemy; AL CG; SV Fort +14, Ref +8, Will +10.

Str 16, Dex 17, Con 18, Int 14, Wis 16, Cha 15.

Skills: Animal Empathy +7, Climb +7, Concentration +9, Diplomacy +7, Gather Information +4, Handle Animal +7, Heal +10, Hide +10, Intuit Direction +8, Jump +8, Knowledge: Vesve +12, Listen +12, Move Silent +12, Ride +9, Search +7, Spot +10, Swim +8, Track +11, Use Rope +8, Wilderness Lore +13; Feats: Ambidexterity, Dodge,

Expertise, Improved Initiative, Iron Will, Mobility, Spring Attack, Two-Weapon Fighting, Whirlwind Attack.

SA – Rgr Favored Enemy. +4 vs. Goblinoids, +3 vs. Beasts, +2 vs. Plants, +1 vs. Undead.

Equipment: *elven chainmail* +4, *cloak of protection* +2, *shortspear* +1 *flametongue*, 2 *potions of cure moderate wounds*, signet ring, sash of the rangers, holy symbol of Ehlonna, pouch containing 10 gp.

Spells (3/3/2/1): 1<sup>st</sup> – *alarm*, *pass without trace*, *speak with animals*; 2<sup>nd</sup> – *cure light wounds*, *hold animal*, *speak with plants*; 3<sup>rd</sup> – *neutralize poison*, *plant growth*; 4<sup>th</sup> – *polymorph self*.

Personality: A leader to the bone. Cool, calculating, intelligent, caring and personable.

**Dirtwraiths (3):** Small Plant (3 ft. wide); HD 2d8+2; hp 11 (each); Init –3 (Dex); Spd 2; AC 11 (+4 natural, -3 Dex); Atks none; SA Animate Plants, Spore Cloud; SQ Immunities; AL CE; SV Fort +4, Ref –3, Will +1.

Str 5, Dex 4, Con 13, Int 4, Wis 12, Cha 10.

SA: *Animate Plants*—the Dirtwraith may inhabit animate any plant it inhabits the roots of. It may use this plant to attack foes (see Animated Trees below). Spore Cloud. Once per day the Dirtwraith may emit a spore cloud. This requires a ranged touch attack at +2. If hit a PC chokes for 2d4 minutes, during which no action can be taken.

SQ: Dirtwraiths are immune to fire, all mind affecting magic, and blunt weapons.

Notes: Dirtwraiths are a kind of fungus found in the abyss. Iuz uses them extensively throughout the Vesve. They can animate any tree whose roots they inhabit and can be quite deadly in very large trees. Once the tree they inhabit is destroyed they wait until they believe themselves to be alone before exhuming themselves to find another host.

**Animated Trees (3):** Large Plant (20 ft. tall); HD 2d8+2; hp 11 (each); Init –1 (Dex); Spd 0; AC 13 (+4 natural, -1 Dex); Atks +3 melee (2d4+1, branch); Face/Reach 5 ft. x 5 ft./10 ft.; SQ Immunities; AL N; SV Fort +4, Ref –1, Will +1.

Str 13, Dex 8, Con 12, Int 0, Wis 0, Cha 0.

SQ: Animated Trees are immune to poison, sleep, stunning, paralyzation, and polymorph.

After the battle, assuming that Elrenn is alive, the PCs can deliver their message. Elrenn is quite thankful for the PCs help in the fight and wishes to show his gratitude. Elrenn then identifies one of the heroes who acted bravely in the fight and reward him or her with a suit of custom fitted deerskin leather armor. All of the other PCs receive a *potions of cure light wounds*.

After looking over Gnarmish's letter, Elrenn gives the PCs his signet ring, to give to Gnarmish on their way home. This not only proves that the PCs visited Elrenn, but it also is a message to Gnarmish. At this point the PCs can start the journey home.

## Conclusion The final lap

Before reading the conclusion to the players, the DM must calculate the final travel time, from Quaalsten to Verbeeg Hill, back to Gilyvee and finally on to Highfolk. This is a journey of almost 460 miles. Use the following chart to calculate the heroes travel time back to Highfolk. Note that the party only moves as fast as the slowest character and that moves of 50 and 60 feet can only be gotten with horses; 40 only by a horse or barbarian.

Movement	Days Spent
15'	38.5 days
20'	29 days
30'	19 days
40' - Pony or heavy warhorse	14.5 days
50' - Draft horse	11.5 days
60' - Riding horse or light warhorse	9.5 days

Record the time spent under Conclusion on Appendix A.

The players have to camp at least seven times on this journey, however the camp is undisturbed for the entire trip.

Once the PCs begin their journey home read the following to them.

**Rushing out of the Vesve, your team races back to Verbeeg Hill. Gnarmish is nervously awaiting your arrival and runs outside to meet you upon your return. Once he sees the ring his worried face lights up with joy. Gnarmish rushes inside to fetch your staff and sends you on your way.**

**The journey back to Gilyvee is a pleasant one. It has been over ten days since you promised to return her staff. She too appears to be awaiting your return as you come upon her pond. She takes the staff and asks about your journey. Gilyvee had feared that something terrible had happened to you. After hearing your tale she presents you a basket full of Ilymirth berries and another gift, a tall iron shod iron wood staff. She explains that she is not sure as to its function but a bit of luck has been with her since she found it many years ago. She says that she does not need it now that her staff is returned and it might better serve others. Following a bit of rest, Gilyvee sees you off, accompanying you as bird until you reach the boarder of the Vesve**

**The last leg of your journey is the trip back to Highfolk. As you cross through the city gates, crowds of people are there to welcome you. Gaven Redleaf is there as well. He approaches your well-traveled team and says...**

At this point the DM should check the total time spent by the party by summing up the numbers recorded on Appendix A. The results should be compared with the chart on the bottom of Appendix A to determine how well the characters fared. This determines the reaction of

Gaven and the wine award given to the heroes. Read the appropriate reaction from the choices below.

### **If the team earns a gold ribbon**

Congratulations, you are one of the first teams to return. Your speed and courage are a lesson to us all. You may even be crowned heroes of the year. Please come with me to the Gilded Cow, a celebration is to be held in your honor brave adventurers.

### **If the team earns a silver ribbon**

Welcome back. Although you are not the first team to return you deserve great praise for completing the race. Surely you will be honored alongside all of the other heroes of the contest. Come, let us go celebrate your return, the folk in the Gilded Cow await your presence.

### **If the team earns a copper ribbon**

Ahh, I see that you have finally returned. Many of the other teams have already come in. I hope that your trip was not too dangerous; we had begun to get worried that you might not return. Come let us celebrate your completion of the race at the Gilded Cow and you can tell me all about your journey.

After reading this, the scenario is essentially over, players should fill out their score sheet as should the DM. Please be sure to fill out the critical event summary located on Appendix D.

## **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**

Getting to the berries 25 xp

### **Encounter 3**

Speaking with the Knight 25 xp

-or-

Taking path B and not getting lost 25 xp

### **Encounter 4**

Dealing with Logan 50 xp

### **Encounter 5**

Defeating the Ravagers 150 xp

Questioning the Ravagers 25 xp

### **Encounter 8**

Finding the Elrenn in 3 days or less 25 xp

Saving the Lord Marshal 100 xp

### **Roleplaying XP**

This can vary from player to player 0-50 xp

### **Maximum possible XP**

450 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 500 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

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

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

The following items can be procured throughout the adventure.

- An overpriced ring or weapon from the Gilded Cow. Possibly a spoiled potion.
- Any money and equipment taken from the Ravagers. This may include a healer's kit and light crossbow.

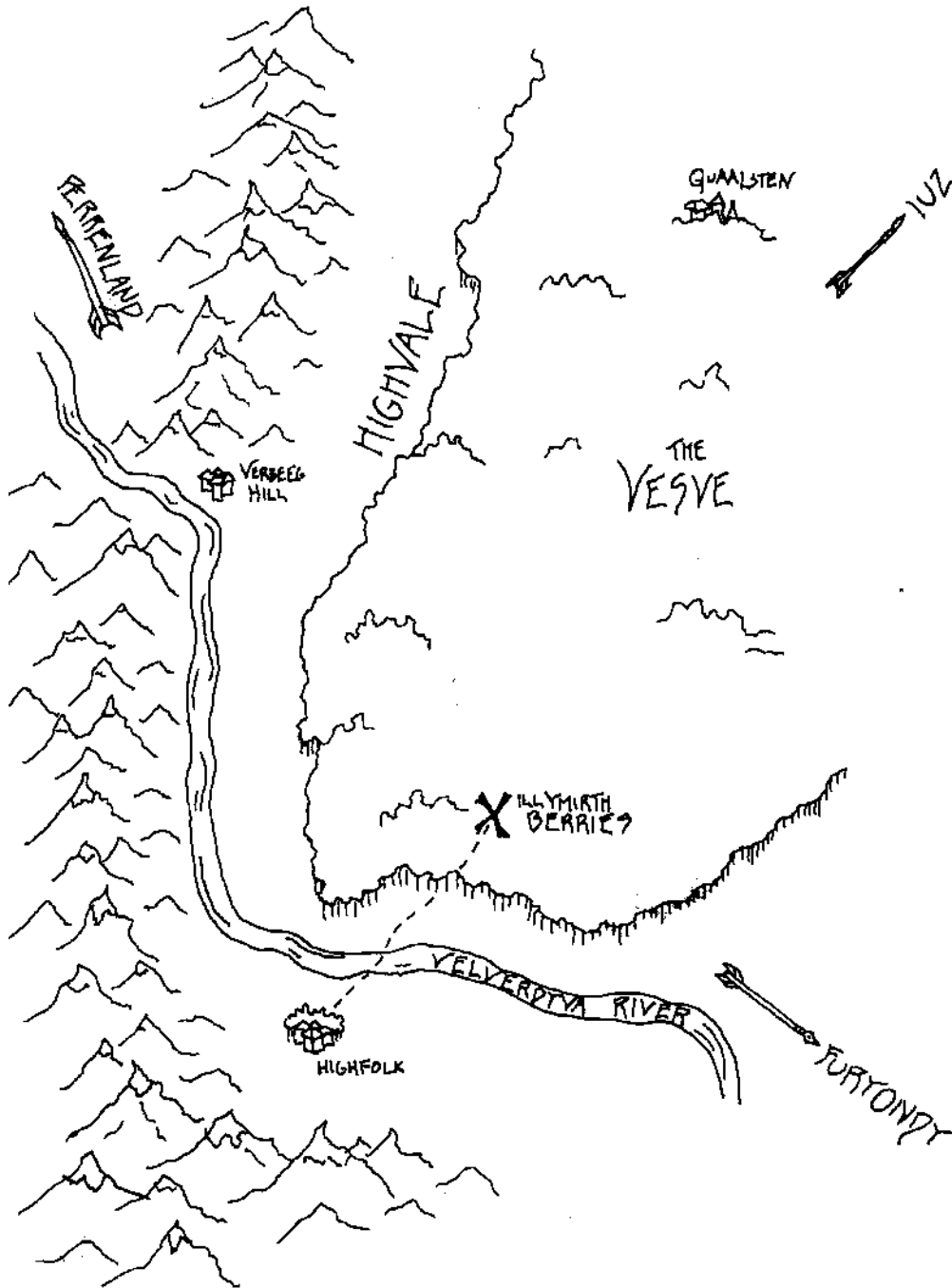


The money consists of 35 solars (gp) and 11 small lunars (sp).

- Masterwork Deerskin leather armor (size to fit original PC, Value 160 gp, Weight 15 lb., Unusual): This suit of deerskin leather armor has been hand crafted for the character named above as a reward for fighting courageously alongside Elrenn Walthair, the Lord Marshal of the Vesve Forest. Wearers of this finely crafted suit of armor suffer only a 5% chance of arcane spell failure. As the armor has been crafted specifically for the character named above, it cannot be used by any other character.
- Five potions of *cure light wounds* (Value 50 gp): This sturdy glass vial contains a light blue liquid that seems to sparkle in the light. When imbibed, it tastes of strong mint, and heals 1d8+1 points of damage. (light green, brown, red—one each color)
- Ironwood staff (Weight 4 lbs, Unusual): This plain ironwood staff is about four and one half feet tall and is bound with thick iron bands. It radiates a faint indiscriminate magic if checked for. After keeping this staff for 20 adventures, please send this certificate, along with the character involved to the Wisconsin Triad. Only adventures played within Wisconsin count toward this total, and every judge must sign and date the certificate below. If the certificate is traded, the list must be started from scratch.
- A bottle of Ilymirth wine for completing the race. This bottle of fine Ilymirth Wine is reward for completing the Race of Heroes, an annual event held in the town of Highfolk. The exact wine held in the bottle depends on the outcome of the race, as noted below. The bottle contains enough wine for four glasses. One full glass of any of the wines requires a Fort saving throw at the DC listed below to avoid getting quite drunk. While drunk, characters suffer a -2 penalty to all roll  
(glasses remaining) [] [] [] []  
  
(wine type)  
[] Copper ribbon wine. DC 15. Value 5 gp.  
[] Silver ribbon wine. DC 20. Value 10 gp.  
[] Gold ribbon wine. DC 25. Value 15 gp.

# Player Handout 1

PLAYERS MAP



## Player Handout 2

A LETTER SENT TO ELRENN WALTHAIR

*To Elrenn Walthair, the Lord Marshal of the Vesve,*

All too recently I have heard disturbing news from the Great Wood under your protection, bands of orcs pillaging all that they find, malevolent creatures hunting men in the night and horrible undead wandering about with a craving for blood. The town council here in Verbeeg Hill is greatly concerned about these developments. Although I understand the reasons for not allowing us stout folk within your ranks, these are dangerous times.

*Perhaps the time has come to reconsider old traditions. Perhaps the time has come for us to meet.*

*Gnarmish Koldurth  
High Councilman of Verbeeg Hill*

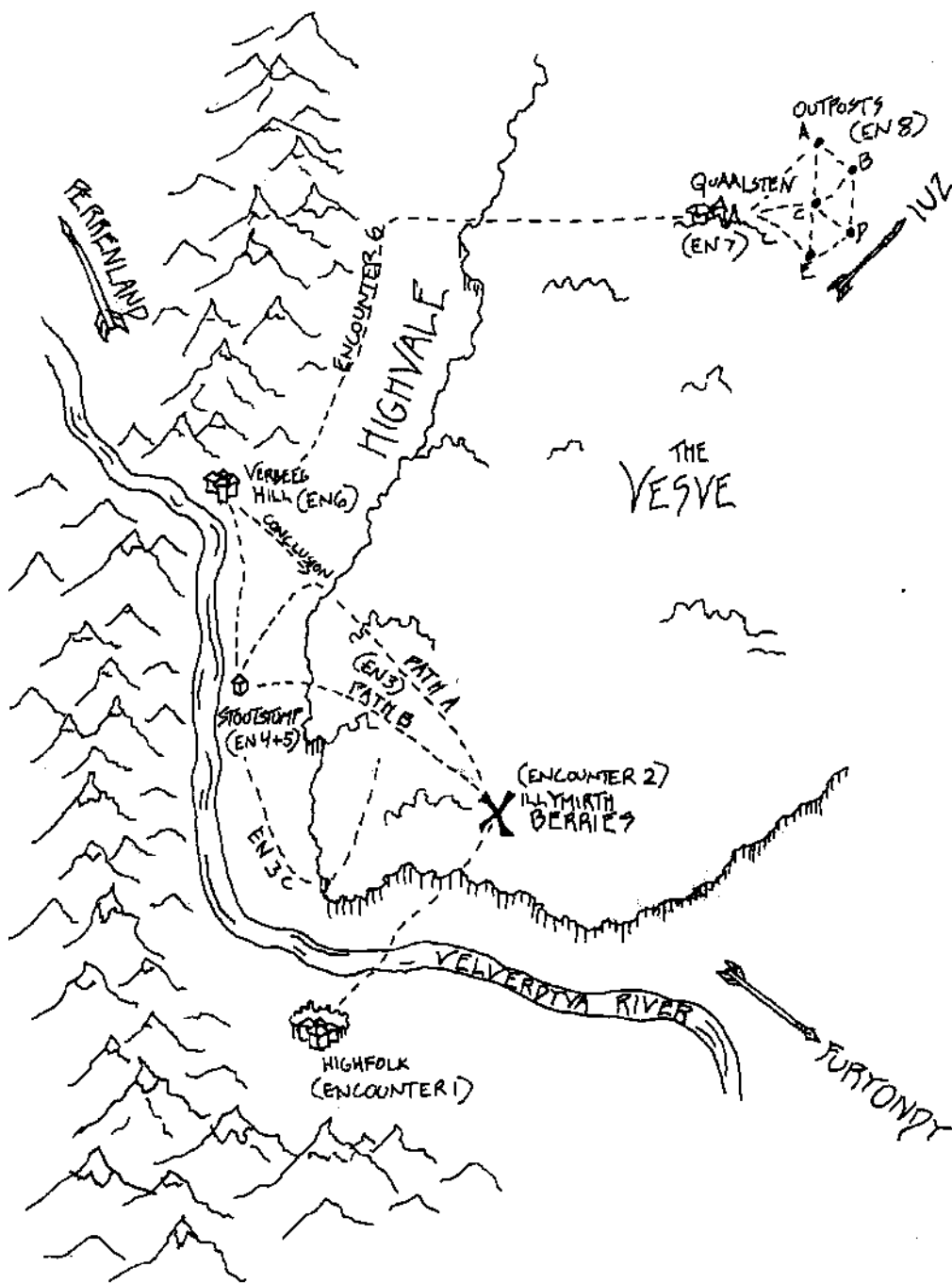
# Appendix A: Travel Time Calculation Sheet

ENCOUNTER 2		___ DAYS
ENCOUNTER	3A	___ DAYS
	3B	___ DAYS
	3C	___ DAYS
ENCOUNTER	5	___ DAYS
ENCOUNTER	6	___ DAYS
ENCOUNTER	7	___ DAYS
ENCOUNTER	8	___ DAYS
CONCLUSION		___ DAYS
	<b>TOTAL</b>	<input type="text"/> DAYS

## TRAVEL TIME REWARDS SCALE

21.5 – 28 DAYS	Gold Ribbon Award
28.5 – 50 DAYS	Silver Ribbon Award
50 + DAYS	Copper Ribbon Award

# Appendix B: DM Map



## Appendix C: NPC/ Monster Reference Sheets

### Encounter 2

**Gilyvee, female elven Drd 6:** Medium humanoid (5 ft. 6 in. tall); HD 6d8+6; hp 41; Init +2 (Dex); Spd 30; AC 14 (+2 leather armor, +2 dex); Atks +4 melee (1d6 [crit 18-20/x20], scimitar), or +6 ranged (1d4, sling); SD Wild shape, Trackless step; AL NG; SV Fort +6, Ref +4, Will +8.

Str 10, Dex 15, Con 12, Int 11, Wis 16, Cha 13.

**Skills:** Animal Empathy +6, Concentration +4, Handle Animal +4, Intuit Direction +5, Knowledge: Vesve +9, Spot +6, Swim +4, Wilderness Lore +7; **Feats:** Dodge, Run, Silent Spell

**Spells (5/4/4/3):** 0-lvl—*cure minor wounds, detect magic, guidance, know direction, light*; 1<sup>st</sup>-lvl—*calm animals, cure light wounds, entangle, summon natural creature I*; 2<sup>nd</sup>-lvl—*barkskin, charm person, hold animal, speak with animals*; 3<sup>rd</sup>—*meld into stone, protection from elements, summon natural creature III*.

**Personality:** Gilyvee is strong-willed, not to be bullied by anyone within her domain. She is caring and kind to those she finds deserving. She is a bit aloof as well.

### Encounter 3A

**Sir Oslen Oakbough, male half elf Rgr8:** Medium Humanoid (5 ft. 10 in. tall); HD 8d10+11; hp 68 (+3 toughness); Init +6 (Dex, Improved Initiative); AC 15 (+2 Dex, +3 studded leather); Atks +10/+5 melee (1d8+1 [crit 19-20/x20], longsword) or +10 ranged (1d8 [crit x3], longbow); AL CG; SV Fort +7, Ref +3, Will +4.

Str 12, Dex 15, Con 13, Int 11, Wis 14, Cha 13.

**Skills:** Animal Empathy +3, Climb +2, Concentration +2, Heal +4, Hide +7, Intuit Direction +4, Knowledge: Vesve +6, Listen +7, Move Silent +7, Search +2, Spot +7, Track +9, Wilderness Lore +7; **Feats:** Improved Initiative, Toughness, Weapon Focus (longsword).

**Equipment:** longsword, longbow, quiver with 20 arrows, studded leather armor, pouch containing 40 gp.

**Personality:** Cautious but kind. Sir Oslen is very wary of anyone he meets until he is sure of his or her intentions. If they are good people, Sir Oslen is kind and giving. If not, he can be cold and uncaring.

### Encounter 4

**Logan Wood, male halfling Com4:** Small Humanoid (3 ft. 1 in. tall); HD 4d4+4; hp 16; Init +3 (Dex); Spd 20; AC 14 (+3 Dex, +1 Size); Atks +2 melee (1d4 [crit 19-20], dagger), or +5 ranged (1d4, darts); AL CN; SV Fort +2, Ref +4, Will +0.

Str 10, Dex 16, Con 13, Int 11, Wis 8, Cha 14.

**Skills:** Craft: Woodcarving +3, Listen +3 Ride +4, Spot +2; **Feats:** Simple Weapon Proficiency, Alertness

**Equipment:** dagger, 6 hand carved darts, pouch containing 2 sp.

**Personality:** Logan is very angry, at the world and at himself. He is downright resentful of all the tall people in the world. He is likely to fly off the handle at

anyone who calls him shorty or some other diminutive name.

### Encounter 5

**Curlas Blackbow, male human Rog1:** Medium Humanoid (6 ft. 1 in. tall); HD 1d6+4; hp 10 (+3 Toughness); Init +6 (Dex, Improved Initiative); Spd 30; AC 14 (+2 leather armor, +2 Dex); Atks +1 melee (1d6+1 [crit 19-20/x2], short sword) or +2 ranged (1d8 [crit 19-20/x2], light crossbow); SA Rog sneak attack; AL NE; SV Fort +1, Ref +4, Will +1.

Str 12, Dex 15, Con 13, Int 14, Wis 9, Cha 12.

**Skills:** Appraise +5, Bluff +5, Climb +3, Disguise +3, Escape Artist +4, Hide +3, Intimidate +5, Listen +3, Move Silently +6, Open Locks +5, Pick Pockets +6, Ride +4, Spot +1, Use Rope +4; **Feats:** Improved Initiative, Toughness.

**Equipment:** short sword, light crossbow, 10 light crossbow bolts, leather armor, thieves tools, pouch containing 25 gp minted in Verbeeg Hill.

**Personality:** Curlas is cruel and vindictive, not really caring for any other human life. A spiteful man that would turn on anyone if the price was right.

**Rolmyr Glenshade, male half elf Rog1:** Medium Humanoid (5 ft. 7 in. tall); HD 1d6+2; hp 7; Init +1 (Dex); Spd 30; AC 13 (+2 leather armor, +1 Dex); Atks +3 melee (1d6+3 [crit 19-20/x20], short sword); SA Rog sneak attack; AL NE; SV Fort +2, Ref +3, Will +0.

Str 17, Dex 13, Con 14, Int 8, Wis 11, Cha 9.

**Skills:** Hide +3, Intimidate +3, Jump +4, Listen +3, Move Silent +4, Open Locks +2, Pick Pockets +3, Ride +3, Search +2, Spot +5, Use Rope +3. **Feats:** Blind-Fight

**Equipment:** short sword, leather armor, 20 ft. of silk rope, pouch containing 8 gp and 4 sp minted in Verbeeg Hill.

**Personality:** Just a big dumb bully.

**Syleth Glenshade, male half elf Rog1:** Medium Humanoid (5 ft. 7 in. tall); HD 1d6+1; hp 6; Init +3 (Dex); Spd 30; AC 15 (+2 leather armor, +3 Dex); Atks +2 melee (1d6+2 [crit 19-20], short sword); SA Rog sneak attack; AL NE; SV Fort +1, Ref +5, Will -1.

Str 15, Dex 17, Con 13, Int 8, Wis 9, Cha 9.

**Skills:** Climb +6, Hide +3, Jump +5, Listen +3, Move Silent +7, Open Locks +7, Ride +4, Search +3, Use Rope +4; **Feats:** Dodge.

**Equipment:** short sword, leather armor, 20 ft. of silk rope, thieves tools, pouch containing 7 sp minted in Verbeeg Hill.

**Personality:** Just like his brother.

**Almira Helonis, female human Rog1:** Medium Humanoid (5 ft. 4 in. tall); HD 1d6; hp 4; Init +4 (Dex); Spd 30; AC 16 (+2 leather armor, +4 Dex); Atks +1 melee (1d6+1, sap), or +4 ranged (1d6 [crit x3], shortbow); SA Rog sneak attack; AL N; SV Fort +0, Ref +6, Will +2.

Str 12, Dex 18, Con 11, Int 10, Wis 14, Cha 10.

*Skills:* Disable Device +2, Escape Artist +7, Heal +4 (+6 when using the healer's kit), Hide +6, Jump +4, Listen +5, Move Silent +8, Open Locks +6, Ride +6, Search +4, Spot +5; *Feats:* Point Blank Shot, Precise Shot.

*Equipment:* sap, leather armor, shortbow, quiver with 20 arrows, healer's kit, pouch containing 2gp minted in Verbeeg Hill.

*Personality:* Cool under fire, but compassionate on the inside. Almira is a bandit only because it suits her; she is not in it for the killing.

Str 13, Dex 8, Con 12, Int 0, Wis 0, Cha 0.  
SQ – Animated Trees are immune to poison, sleep, stunning, paralyzation, and polymorph.

## Encounter 8

**Elrenn Walthair, male human Rgr16:** Medium Humanoid (6 ft. 1 in. tall); HD 16d10+64; hp 160 (currently 110); Init +7 (Dex, Improved Initiative); Spd 30; AC 23 (+9 *elven chainmail* +4, +2 *cloak of protection* +2, +2 Dex); Atks +20/+15/+10/+5 melee (1d8+4 [crit x3], shortspear *flametongue* +1); SA Rgr Favored Enemy; AL CG; SV Fort +14, Ref +8, Will +10.

Str 16, Dex 17, Con 18, Int 14, Wis 16, Cha 15.

*Skills:* Animal Empathy +7, Climb +7, Concentration +9, Diplomacy +7, Gather Information +4, Handle Animal +7, Heal +10, Hide +10, Intuit Direction +8, Jump +8, Knowledge: Vesve +12, Listen +12, Move Silent +12, Ride +9, Search +7, Spot +10, Swim +8, Track +11, Use Rope +8, Wilderness Lore +13; *Feats:* Ambidexterity, Dodge, Expertise, Improved Initiative, Iron Will, Mobility, Spring Attack, Two-Weapon Fighting, Whirlwind Attack.

SA – Rgr Favored Enemy. +4 vs. Goblinoids, +3 vs. Beasts, +2 vs. Plants, +1 vs. Undead.

*Equipment:* *elven chainmail* +4, *cloak of protection* +2, *shortspear* +1 *flametongue*, 2 *potions of cure moderate wounds*, signet ring, sash of the rangers, holy symbol of Ehlonna, pouch containing 10 gp.

*Spells* (3/3/2/1): 1<sup>st</sup> – *alarm*, *pass without trace*, *speak with animals*; 2<sup>nd</sup> – *cure light wounds*, *hold animal*, *speak with plants*; 3<sup>rd</sup> – *neutralize poison*, *plant growth*; 4<sup>th</sup> – *polymorph self*.

*Personality:* A leader to the bone. Cool, calculating, intelligent, caring and personable.

**Dirtwraiths (3):** CR 5; small plant (3 ft. wide); HD 2d8+2; hp 11 (each); Init -3 (Dex); Spd 2; AC 11 (+4 natural, -3 Dex); Atks none; SA Animate Plants, Spore Cloud; SD Immunities; AL CE; SV Fort +4, Ref -3, Will +1.

Str 5, Dex 4, Con 13, Int 4, Wis 12, Cha 10.

SA: Animate Plants. The Dirtwraith may inhabit animate any plant it inhabits the roots of. It may use this plant to attack foes (see Animated Trees below). Spore Cloud. Once per day the Dirtwraith may emit a spore cloud. This requires a ranged touch attack at +2. If hit a PC will choke for 2d4 minutes, during which no action can be taken.

SQ: Dirtwraiths are immune to fire, all mind affecting magic and blunt weapons.

**Animated Trees (3):** large plant (15 ft. tall); HD 2d8+2; hp 11 (each); Init -1 (Dex); Spd 0; AC 13 (+4 natural, -1 Dex); Atks +3 melee (2d4+1, branch); Face/Reach 5 ft. x 5 ft./10 ft.; SD Immunities; AL N; SV Fort +4, Ref -1, Will +1.

# Appendix D: Critical Event Summary

For Dan's Con of the Vale 2000

**What was the team's name?**

\_\_\_\_\_

**How long did it take for the players to accomplish the mission?**

\_\_\_ Days

**Did the players speak with the Knight of the Hart? (Encounter 3A)**

Yes      No

**What happened to the Ravagers? (Circle for each one)**

Curlas Blackbow	Died	Captured	Escaped
Rolmyr Glenshade	Died	Captured	Escaped
Syleth Glenshade	Died	Captured	Escaped
Almira Helonis	Died	Captured	Escaped

**Did the player go in search of the Lord Marshal?**

Yes      No

**Did the players look at the letter intended for the Lord Marshal?**

Yes      No

**Please list the player name, character name and RPGA# or the PC that received the Deerskin Leather.**

Player Name \_\_\_\_\_  
Character Name \_\_\_\_\_  
RPGA # \_\_\_\_\_

**Please list the player name, character name and RPGA# of the PC that received the Ironwood staff.**

Player Name \_\_\_\_\_  
Character Name \_\_\_\_\_  
RPGA # \_\_\_\_\_