

VERI-06

FOREST OF MYSTERIES

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

Version 1

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The Gnarley Rangers are concerned over a missing ally. Occupied in deeper troubles from Pomarj, they seek friends of the forest to assist in the finding of this prince of his kind. This is event one of the Gnarley Forest. An adventure for characters level 3-8.

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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" among the group, or when the adventure is run in tournament format with winners and prizes.

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

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

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

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

DETERMINING AVERAGE PARTY LEVEL (APL)

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

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

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

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

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

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

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

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

IS IT A FULL MOON?

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

LIFESTYLE

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

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

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

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

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

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

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

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

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

ADVENTURE SUMMARY AND BACKGROUND

This is an introduction to the Gnarley Rangers, Gnarley Forest and the mysteries of one of the older forest of the Flan. This event supports events ongoing from the Giant Series *Giants on the Move*, and *Games Afoot - A Big Foot*, the Nobles Series *Noble Ambitions* and *How Greenway Was My Valley*. In *Giants on the Move* and *Games Afoot - A Big Foot* heroes of Verbobonc help the gnomes of Sheernobb with giant-kin raiding parties in the Eastern Kron Hills. There is a base camp of giant-kin that have been raiding the Kron Hills and Southern holdings of Verbobonc. The gnomes of Sheernobb and Clan Keeleene have been ineffective in resolving this threat because it is more organized than the giant-kin have been in the past. The source of this military structure and organization is shrouded in mystery. Destabilization of

the region has caused a disruption of trade between the Kron Hills and Dyvers and with the current strain of the political situation between the Free Alliance of the Kron Hills and Verbobonc tensions are rising. *Noble Ambitions* and *How Greenway Was My Valley* deal with a corrupt noble who is attempting to further the rift and possible lead to open conflict between the Free Alliance and the Noble House of Galan. The House of Galan holding borders the Kron Hills and is a buffer between Verbobonc City and the Kron Hills. The loss of these lands in conflict would increase the power, wealth and lands of the instigating noble house as well as deprive House Galan of valuable mining assets.

The unicorn Swath has observed several war parties entering a fallen Suel temple on the edges of his territory. He was noticed and trapped by an agent of the Flaming Fist, but not before reporting his observations to the Oak Father. Having not heard from Swath since the full moon, the Oak Father has spoken with Wyn concerning the reported activity. Wyn seeks out noble hearts to aid Swath if needed and report their findings to any Keeper of the Gnarley, a Ranger Templar of Ehlonna at the Squirrel's Nest, a small inn in the north central Gnarley between Dyvers and Hommlett.

The party is in the Hamlet of Taymouth approximately 100 miles northeast of Verbobonc City on the River Road. They are enjoying a meal at the *Blue Raven Tavern*. It is 5 days before the Full Moon Phase.

Encounter One –Mysterious Ranger

Wyn finds a hero that has helped the cause of good in the past and approaches with a request. If none have played *Gift of Beauty*, Wyn will approach any PC that is bound to nature (Druid or Ranger) as a first choice, followed by any Elf, Half-Elf, or Gnome; then Human in the Class of Cleric, Bard, Paladin, and Rogue. Any Fighter would be a last resort with Mage and Barbarian not far behind. Wyn requests the aid of the individual offering nothing in return but the chance to gain the favor of those that they aid.

Encounter 2 - Romp in the Woods

Following a map provided by Wyn, the PCs travel to a grove in the Northwest Gnarley some 3 days travel from the Hamlet of Taymouth. Here the party meets with an elf that guides them into parts of the Gnarley that are untouched by human civilization. The party fends off an attack by owl bears and arrives in a beautiful grove that has a large oak tree in the center of its north line of trees. The oak is hundreds of years old.

Encounter 3 - Test of Respect

The party is instructed to wait in the grove. If the party asks about making a fire, the elf will instruct the party on how to make a grass log and build a fire pit that doesn't harm the forest. Otherwise, the party will be expected to collect dead wood for their fire or use wood brought with them. If the party does harm to any animals that come to drink or sleep in the grove or the plants that live in the

surrounding area, they will have failed the test. If they fail the test, the elf will return in the morning and lead them to the western edge of the Gnarley and their task is over. Passing the test, the Oak Father will speak to them and relate the story of Swath.

Encounter 4 - Following Nature

The Oak Father calls a stag to lead the party to the last known location of Swath and the party will begin their investigation from there. It has been a week since Swath was captured and evidence of such is easily found as there are the rotting corpse of three orcs, two gnolls and an ogre. The forest life that would have normally 'cleaned' the corpses have left them untouched. A trail can be followed to an area on the edge of the Fens of Tor and the Gnarley. Any PC that played *Noble Ambitions* will recognize the area and know the temple lies a half day's travel to the south.

Encounter 5 – Full Circle – Back Door?

The underground temple is a beehive of activity. Outside the temple is guarded and there are signs of movement of large numbers on the trail. PC with Tracking will be able to determine the most recent traffic was a large group leaving the area.

Encounter Six - Is there a Back Door

As the party watches, an orc carries large tufts of grass into the mouth of the skull cave (entrance to the temple). Dungeon crawl time or wait, if the party remembers the escape route they can find a way to enter using the back door. The escape passage leads directly to where Swath is being kept and the PCs can evacuate him with little conflict.

Encounter Seven - The Hard Way

Not remembering or having not played the *Noble Ambitions* the party must do it the hard way.

Encounter Eight - Avoiding Pursuit

Either way, the back door or front, the pursuit is on. Swath is weak but able to guide the party, the problem is the posse behind them. Moving quickly they travel to the point of exhaustion and have lost the posse. Optionally (if the party hasn't had their fill of combat and time permits), a war party on random patrol discover them as they wake from resting before any can study and recover spells or do morning prayers.

Encounter Nine - Telling Tales of Heroic Deeds

As the party rests they are told a story of noble deeds and unforgotten friendship. Swath touches each PC with his horn and each receives a gift. The PCs return to either the town or find a Borderer to report what happened. Each receives a wooden coin with one side etched with the symbol of a unicorn and the other blank from Wyn in the town or the Borderer Scout.

INTRODUCTION

The unicorn Swath has observed several war parties of evil humanoids entering a fallen Suel temple on the edges of his territory. He was noticed and was trapped by the agent of the Flaming Fist; but not before reporting his observations to the Oak Father. Having not heard from Swath in over a full moon, the Oak Father has spoken with Wyn concerning the reported activity. Wyn seeks out noble hearts to aid Swath if needed and report their findings to himself, any Borderer or the keeper of the Squirrel's Nest, a small inn on the edge of Bear Creek, a western tributary of the Serrault River between Dyvers and Hommlett.

The Blue Raven Tavern in the Hamlet of Taymouth has been on your list of must places to go. Taymouth is approximately 100 miles northeast of Verbobonc City on the River Road. Late this afternoon you find yourselves with the time to walk through its doors and sample its reputed fare.

The Blue Raven Tavern lies directly on the road in the center of the hamlet. Many a traveler views it as one of the best stops between Verbobonc and Dyvers for good food and an occasional traveling storyteller or bard to help pass the time. The locals enjoy rubbing elbows with other travelers as well. The ones seeking adventure have been known to stop in here as well. Several have been known to share tales of their deeds and travels. Those who toil most of their lives within the fields, and forest welcome heroes' tales.

Milo Farner, the current proprietor, has spent years slowly adding to the atmosphere of his pride and joy. The posts down the center are cleverly disguised as trees, and the beams overhead are made to look like the overhanging boughs to those trees. Lanterns are used to provide lighting and hang from the artificial boughs.

The crowd this afternoon in the Blue Raven is already good sized. The PCs find themselves seated at the bar with Milo attempting to discover if any of you have a good story to share.

The players should now take time to introduce their characters. Encourage the group to provide full descriptions of their characters. Also, try to discover which of the PCs have played in *Gift of Beauty*.

It is 5 before the Full Moon Phase. Be sure to discover if any of the PCs suffer from lycanthropy. The first combat will occur on the first night of the full moon.

ENCOUNTER 1: THE MYSTERIOUS RANGER

Wyn will attempt to find a PC who played in *Gift of Beauty*. If none have played *Gift of Beauty*, he will approach any PC that is bound to nature (Druid or Ranger) as a first choice, followed by any Elf, Half-Elf, or Gnome; and then Human in the class of Cleric, Bard, Paladin, and Rogue. Any Fighter, Mage or Barbarian would be a last resort.

Wyn shows up behind the PC who best fits his requirements. None of the PCs will notice him until that very moment.

For one who played in *Gift of Beauty*:

“Well met (character’s name). I am gladdened to greet one who has helped the cause of good in the past. There are powers that once again would be thankful for your aid. Have you a mind to champion a noble cause?”

For one who has not played in *Gift of Beauty*:

“Well met traveler. I am gladdened to greet one of your reputation and skills. It seems that the aid of your talents and of others like you are in great need. Have you a mind to champion a noble cause?”

Wyn invites the group to a more secluded table just vacated by a group of teamsters. There, he relates the disappearance of the unicorn Swath. The unicorn was last known to have observed several humanoid war parties entering a fallen Suel temple on the edge of his territory. It is feared that the unicorn has either been captured or worse.

“Aide Swath if possible. Report what you find to the keeper of the Squirrel’s Nest, a small inn on the edge of Bear Creek in the north central Gnarley between Dyvers and Hommlett.”

He produces a small rolled-up map and hands it to you, (Player Handout #1).

“Follow this map to a grove in the Northwest Gnarley some three days travel from the hamlet. There you will meet an Elven Ranger. He is expecting you and will act as your guide. Also, on the map is the location of the Squirrel’s Nest Inn. You shall greatly assist the forces of good and gain the favor of those you aid. Be prepared to leave at first light.”

Wyn relates he is needed yet somewhere else tonight and leaves the party, wishing them speed and success. If asked for more details he only has the following to add:

“I am not hiring and have no gold or other resources to bring to bear. Perhaps if you complete this task, then your true reward will make itself known to you.”

“I know of no official summons to this task. I have been asked to do a service just as I am asking you. The reward for deeds of goodness are not always tangible.”

“I am but a servant of the woodlands and unknown to the powers that would have their way in the Viscounty. I am friend to many and enemy to few that are left standing. Most rewards in life come from what we do for others without thought of our own enrichment.”

“Travel to the forest glade marked on the map. Follow the one who awaits you there. If you are worthy and honorable, the one that asks the service will be made known. It is in the seeking of goodness that one gains true rewards in life.”

The capture of a unicorn worries him. Such creatures of the forest are not easily entrapped. And, this increase in the activities of evil war parties is disturbing in its own right. The tragic story was relayed to him. This is why another ranger awaits to guide them further.

ENCOUNTER 2: ROMP IN THE WOODS

Allow the PCs any preparations they wish to make and note when they leave the Hamlet. If they do leave at first light, they should arrive at the marked grove on time. If they leave later, they will be late, and the Elven Ranger will insist on a more rapid march.

The first two days travel pass by easily. On the second day of travel, the trail into the forest dwindles to little more than a track, and is challenging to follow. The map proves its worth, due to its aid the PCs come upon what must be the marked grove just as (if on time) the sun is low in the west; (if late) the sun sets.

A small clearing marks this grove of tall oak trees with some maple and pine on its fringes. From a rock out cropping, what must be a spring issues forth water into a small pool which drains off down a slope as the beginnings of a small brook.

If the PCs are on time:

From above and behind you a voice is heard, “Welcome, it is good you are on time. My name is Reglan, of the Gnarley. Wyn must have great faith in you considering where I am to guide you. Take a few moments to rest and catch your breath, for we must yet travel more into the night.”

If the PCs are late:

From above and behind you a voice is heard, “Welcome, it has taken you long to get hear. My name is Reglan, of the Gnarley. Wyn must have great faith in you considering where I am to guide you. Quickly, we must leave and travel into the night before taking time to rest.”

Reglan easily lowers himself out of the tree in which he had been sitting. If he is asked any questions he will relate any of the following. Traveling part of the night is necessary, as making good time is vital to the possible survival of Swath. Traveling tonight should not be as difficult as usual due to the first night of the full moon. He has instructions to guide you to a sacred grove few if any outsiders have visited before. There you may be provided more information than he possesses.

Reglan announces it is time to leave. If the PCs brought mounts, they will be left behind. Reglan assures them they will be well cared for, but cannot make the journey you are about to take. He leads the PCs onto a path that they themselves might never have noticed.

You travel down the hidden path deeper into the forest. Twilight turns to night, and just as the full moon rises you all

hear the sounds of a large creature or creatures crashing through the forest on your right coming rapidly in your direction.

Owlbear(s) come crashing out of the forest to attack the party.

APL 4 (EL 4)

🦉Owlbear (1): hp 47 each; see *Monster Manual* page 148.

APL 6 (EL 6)

🦉Owlbear (2): hp 47, and 54; see *Monster Manual* page 148.

APL 8 (EL 8)

Owlbear (4): hp 54 each; see *Monster Manual* page 148.

AUGMENTED TIER (EL 9)

Owlbear (5): hp 54 each; see *Monster Manual* page 148.

Any PCs suffering the curse of lycanthropy need to deal with the situation. See *Monster Manual* page 218. Also, Reglan must survive the combat to lead the PCs to their next destination.

The party may look for the lair and find it on a Tracking roll (DC 20). The Lair is empty.

Reglan assists the PCs with any healing to the best of his abilities. He also insists they quickly leave the area and find a place to rest soon, so that they can get an early start again before dawn.

The group locates a likely spot to rest some half-mile further along the path. The ranger cautions against a fire in this location. With watches set, the night passes uneventfully.

The ranger awakens everyone before dawn and urges them to prepare to move out soon. A full day's travel on hidden forest paths brings the party to another grove in the forest. However, this grove is much grander and more beautiful by far than the first one in which the met. The trees surrounding the grove are larger. The pool of water at the back of the grove is bigger, and in the center is a very large venerable oak tree. It must be hundreds of years old.

ENCOUNTER 3: TEST OF RESPECT

Reglan instructs you to wait and rest in the grove. If the PCs ask about making a fire, the ranger instructs them how to make a grass log and build a fire pit that doesn't harm the forest. Fallen dead wood, added to the grass log makes an adequate fire. The ranger bids farewell, informing the PCs he needs to be elsewhere before the night is over.

The PCs need to decide how to deal with any party members afflicted with lycanthropy for the night.

Watches may be set, but the night should pass uneventfully. Several forest creatures enter the grove to drink from the spring feed pool, unafraid of the presence of the PCs. Six deer enter the grove late in the second watch and sleep for a short time, before leaving late on the third watch.

As long as the party does no harm to any of the animals entering the grove or the plants in the surrounding area, they have passed the test of the Oak Father. (If any individual PC or the entire party has caused harm to plant or animal life, they failed the test. Reglan returns in the morning to lead the individual or entire party to the western edge of the Gnarley and their services are no longer required.) Passing the test, the Oak Father speaks to them PCs in the morning.

Any party that carelessly used flame or slays any of the creatures coming to drink or graze will be ignored and the event is over. Charge them their time units and call it a day. If only a single party member is so careless, have that character dismissed. An elf will show up and ask characters that failed the test to accompany him back to the plains of Verbobonc – event over.

If the party has not harmed any visiting creatures, used flame with disregard, or identified the Treant, the party will be approached by the treant with his request. During the test, have the grove visited by as many creatures as you desire. Fey folk may come in and cause fun. This is time to really start the wonderment of the forest in its full glory as well as try to push the full cycle of life that exists here.

Just after the party awakens, they feel as much hear a deep resonating voice speaking to them. The amazement is that it originates from the venerable oak tree in the center of the grove.

“Welcome to my grove, the forest accepts you and is grateful for your aid. Swath is one of the great white unicorns of the Gnarley and a trusted friend. The numbers of their kind are few. Their service to the forest is great. Past several ten-days ago in your time, Swath noticed the tracks of too many humanoids near an abandoned Suel temple. He approached closer to the old temple to observe. Several war parties entered the temple. Guards began to be posted and patrols sent out to scout the surrounding area. Less than a ten-day ago, Swath fell victim to an ambush and was carried away into the temple.

“Would you rescue Swath if still alive, or retrieve his body if not?”

There are strong emotions of worry behind the words. The great oak awaits a response.

Treating the Oak Father with respect is important here. He responds in kind. Further questions for the Oak Father reveals no more than already shared. Any positive response leads us to Encounter 4.

ENCOUNTER 4: FOLLOWING NATURE

The Oak Father tells the PCs their willingness to face the dangers of returning Swath shall be remembered. One of his forest children soon arrives to lead them to the last known location of Swath. It is there the PCs investigation must begin.

A glorious twelve point white stag enters the grove from the southern tree line. It turns to look at you and bobs its head twice. "There is the one who shall lead you," resonates the Oak Father. "Now, go quickly."

With that, the stag trots into the forest, only looking back to see if the PCs are keeping up with him. The stag sets a quick pace. Party members nearly have to jog to keep up. He leads the party on little more than a deer track all day. The entire time of travel following the stag, the forest seems to move out of the way, brambles and thorns nearly twist back away from the party allowing them to pass freely without harm. If any of the PCs try to stop, the stag turns around, pawns the dirt with one of his front hooves and snorts until they start moving again.

The stag slows his pace by sundown, but only a little. If the PCs attempt to stop for the night, he will once again paw the dirt and snort to show his desire that they keep going. He will stop and wait if the PCs finally decide to camp for the night. If they do not he will keep right on going through the night and into the next morning.

If the PCs did travel all night read the following:

At mid-morning, the stag forges ahead into a clearing. He stops and pounds the ground with one fore-hove, then bounds off back in the direction that they came from.

If the party rests, the stag will disappear for the night and the party will be alone.

During the nights rest, the PCs will be attacked. The patrol will hit on 2nd watch, making it useless for spell casters to rest and memorize or pray for spells.

👉 **Goblin** (5); 4hp each; see *Monster Manual* page 107.

👉 **Worg** (5); 30 hp each; See *Monster Manual* page 184.

The white stag will appear in the morning and wait for the party to follow. Stopping will add one day to the travel time. The entire time of travel with the stag, the forest seems to move out of the way, brambles and thorns nearly twist back way from the party allowing them to pass freely without harm. The party travels for another day and night to reach the battle site where Swath was captured.

At late afternoon, the stag forges ahead into a clearing. He stops and pounds the ground with one fore-hove, then bounds off back in the direction that they came from.

After the stag leaves the party finds:

A gruesome scene awaits you. The rotting corpses of three orcs, two gnolls and an ogre lay sprawled around the clearing. These bodies must be days old, yet the forest scavengers that would have normally 'cleaned' the corpses have left them untouched.

A Wilderness Lore check (DC 15) will determine the time since the battle and notes the fact that the area hasn't been cleaned by scavengers is most odd. The forest life that would have normally 'cleaned' the corpses has left them untouched. A trail can be followed to an area on the edge of the Fens of Tor and the Gnarley. Any PC that played 'Noble Ambitions' will recognize the area and know the temple lays a half days travel to the south.

ENCOUNTER 5: FULL CIRCLE - BACK DOOR?

The old temple of Suel evil is an underground beehive of activity. The outside of the temple entrance is guarded and there are signs of movement of large patrols along every nearby trail. PCs with Tracking (DC 15) can determine the most recent traffic was a large group leaving the area.

As the party watches, an orc carries large tufts of grass into the mouth of the skull cave, (entrance to the temple), as some goblins are carrying baskets of rubble and dirt out while being pushed around by a large orc in half-plate. There are 4 orcs in scale mail and an ogre in hide armor on guard at the skull entrance.

If any member of the group has played the event *Noble Ambitions*, they may recall the noise as an escape tunnel was collapsed. Perhaps the current band has cleared the tunnel as an escape hole. This can be used for an entrance for the stealthy.

A search check of (DC20) will find the tunnel entrance if the party attempts to find another way into the temple other than the front entrance.

The tunnel entry is guarded by 2 sleepy gnolls.

👉 **Gnolls** (2): hp 11 each; see *Monster Manual* page 105.

Entering the escape tunnel is not difficult. Where once the entrance may have been well hidden behind heavy brush, it is now only partially hidden due to recent activity. However, due to the angle of the opening outside light penetrates only twenty feet inside the tunnel. As the party travels the 120 feet of tunnel, there are trip wires at 60 ft., 80 ft., and 100ft. By releasing any single trip wire, there is no noticeable effect until the party opens the secret door at the end. The door from this side is not hidden, it is a secret door from the other side. A Search (DC15) reveals how to open the door from this side. At that time if all 3 wires were not disarmed or avoided, then an alarm will be sounded.

🔪 **Delayed Alarm Trip Wire:** CR ½; +10 circumstance bonus to listen for Temple guards; Search (DC20); Disable Device (DC15).

Entering the throne room (room #14), Swath is behind a portcullis in room #16 that rises out of the ground when a canceled button is pressed on the throne. This is a button on the underside of the left arm of the throne. There is a button on the underside of the right arm, which lowers the portcullis on the west side of the room. Trying to lift the portcullis will result in lost effort because it rises out of the ground. There is a counter weight of 500 lbs. that holds it in place. An assisted strength check (DC30) will lower it. Swath is currently unable to teleport due to loss of strength and a dimensional anchor that has been placed on his horn in the form of an iron ring. The anchor can be dispelled (DC28) or the spell can be broken by the touch of a maiden.

If a PC sets off the alarm, they will have 5 real clock minutes to figure out how to free Swath and close the secret door. The pursuit will be immediate, go to encounter seven.

If the PCs do not free Swath in time and escape out the secret door, guards will start entering from areas 5c, 5e, 11, 5d, 12 and 10 at 1 round intervals. Areas 17, 5b, 5a, 4, 3c, 3b, and 3e will enter on a 2 round interval after the first minute of combat. See Appendix B for area descriptions.

If the PCs do not set off the alarm, they have an hour to free Swath before any guards show up. Go to Encounter 7.

ENCOUNTER 6: THE HARD WAY

Not remembering or having searched for the escape tunnel entrance, the party must do it the hard way. See Appendix A for complete complex description and forces. The complex dungeon crawl is not tiered. If the party decides to take this route either out of necessity or foolishness, they can make hit and run forays into the temple complex, but on the fifth day, reinforcements arrive. The reinforcements will fully replenish any lost troops from the forays. If the party should make it to Swath off the throne room this way, he is weak, but knows of the secret exit. The party can free Swath as stated in encounter five. If the party has cleared the complex, go to Encounter Seven-Avoiding Pursuit. If the party has not cleared the complex, go to Encounter Seven-Hot Pursuit.

ENCOUNTER 7: RUNNING PURSUIT

Depending on the result of the rescue, select the appropriate pursuit. Avoiding Pursuit if they did not alert the temple or Hot Pursuit if the alerted the temple.

Be attentive to the encumbrance of the party when running the pursuit. The amount of weight the party is carrying and the effects the time between attacks. If the party becomes heavily encumbered, the pursuit parties will catch the party quicker because they are lightly encumbered.

Monster References

Mounted Goblins see *Monster Manual* page 107.

Worg Mounts see *Monster Manual* page 184.

Gnolls see *Monster Manual* page 105.

Orcs see *Monster Manual* page 146.

Ogre see *Monster Manual* page 144.

Ettin see *Monster Manual* page 89.

Avoiding Pursuit – Escaping without alerting the temple to their presence, the party gains a 3-hour lead on pursuit. A party that continues to move for 12 hours will encounter the following battle:

APL 4 (EL 7)

🔪 **Mounted Goblins** (6): 4 hp each; see *Monster Manual* page 107.

🔪 **Worg Mounts** (6); 30 hp each; see *Monster Manual* page 184.

APL 6 (EL 9)

🔪 **Mounted Goblins** (8): 4 hp each; see *Monster Manual* page 107.

🔪 **Worg Mounts** (8); 30 hp each; see *Monster Manual* page 184.

🔪 **Gnolls** (8): hp 11 each; see *Monster Manual* page 105.

🔪 **Orcs** (8): hp 6 each; see *Monster Manual* page 146.

APL 8 (EL 11)

🔪 **Mounted Goblins** (12): 4 hp each; see *Monster Manual* page 107.

🔪 **Worg Mounts** (12); 30 hp each; see *Monster Manual* page 184.

🔪 **Ettin** (2): hp 65 each; see *Monster Manual* page 89.

AUGMENTED APL (EL 12)

As APL 8, but with 4 ettins.

Mounted goblins will attack first followed by the gnolls. The other opponents will wait until the 2nd round and target the strongest characters. They will try to eliminate any spell casters quickly but will not pass melee combat to get to the spell caster.

Swath can lend aid if the party is in need. Otherwise he will stand back and use his healing abilities.

Hot Pursuit – escaping after alerting the temple makes for a running battle. The party is hit once per hour with the following pursuit troops. If the party stops to make a final stand, they are hit with the appropriate Avoiding Pursuit combat.

The first pursuit team that reaches the party is: (EL 7)

Mounted Goblins (6): 4 hp each.

Worg Mounts (6); 30 hp each.

Note: This is the only pursuit team that attacks APL 4 PCs.

On APL 6 and 8, the second pursuit team catches up with the PCs. That team will be the remainder of the monster for the appropriate APL above.

Swath can fight if the party is in trouble; otherwise, he will stand back and use his healing abilities.

ENCOUNTER 8: TALES OF HEROIC DEEDS

As the pursuit ends, the party rests. Swath takes a break and rubs his horn on the bark of a nearby oak tree. He next asks each of the PCs in turn to approach and hold out their hands. He collects some of the bark with his lips, places it into the hands of the waiting PC, and brushes their hands with his horn. After he finishes with the last PC, he turns and speaks.

“In grateful appreciation for your efforts in my release, please accept this bark as a sign of my thanks.”

Swath now leads the PCs on a return trip to the Grove of the Oak Father. Upon entering the grove, Swath bows before the Oak Father and steps beside him. The familiar deep voice reaches you:

“Your services to the cause of good and the forest shall not go unnoticed. We thank you for the save return of our Prince Swath. If you wish, you may rest here. The one known as Reglan shall come soon travel further with you.”

The party is welcome to rest here. If they do, they will find themselves sleeping one of the most restful sleeps in their memory. Upon waking, Reglan is now present, but Swath has gone.

Reglan announces:

“It is time we leave the grove and join others waiting for us at Bear Creek.”

Reglan accompanies the party on the trip north to the Squirrel’s Nest Inn on Bear Creek. The trip is uneventful. And, as you travel, you get the strange sense that it would

be very difficult indeed, to find your way back to the Oak Father’s grove.

In an unfamiliar part of the north central Gnarley, the party enters a reasonably well traveled trail. Not more than a couple of miles down the trail is an inviting forest inn nestled on a forested hill side near a bridge crossing what must be Bear Creek. The sign out front clearly labels the establishment as the Squirrel’s Nest Inn. Sitting on the broad front porch are several rangers, one of which is Wyn. He comes off the porch to greet the party:

“It is good to see you again and to know your service has been great in the cause of good and the forest. Please accept this in grateful thanks.”

Wyn hands each party member a wooden coin.

The party is gifted each with a *Coin of the Gnarley*, representing an influence point with the Gnarley Rangers.

“Come inside, refresh yourselves, and tell us a tale to lift our hearts.”

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.

Note to Judges: To defeat the temple it is not required to kill everything that breathes. Rescuing of Swath is the primary mission and the amount of combat that the party goes through to meet this goal is what is necessary to defeat the temple.

Encounter Two

Defeat or Drive off the Owlbears 75 xp

Encounter Three

Pass the Test of Respect 25 xp

Encounter Four

Follow the Stag Guide without rest 75 xp

Rest and defeat the Goblin Patrol 25 xp

Encounter Five

Find the Back Entrance 25 xp

Defeat the Gnoll Guard 25 xp

Disarm or avoid the Alarm Traps 25 xp

Encounter Six

Defeat the Temple	250 xp
Rescue Swath	150 xp

Encounter Seven

Rescue Swath	150 xp
Defeat the Pursuit	250 xp

Conclusion B

Report the Temple Activity to Wyn or the Ranger Templars	25 xp
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Total experience for objectives 675 xp

Discretionary roleplaying award 0-75 xp

Total possible experience 750 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 that it later finds unreasonable but which were allowed at the time.

Encounter Six

- Miscellaneous Treasure from fallen humanoids: 160 gp; 320 sp; 80 cp; Garnet (50gp); and a silver broach (12 gp); gold necklace (75 gp); pearl earring (25 gp)

Encounter Seven

- Miscellaneous Treasure from fallen humanoids: 120 gp; 320 sp; 80 cp; Garnet (50gp); gold necklace (75 gp); pearl earring (25 gp)

Encounter Nine

Coin of the Gnarley (ogp, -, wood, unusual, non-tradable) This coin is made of oak and symbolized the honor and service. One face of the coin is etched with the elven symbol of friendship and the other is etched with the image of the unicorn. The Elven Community recognizes the hero as one that holds honor and the forest dwellers in their hearts. This is an influence with the Gnarley Forest.

Bark of the Unicorn (150gp, -, wood bark, unusual) The unicorn known as Swath has scraped the bark of an oak with his horn. The bark is blessed with the power to neutralize poison when eaten. The blessed bark will be potent for six months. The date was blessed _____.

- The Ranger Templar will train a follower of any Beory, Ehlonna or Obi-Han in a single spell of 1st through 3rd level from the Defenders of the Faithful Builder Book. The caster must have met the requirements for casting the spell. This will cost the hero 1 TU for the proper instruction in the casting of the spell. This training must occur before the hero adventures again or 2 calendar months, whichever comes first. Contact the Triad for the appropriate Regional Certificate.
- The Ranger Templar will train any warrior or cleric in one of the following feats from the Defender of the Faithful or Sword and Fist Builder Books: Close-Quarters Fighting, Divine Might, Divine Resistance, Divine Vengeance, Divine Vigor, Dual Strike, Hold the Line, Improved Sunder, Knock-Down, Off-Hand Parry, Pin Shield, Rapid Reload, Reach Spell, Sharp Shooting, Snatch Arrows, Throw Anything and Zen Archery. The hero must have met the requirements for the feat selected. The hero advanced to a level granting an open feat slot within the next 8 TUs of adventuring or 2 calendar months from the date of play in this event, whichever comes first. This will cost the hero 1 TU for the proper training. Contact the Triad for the appropriate Regional Certificate.

APPENDIX A – THE TEMPLE OF THE SKULL

ENTRANCE

The cave entrance is a rough-hewn skull in the side of the hillock. There are orcs and an ogre on guard.

👉 **Orcs** (4): hp 6 each; see *Monster Manual* page 146.

👉 **Ogre** (1): hp 32; see *Monster Manual* page 144.

MAIN CORRIDOR 1

Inside the cave is a corridor hewed out of solid rock. The walls are true and square and the floor seems to be covered with a red tile.

Dwarves or PCs with Craft (Stonework) can take 10 to determine that it resembles the work of dwarves but it somehow doesn't seem quite right. The tunnel is 12 feet wide and 15 feet high. It runs straight back into the hill and down.

ROOM 2A

Once a secret door hid the entrance to this room off the main corridor, at some time in the past it was smashed open. The tile work here is was once even more fantastic. The walls and ceiling once boasted a full covering, however, damp and time have opened large gaps in the tile work. Entering, the PCs see a rectangular room. Rude furnishings litter the room and there are guards just inside the door. A battered gong hangs near and there is an open doorway in the center of the East wall. Through the door you can hear what sounds like a dice game.

If the Orcs are awakened they will attempt to sound the alarm, then attack knowing that help is in the next room. There is a secret door in this 12-foot by 15-foot, on the north wall in the northeast corner. The Orcs are unaware of this door.

👉 **Gnolls** (6): hp 11 each; see *Monster Manual* page 105.

RUINED PORTCULLIS - A

This once impressive mass of brass and iron is a twisted wreck. While it still lies across the corridor it does nothing to impede your progress.

ROOM 2B

This is a long, narrow tunnel that runs between the two guardrooms. It features arrow slits that look out into the main corridor. Brittle bones and decaying bits of leather litter the floor. Racks that still hold a few brittle quarrels line the south wall.

Secret doors in rooms 2a and 2c guard this part of the outpost's defenses.

ROOM 2C

This room appears to be the Orcs garbage dump. Refuse and offal is piled high and a horrible stench emanates from at mass.

This 12-foot by 15-foot room was once the second of a matched pair of guardrooms, it is now used as a refuse dump. There is secret door opening into the main corridor, and the doorway into the ready room. There is a second secret door into the south murder gallery but the garbage and refuse that has been dumped here block it. The orcs are unaware of this door as well.

ROOM 3A

This room is medium-size room is bare and there are scorch marks on the floor and walls. The once proud mosaic that graced this room is chipped and faded. The walls bear witness to extreme heat and flame. There are small, curious openings at floor level along the north wall. There are sleeping mats in this room.

These rooms serve as quarters for the gnolls. The openings are outlets for oil to be poured into the room from the gallery to the north. The floors slope imperceptibly toward the door. The room is 20-foot by 20-foot. There is nothing of value in this room.

👉 **Gnolls** (4): hp 11 each; see *Monster Manual* page 105.

ROOM 3B

This room has also had a fiery past. There are sleeping mats in this room.

These rooms serve as quarters for the gnolls. The openings are outlets for oil to be poured into the room from the gallery to the north. The floors slope imperceptibly toward the door. The room is 20-foot by 20-foot. There is nothing of value in this room.

👉 **Gnolls** (4): hp 11 each; see *Monster Manual* page 105.

ROOM 3C

The floor of this room' is a hardened mess of solidified black tar mingled with charred bone, bits of metal and rotting leather. The tile on the wall here fared better. The design shows a hunting scene.

These rooms served as guest quarters and as part of the defense of the outpost. The openings are outlets for oil to be poured into the room from the gallery to the north. The floor of this 20-foot by 20-foot room slopes imperceptibly toward the door. There is nothing of value in this room

ROOM 4

In this large room the tile walls are pitted and cracked as if hacked by weapons over a long period of time. Some of the scars are very old while others seem quite recent. An open doorway connects it to Room 2a. There is a corresponding doorway on the east wall and a third doorway centered in the south wall. There are a number of Orcs sleeping on pallets placed haphazardly around the room. Four Orcs are engaged in a game of knucklebones in the center of the room.

This is a large room, some 45-foot by 30-foot. Combat here will alert the entire complex bringing the orcs from Rooms 5a and 5b within 2 rounds and the orcs in Rooms 5c and 5d in 4 rounds. The orc chieftain, his two lieutenants and his bodyguard will arrive in 6 rounds.

👉 **Orcs** (12): hp 6 each; see *Monster Manual* page 146.

ROOM 5A

While the tile work here is of a plainer style, it is nonetheless impressive. Scenes of two immense armies facing each other across a green meadow cover the entire east wall.

Pallets litter the room and there are four old battered chests sitting against the south wall.

This is a barracks for part of the orc contingent now living in this outpost. The orcs in this room will move to join any fighting within the complex.

👉 **Orcs** (12): hp 6 each; see *Monster Manual* page 146.

ROOM 5B

This room boasts a mosaic depicting a fantastic city scene. Tall spires rise from the top of each tower along the walls that surround the city. Taller spires rise from the center of the metropolis.

Pallets line the walls of this room. There are five old battered chests sitting along the east wall of the room.

This is a barracks for part of the orc contingent now living in this outpost. The orcs in this room will move to join any fighting within the complex. This room appears to once have been a kitchen and mess area.

👉 **Orcs** (12): hp 6 each; see *Monster Manual* page 146.

ROOM 5C

This small room is situated between the barracks rooms. The walls and floor are tiled and there is a mosaic set into the ceiling. The mosaic features a large queen bee surrounded by 6 worker bees.

It contains a desk, the matching chair and a crude bench. On the wall behind the desk are two shining new levers set into the stone.

The elite warrior from room 13 is on duty. The door to the office is open and unless the PCs use invisibility, he

will see any that attempt to pass this way. The mosaic depicts the symbol of Bralm and the levers control the two portcullises in the corridor leading to the passage being cleared.

👉 **Krang, male orc Ftr6**: CR 5; Medium-size humanoid (orc); HD 6d12+10; hp 52 Init +3; Spd 30 ft.; AC 18 (touch 13, flat-footed 15); Atks +10 melee (1d8+6/x3, orc double axe), or +8 melee (1d8+5/x3, orc double axe) and +6 (1d6+3/x3, orc double axe); SQ darkvision 60 ft.; AL CE; SV Fort +7, Ref +3, Will +5; Str 16, Dex 16, Con 14, Int 10, Wis 8, Cha 8.

Skills and Feats: Listen +4, Spot +3; Alertness, Ambidexterity, Exotic Weapon (orc double axe), Weapon Focus (orc double axe), Two Weapon Fighting, Specialization (orc double axe), Iron Will.

Possessions: Orc double axe, breastplate.

ROOM 5D

The mosaic decorating this room is still fresh looking and undamaged. It shows a group of 11 individuals traversing a vast swamp; they are led by a tall, imposing man who holds aloft a large tome. Rays of light emanating from the book cause the legions of swamp dwellers, humanoids and beast-like humans to cower away.

Pallets line the walls of this room. There are two old battered chests have been pulled into the center of the room to serve as a rough table. There is one door centered in the east wall and another in the south wall.

This is a barracks for part of the orc contingent now living in this outpost. The Orcs in this room will move to join any fighting within the complex.

👉 **Orcs** (12): hp 4 each; see *Monster Manual* page 146.

ROOM 5E

Pallets line the walls of this room. There are three old battered chests sitting in the center of the room. There is one door centered in the west wall and another in the south wall.

This is a barracks for part of the orc contingent now living in this outpost. The orcs in this room will move to join any fighting within the complex.

👉 **Orcs** (12): hp 4 each; see *Monster Manual* page 146.

6: PASSAGE UNDER CONSTRUCTION

Off the main corridor, a passage guarded by an intact portcullis, leads 60 feet south. There it makes a right angle turn to the east. The walls of this corridor are bare stone that appears to have been battered and hacked.

If the PCs wish to explore this passage they will have to make a successful Strength check or remember the two levers in the Captain of the guard's office. Following the passage to the turn they will find:

This passage runs straight for another 50' and descends to a lower level. Construction is under way to restore the lower level. There is a portcullis that will need to be opened to travel any further.

Again this will require a successful check to open, unless the PCs have pulled the second lever in the captain of the guard's room. This is the connection between this complex and a much larger one further below that appears to have been deliberately was collapsed.

ROOM 7

The secret door that once hid this corridor stands blocked open. The passage runs north for 40 feet then turns east. There are two sets of double doors on the south wall of the wide passage.

The PCs may wish to explore these rooms before continuing down the passage. However, if they continue:

The passage continues east some 70' past the last double door. There are spy holes and what look like half round basins set on the wall that appear to drain into the rooms on the other side of the wall.

This hallway connects the armory and the forge to a passage that runs along the north side of the guest rooms. During an attack on the outpost, the twin portcullis (A & B) would be dropped trapping the attackers between them. Crossbowmen would fire from the protected murder gallery (2b) on the south while oil would be poured into reservoirs along the north murder gallery (9), released through drains in rooms 3a, 3b and 3c and then ignited.

ROOM 8

This is a bare stone room. Racks that appear to have once held weapons, now display only dust and neglect. Haunches of some animal lay upon a long, scarred table. In the corner is a pile of what appears to be root vegetables.

The room is 30 feet by 30 feet. This is a food preparation area for the kitchen beyond. The meat appears to be unwholesome and the roots are unknown to the PCs.

ROOM 9

This room appears to be a kitchen of some sort. There is a large, raised hearth and racks for heavy tools. A block of stone rests near the hearth that bears marks as if something heavy rested upon it for a long time.

This 30-foot by 30-foot room was once both a forge and a part of the defenses of the outpost. Here tools and weapons were mended and in times of attack, oil was heated before being poured into the basins, released and then ignited. The cauldrons where the oil was

once heated now appear to be used for cooking. The barrels that once held the oil stand rotting along the walls. This room is now used as a kitchen. There is a smoldering fire in the hearth but nothing appears to be cooking at the moment.

ROOM 10

This room has only the single door through which you entered. The far wall features a mural depicting what appear to be everyday market scenes. A closer inspection shows disturbing anomalies. Slaves lifting and carrying within the market appear obviously sub-human, heavily armed guards watch the market from numerous vantage points, and several priests appear to be torturing a prisoner at a pillory.

The furnishings are battered but still useable, they include a bed, a chest and a large chair that shows grass stuffing poking through numerous rents and holes.

This room measures 25 feet by 25 feet and is home to one of the elite fighters of the tribe. If there has been no combat to this point he will be lounging on the bed. He will attack immediately upon seeing the PCs. Combat in this area will bring the occupants of rooms 11, and 12 in the next round, chief and his body will appear in three rounds, and the warriors within the barracks will arrive in six rounds.

➤ **Ogre** (1): hp 32; see *Monster Manual* page 144.

ROOM 11

This room boasts only the single door through which you entered. The far wall features a mural depicting the sacking of a large city. Waves of humanoids are depicted looting and burning buildings; the city's inhabitants have been herded together under the watchful eyes of several scarlet robed men.

The furnishings are battered but still useable, they include a bed, a chest and a large chair that shows grass stuffing poking through numerous rents and holes.

This room measures 25 feet by 25 feet and belongs to one of the elite fighters of the tribe. If there has been no combat to this point he will be sitting on the bed tossing daggers at a large rat that has become trapped in the room. He will throw two of his daggers at any that enter uninvited, then attack with his axe. Combat in this area will bring the occupants of rooms 10 and 12 in the next round, chief and his body will appear in three rounds, and the warriors within the barracks will arrive in six rounds.

➤ **Ettin** (1); hp 65 each; see *Monster Manual* page 89.

ROOM 12

This room has only the single door through which you entered. The mural on the far has been chipped and burned away.

The furnishings are battered but still useable, they include a bed, a chest and a large chair that shows grass stuffing poking through numerous rents and holes.

This room measures 25 feet by 25 feet and is home to another of the elite fighters of the tribe. If there has been no combat to this point he will be sleeping. If awakened, he will attack immediately. Combat in this area will bring the occupants of rooms 10, 11, and 13 in the next round, chief and his bodyguard will appear in three rounds, and the warriors within the barracks will arrive in six rounds.

➤ **Orc Ftr5:** CR 5; Medium-size humanoid (orc); HD 5d10+10; hp 44; Init +3; Spd 30 ft.; AC 18 (touch 13, flat-footed 15); Atks +9 melee (1d12+4/x3, greataxe), SQ darkvision 60 ft.; AL CE; SV Fort +6, Ref +6, Will +5; Str 16, Dex 15, Con 14, Int 10, Wis 8, Cha 8.

Skills and Feats: Listen +5, Spot +3; Alertness, Cleave, Iron Will, Power Attack, Weapon Focus (Greataxe), specialization (Greataxe) and lighting reflexes.

Possessions: Greataxe, breastplate.

ROOM 13

This room has only the single door through which you entered. The far wall features a mural depicting what appear to be everyday scenes. The furnishings are battered but still useable, they include a bed, a chest and a large straight backed chair with carved in a stag's head design.

This room measures 25 feet by 25 feet and is home to one of the elite fighters of the tribe. If there has been no combat to this point he will be gnawing on a rather gamy looking haunch of meat. He is seated in the chair using the chest for a table. He will attack the PCs using the haunch as a club. Combat in this area will bring the occupants of rooms 10, 11, and 12 in the next round, chief and his body will appear in three rounds, and the warriors within the barracks will arrive in six rounds.

ROOM 14

Twin portcullis guard the entrance to this oval shaped room, one at each end of the short hallway connecting the room to the main corridor. This was once the audience room for whoever ruled this outpost. Now it houses the prisoner Swath. Lurid frescos decorate the walls in this room, depicting two tall, blonde men and a red-headed woman of pale complexion smiling benignly as small, hideous dwarf-like creatures sack and burn farms, villages and caravans. A large stone throne sits in the middle of the room near the north wall and there are doors on both the east and west sides.

This was where the leader of the outpost held court. There is a secret door in the wall behind the throne.

ROOM 15

Only tatters and splinters of the fine furnishing that adorned this once opulent room remain. There are sleeping pallets scattered about the room and the place reeks of filth.

Nothing of value remains in this once fine room the Orcs and time has destroyed the canopy bed and the carved armoire. This is a sleeping room for goblins and worgs that are out on patrol.

ROOM 16

Obviously it was once a study but the shelves lining the walls are empty of books and in a state of collapse. This is where the PCs will find Swath.

Entering the Swath is behind a portcullis that rises out of the ground when a concealed button is pressed on the thrown. Trying to lift the portcullis will fail as it rises out of the ground. There is a counter weight of 500 lbs that holds it in place. An assisted strength check (DC30) pulling down will lower it. Swath is unable to teleport due to loss of strength and a dimensional anchor that has been placed on his horn in the form of an iron ring. The anchor can be dispelled (DC28) or the spell can be broken by the touch of a maiden.

ROOM 17

This appears to have once been the quarters of a low-level priest. The fresco on the wall depicts a beautiful woman with blonde hair and pale complexion. She is dressed in floor-length gown of deep red. A pendent in the shape of a skull hangs around her neck.

This is the room of one of Krak's two bodyguards. If the PCs have avoided combat to this point, the bodyguard will attack as soon as they enter the room. The second bodyguard will join the fight the following round. The chief will summon his lieutenants and attack in the fourth round and the orcs from the barracks will join the fight in the sixth round. PCs with religion can successfully make a check (DC 10) to recognize Wee Jas

➤ **Halknor, male orc Ftr5:** CR 5; Medium-size humanoid (orc); HD 5d10+10; hp 44; Init +3; Spd 30 ft.; AC 18 (touch 13, flat-footed 15); Atks +9 melee (1d12+6/x3, greataxe), SQ darkvision 60 ft.; AL CE; SV Fort +6, Ref +6, Will +5; Str 16, Dex 15, Con 14, Int 10, Wis 8, Cha 8.

Skills and Feats: Listen +5, Spot +3; Alertness, Cleave, Iron Will, Power Attack, Weapon Focus (greataxe), specialization (greataxe).

Possessions: Greataxe, breastplate.

ROOM 18

This appears to have once been the quarters of a low-level priest. The fresco on the wall depicts an ugly, dirty hag dressed in rags.

This is the room of one of Krak's two bodyguards. If the PCs have avoided combat to this point, the bodyguard will attack as soon as they enter the room. The second bodyguard will join the fight the following round. The chief will summon his lieutenants and attack in the fourth round and the Orcs from the barracks will join the fight in the sixth round. PCs with religion can successfully make a check to recognize Syrul.

➤ **Clork, male orc Ftr5:** CR 5; Medium-size humanoid (orc); HD 5d10+10; hp 44; Init +3; Spd 30 ft.; AC 18 (touch 13, flat-footed 15); Atks +9 melee (1d12+6/x3, greataxe), SQ darkvision 60 ft.; AL CE; SV Fort +6, Ref +6, Will +5; Str 16, Dex 15, Con 14, Int 10, Wis 8, Cha 8.

Skills and Feats: Listen +5, Spot +3; Alertness, Cleave, Iron Will, Power Attack, Weapon Focus (greataxe), specialization (greataxe).

Possessions: Greataxe, breastplate

ROOM 19

The furnishings in this oval room have fared better than those throughout the rest of the complex. The bed sags badly and has been poorly repaired with a length of rope but is obviously still in use. The large chest at the foot of the bed seems in good shape and is locked. The wall is adorned by frescos depicting 18 figures.

This room is home to Krak, chief of this tribe of Orcs. Attacking the chief will bring the remaining tribal warriors in the following order: the bodyguards in rooms 17 and 18 will join this fight within one round, the Lieutenants in rooms 10, 11, 12 and 5c will arrive in three rounds, and the Orcs from the barracks will arrive in six rounds. Two of the figures in the paintings you recognize from the bodyguard rooms, Wee Jas and Syrul. The other 16 are Bralm, Llerg, Pyremius, Beltar, Dalt, Fortubo, Jascar, Kord, Lendor, Lydia, Norebo, Osprem, Phaukon, Phyton, Vatum, and Xerbo. These gods represent the Suel Pantheon.

➤ **Krak, male orc Chief, Ftr5/Clr2:** CR 7; Medium-size humanoid (orc); HD 5d10+10+2d6+4; hp 56; Init +1; Spd 30 ft.; AC 19 (touch 11, flat-footed 18); Atks +11 melee (1d12+4/x3, greataxe); SQ darkvision 60 ft.; AL CE; SV Fort +9, Ref +3, Will +8; Str 16, Dex 12, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Concentration +4, Listen +4, Spot +3; Alertness, Cleave, Iron Will, Power Attack, Weapon Focus (greataxe);

Spells Prepared (4/3+1; base DC = 11 + spell level): 0—resistance, detect magic, virtue (x2); 1st—burning hands*, doom, endure elements.

* Domain spell; Domain: Chaos & Fire).

Possessions: Greataxe, halfplate

ROOM 20: TEMPLE

The corridor widens into a large chamber. Torches set in sconces along the walls dimly light the chamber. The ceiling is hidden in the mixture of smoke and darkness above. In the center of the room is a rough stone slab horribly stained. A large bas-relief carving depicting scenes of a gross-looking man with a head that resembles that of a jermlaine slaying and torturing dwarves, humans and elves with a flaming sword and a long whip dominate the far wall. Along the side walls hang shackles, bearing mute testimony that sacrifice victims had been chained there awaiting their turn on the altar.

➤ **Orc Clr6:** CR 6; Medium-size humanoid (orc); HD 6d8+12; hp 54; Init +2; Spd 30 ft.; AC 17 (touch 12, flat-footed 15); Atks +4 melee (1d12+4/x3, greataxe), SQ darkvision 60 ft.; AL CE; SV Fort +8, Ref +4, Will +7; Str 12, Dex 14, Con 14, Int 12, Wis 14, Cha 8.

Skills and Feats: Concentration +8, Knowledge (Religion – Gruumsh) +4, Intimidate +2, Listen +4, Speak Language (Orc, Common), Spot +3; Alertness, Combat Casting, Toughness, Martial Weapon (shortspear), Weapon Focus (shortspear).

Spells Prepared (5/3+1/3+1/1+1; spell DC = 12 + spell level): 0—read magic, resistance (x2), virtue (x2); 1st—protection from law*, cause fear, doom, entropic shield, obscuring mist; 2nd—spiritual weapon*, bull's strength, hold person, resist elements, summon monster II; 3rd—magic vestment*, bestow curse, contagion.

* Domain spell; Domains: Chaos & War.

Possessions: shortspear, chainmail,

The temple is 40 feet to 60 feet. The ceiling is some 40 feet up but the smoke obscures it. A 10-foot by 10-foot carving dominates the wall behind the altar. PCs who have seen the depiction of the Suel Pantheon and identified the gods there, know that this temple once honored Pyremius but has been rededicated to Gruumsh and the Elder Elemental.

ROOM 21

There is a secret door behind the altar. It leads to a treasure room. It is empty. Casting dispel against 15th-level caster will also allow the door to be opened. A knock spell will also open the door. The door can be battered down but it requires 100 hp of damage by blunt weapons to breach. The noise created will alert any temple guards remaining within the complex and bring them to the room in 7 rounds of the first sounds. The Orcs will attack immediately.

