

GRM2-04



THE FREE BAND

A ONE-ROUND D&D® LIVING GREYHAWK®
GRAN MARCH REGIONAL ADVENTURE

Version 1

BY BILL EDENS

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A restful stop in the sleepy community of Foreedge turns out to be anything but, as members of a nearby work gang begin to disappear. Are they deserters, or could the rumors be true? Is a remnant of the force that laid siege to Orlane such a short time ago lurking in the Dim Forest? An adventure for characters levels 1-10.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution 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, print this scenario. This scenario was created to support double-sided printing, but printing it single sided works 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 running the event. 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's 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 described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. You cannot have more than six 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 both the players and the DM to keep track of who is playing what character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually 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.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

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 DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

This is a LIVING GREYHAWK adventure. As a LIVING™ adventure it is expected that players 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, and a character sheet from your convention coordinator or the RPGA Web site (www.wizards.com/rpga), and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

LIVING GREYHAWK LEVELS OF PLAY

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

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character 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 characters, add one to that average.

By following these four steps, you have determined the modified APL. Throughout this adventure, APLs categorize the level of challenge that the characters 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. Characters 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 usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) 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, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to join them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in Gran March. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

When the Oeridian and Sulioise tribes were mingled at the founding the Kingdom of Keoland, they were far from being the first residents of the area. At the time, the Sylvan forest of Axewood stretched out across the northern and eastern portion of what is now modern Keoland, following the Sheldomar to touch the Dim Forest and extend down into what is now the modern Silverwood. At first, the Faerie Kings blessed the formation of a kingdom in the grasslands to the southwest as it provided a buffer between the Axewood and the dark forest of Dreadwood. In addition, the rulers Keoland seemed to be fair and wise; however men are short-lived and the wise rulers of Keoland soon passed away. Over generations the forest was cut down in a slow but steady process and now the great forest is divided into small pieces. With men building a road through the Dim Forest and attempting to drain the Rushmoors, the elves

of the Dim Forest fear that once again, man is clearing away more of their natural environment for farm land to help feed the ever growing Gran March army.

One elf, Olowyn, has decided that action needs to be taken to prevent this from happening. He believes that the best way to stop man is a return to the days when mortal men tread in sylvan wood with fear and respect. Disobeying his elders, who have made a pact with the humans, he has assembled a Free Band of elves and has appealed to the Faerie Kings of Silverwood for their help in saving what is left of the great wood. To his surprise, a small band of pixies was sent to answer his plea for help. In addition, he has recruited a powerful elven enchanter and his apprentice. In truth, however, the elven enchanter is using Olowyn and his band as cat's-paws. With his band, Olowyn plans to drive the work crews from the forest. The Gran March army is stretched thin and does not have the manpower available in the area to guard the various work crews, so that is where Olowyn has decided to strike first.

Olowyn believes that if the crews are afraid to enter the forest, the road cannot get built and the forest is safe. The pixies refused to help if there was to be any killing so Olowyn has decided to use spells and pixie sleep poison arrows to capture work crews. Once several work crews have gone missing, he plans to use illusions to frighten the remaining workers even more. He has put his plan in motion and already captured one crew. To make sure that the crew does not cause trouble the pixies have brewed a special sleep potion that keeps the crew asleep for 20 years if they are left undisturbed. However, Olowyn's plans are already spinning out of his control. The mindbender Rythillon is using Olowyn to further his own ends and is slowly gaining control over the Free Band and its victims, as well as gaining in power.

INTRODUCTION

It is the day after Olowyn's Free Band has captured the first work crew when the characters settle in for breakfast in Encounter 1. The weather is partly cloudy and mild throughout the adventure with both moons waxing, but only approximately a half and quarter full. Keep in mind that inside the Dim Forest it is... dim. Not much light penetrates the canopy, so visibility is reduced to 30 feet distance for characters without low-light vision, and 60 feet for those with low-light vision.

ENCOUNTER 1: HOG WILD

The characters find themselves relaxing in the Boar's Head Inn having a light (or perhaps a heavy) breakfast. It is possible that the characters have stayed the night while traveling home on leave from military duty or possibly they are just passing through Gran March on the main east-west road. The Inn is located in a small settlement called Foreedge on the east-west military road just outside the eastern edge of the Dim Forest. It is common practice for travelers heading west towards Orlane and Hochoch

to stop here and strike out into the Dim Forest early the next morning. It is also a popular spot for soldiers on leave from Fort Endurance. There are no such soldiers here at the time this adventure takes place, however.

The Boar's Head is a small inn and has only one table set for breakfast, so as the characters settle in, they have a chance to meet each other. Now is an appropriate time to do character introductions and descriptions. If any of the characters choose not to eat with the other characters, they can still describe themselves, as they are clearly visible standing alone at the bar. In any case the party is in the middle of breakfast when Janus, a 13-year-old boy, runs into the inn with a desperate plea for help, interrupting their breakfast.

You find yourself relaxing in the Boar's Head Inn having a light, or perhaps a heavy breakfast. The Inn is in the town of Foreedge on the east-west military road, on the eastern outskirts of the Dim Forest. It is a small inn and has only one table set for breakfast. There is a small group of your fellow patrons gathered with you around the table.

If the characters have not already described themselves, please tell them to do so at this juncture.

You are just settling down and enjoying the smell of fresh baked biscuits and bacon on your plate when the front door to the inn bursts open and a teenage boy comes running in. The youngster has a desperate look in his eyes and a large gash on his forehead that is bleeding freely, as well as some other noticeable wounds. He immediately screams, "Help! Help! Somebody's got to get some help. The boar's going to get Jarin!"

Janus and Jarin are twin brothers who are nearly at the age where they are eligible for military service; however, they already consider themselves to be men. They decided to go boar hunting early this morning just inside the Dim Forest. Unfortunately, the boys got more than they bargained for when their dogs flushed a boar (regular, dire, or fiendish dire depending on the APL). Before they knew what was happening, the boar charged the boys. Jarin had a spear at the ready, but only managed to wound the boar slightly before it was on top of him. Janus ran in with his spear and was able to drive the boar off of Jarin, but he did little damage to the creature. Both boys would be dead if not for their faithful hunting dogs distracting the boar long enough for Jarin to climb a tree and for Janus to run off. The wound on Janus' head looks nasty, but it is not serious, though Jarin's wounds are another matter. The boar gored Jarin with a near fatal wound. Even though Jarin managed to climb a tree he is currently trapped there by the boar and is getting weaker as he bleeds. If the characters don't take quick action, Jarin passes out and bleeds to death because he doesn't dare come down. The boar has already killed Mollie and Maygan, the boys' hunting dogs, and is still in a rage.

If the characters decide to take their time and finish breakfast, Janus pleads with them for help. If they continue to be resistant, he seeks help elsewhere (skip to Encounter 2). If the characters decide to help, Janus leads

them into the forest to where he last saw Jarin. A successful Listen check (DC 18 + the APL) reveals that the boar is still at the tree before it is actually within sight.

APL 2 (EL 2)

🐾 **Boar:** hp 22; see *Monster Manual*.

APL 4 (EL 4)

🐾 **Dire Boar:** hp 52; see *Monster Manual*.

APL 6 (EL 6)

🐾 **Dire Boar, Advanced:** hp 90; see Appendix I.

APL 8 (EL 8)

🐾 **Dire Boar, Advanced:** hp 120; see Appendix I.

APL 10 (EL 10)

🐾 **Fiendish Dire Boar, Advanced:** hp 120; see Appendix I.

Tactics: The encounter distance is initially set at 150 feet. Due to the density of the trees, the boar has total cover dependant upon its distance from any given character. See chart below:

121+ ft.	Total Cover
120 ft. – 90 ft. ¾	Cover
90 ft. – 60 ft. ½	Cover
60 ft. – 30 ft. ¼	Cover
less than 30 ft.	No Cover

The density of the trees also means that no character may take the run or partial run actions, as there is no straight line to run in. Note that the boar is currently enraged and charges anyone it detects. A slight breeze is blowing out of the west so the boar can smell creatures coming from that direction from a distance of 60 feet. The characters are approaching from the southeast. In addition, unless stealth is used, the boar can make a Listen check to detect the characters once they are within 200 feet. Be sure to impress upon the characters the size and the readily apparent ferocity of this animal. Note that because of its Ferocity extraordinary ability, the dire boar will fight until it reaches –10 hp, at which point it will instantly die. When the characters arrive on the scene Jarin is at –1 HP and will lose 1 hp per round unless helped. Even though Jarin is now unconscious, his body is wedged in the tree and he does not fall. The tree that Jarin has taken refuge in has many low branches and is easy to climb (DC 10).

Development: If the characters defeat the boar and heal Jarin, they are given a hero's welcome back at the Inn. Hopefully, the characters notice the Inn's name and decide to bring back the boar. Both boys agree that it is the characters kill by right. If the characters don't think of it, the boys suggest bringing the body of the boar back to the inn for everyone to see. After all it wasn't just any boar that just about killed them. If the characters do this,

Booris Valdin, the owner of the Boar's Head Inn offers to buy the animal for an amount depending on the APL as noted below. Business has been extremely good lately, and Booris feels he can spare the expense in order to purchase the notoriety this trophy brings.

In addition, Booris roasts the boar for a feast in the characters' honor for saving the boys. He really just wants the boar's head for a decoration to put over the fireplace. If the characters don't bring back the boar, Booris still has a feast in their honor, but he will roast a farm-raised pig in the boar's place. The feast won't begin until late afternoon so Booris expects the characters to stick around town for another day. Note that Booris is a savvy business man and he expects that having heroes at his inn may entice some of the local people to come out and celebrate and spend some coin on drink (the food will be free). He also offers to put the characters up for free for the night. Again hoping to keep them around in an attempt to boost business.

Just before the feast, Ayna, the boys' mother, gives the characters her husband's boar spear as a reward for saving her sons. Her husband is a career military man and is currently away on caravan duty and Ayna doesn't realize the spear's value. Besides, after nearly loosing both her sons to a boar she never wants any of her family to try to hunt wild boars again. The spear is a masterwork boar spear (See the *Treasure Summary*).

Treasure: The owner of the Boar's Head Inn offers the party gold for the carcass of the boar they have slain. Treasure is per character.

APL 2: L: 0; C: 50 gp; M: 0

APL 4: L: 0; C: 100 gp; M: 0

APL 6: L: 0; C: 200 gp; M: 0

APL 8: L: 0; C: 400 gp; M: 0

APL 10: L: 0; C: 700 gp; M: 0

If asked where he acquired such sums of money, Booris responds that he's made a killing purchasing items of magical power from foolish adventurers for only half their value and sending them to his cousin in Buxton's Crossing who sells them for their full value.

ENCOUNTER 2: LITTLE OLD LADY

Depending on how the characters handled Encounter 1, there are two ways to begin this encounter. If the characters saved (or tried to save) Jarin, read the following to them:

After a night of revelry you find yourself seated once again for breakfast in the Boar's Head Inn. Last night you ate all the roast pork you could and somehow the Janusacon on your plate this morning doesn't have the same appeal that it did yesterday morning. In fact, after all the celebratory drinks it might be much wiser to request some cold porridge. As you contemplate this, once again your breakfast is interrupted, this time by the

approach of an old woman that has just entered the inn. "Excuse me, are you the brave heroes that fought the boar?"

If the characters did not try to save Jarin, read the following:

After an uneventful night you once again find yourself surrounded by some familiar faces at the breakfast table of the Boar's Head Inn. When, for the second time, your breakfast is rudely interrupted. This morning it is an old, rather pathetic looking woman. "Excuse me, are you the mercenaries that people are talking about? I need to hire some people to help my grandson."

The old woman is Marget Follinder. Her grandson, Michy Follinder, is in some trouble. His work crew is currently believed to have deserted from one of the work gangs, and Marget fears that they may hang Michy if they find him. She can inform the characters of the following:

- Michy and his parents contracted the red fever when he was just a boy. It killed his parents and left him a bit off, as well as deaf in one ear.
- Afterward, the only service he was suited for was the work gangs.
- Michy's deafness would have excused him, but, since his father had been a military man, he wanted to serve the March in any way he could, so he volunteered anyway.
- Michy is a strapping young man six-and-a-half feet tall with blond hair and blue eyes.
- Michy loves the work gangs because the other workers like to work with him (mostly because he does most of the work).
- Michy would never desert.

Unbeknownst to Marget, Michy's work detail was captured in an ambush by Olowyn's band of Fair Folk. When the work crew did not report back, the work gang guards briefly investigated the scene of the work site. They found no evidence of foul play and so reported that the crew has deserted. Marget learned of this when a guard detail was sent to her home to see if Michy was hiding there. Marget knows that Michy would never desert, and she believes that something horrible has happened to him. She has convinced herself that orcs must have captured his crew; after all, there are bound to be some running around in the forest after what happened at Orlane. She has told several army officers this, but, because of a lack of evidence, they do not believe it. Now she is looking for someone outside the chain of command to help. After hearing of their actions yesterday, and if they did not help, she hopes to be able to shame them into helping her now, she believes that the characters are the people who can help her. Marget does not have a lot of money. If she is pressed for payment she offers 100 gp by selling her good dishes and her silver serving pieces. If the characters won't take the offer, the adventure is over; judges should begin scoring the round.

If the characters offer to save Michy free of charge, she tells all of her friends about them and it just so happens that one of her life long friends is the owner of a general store in Buxton's Crossing. If they are successful the characters receive his Favor (See the Conclusion).

Development: If the characters accept the mission, they must proceed into the Dim Forest. There is no local military presence, merely militia companies, so, in order to find out what is going on, they must ride out to the work camp.

ENCOUNTER 3: INVESTIGATION

The characters need to talk to someone in the work gang to begin their investigation. In order to locate the work gang, they must follow the road to the area under construction in the Dim Forest. It is approximately a one-day trip by horse and two-day trip on foot. When they approach the work gang, two guards (Marlos and Ames) ride out to meet them. Marlos and Ames don't know much about the desertion, only that the missing men have not been found yet. They take the characters to Captain Grimes.

Once they arrive at Captain Grimes' tent, Marlos addresses the characters:

"Wait outside for a minute with Ames while I get the Captain."

After a minute or two Marlos exits the tent and holds the flap open for the characters:

"You can go in now."

As the characters enter the tent, read or paraphrase the following text. Pause frequently to allow the characters to interject comments. Conduct this more like a conversation than a monologue and keep in mind what the characters say; don't read text that doesn't make any sense given the context of the conversation.

Rising to greet you from behind a collapsible field desk is a clean-shaven man in his mid-40s with a powerful build and short cropped gray hair. After you finish filing into the tent and Marlos drops the flap behind you, and he addresses you, "So you are the people asking about the deserters. Well I can tell you this, when we find them they better have a good explanation for where they've been. The men on these crews work hard and get jobs done that are important, if not glamorous. When people desert, it lowers morale. The rest of the men start to get it into their heads that they could be at home or doing some more comfortable job and, before you know it, they're all thinking about deserting too. It encourages good men to go bad. Sure the work is hard, but the men aren't risking their lives, and in the end, it is all the people of the March who benefit from their service. We are currently looking for the deserters, but we are short handed. I understand that you have volunteered to help find them. We have more scouts on the way, but the quicker we get on the deserters' trail, the less chance they have to get away."

Captain Grimes is not happy about the missing men. He is fairly certain that these men have deserted based on the reports that he has received, but he is a fair man and allows the characters to investigate. This is partly because he doesn't have the manpower to perform a thorough search of the forest, and any help he can get in finding the men is welcome, as he wants them brought back to stand trial.

He attempts to convince the characters to work for him, either out of a sense of patriotism, or because they may be allowed to keep whatever loot they may find in their investigation.

Grimes contacted his superiors with a request for more scouts, and they are on the way, although he does not currently know this. He reassigns active military characters and reactivates veteran characters if the characters agree to help. He is also prepared to pay foreign characters 1gp per day as compensation, but he insists that Corporal Low (see below) stay with the characters at all times to make sure these foreign characters follow through on their word. Captain Grimes also allows them to question other members of the work gang and he instructs Corporal Low to give them any information they need regarding the desertion.

If the characters refuse to help, Grimes warns them that if they try to help the deserters escape the search, they will be guilty of a capital crime. He lets the characters know in no uncertain terms that if they find the deserters and don't bring them back to him, he will make sure that the characters get tried for treason. In this case, Corporal Low approaches them after they are escorted to the edge of the camp. Proceed to Encounter 3a.

Corporal Jarow Low knew and liked Michy and the rest of the work crew. He was actually a friend of Jaq Talbod as they liked joking around together. He is surprised that they would desert, but he believes that they have. He is willing to show the characters the location of the work site where they were last seen. He was one of the guards that investigated the work site. Information he can provide:

- There were four men on the work crew. Michy Follinder (blond hair, blue eyes, tall and well built), Jaq Talbod (blond hair, brown eyes, short and thin), Rake Githson (brown hair, brown eyes, short and fat), and Lee Lollard (black hair, blue eyes, short and thin).
- There were no signs of a struggle.
- The only tracks found were of the workers around the work site. The army scouts followed the workers' tracks to the river where they lost them.
- The horses from the tree sled were cut loose from the harnesses and were found later wandering in the forest (he believes that this was done to throw the army scouts off the track).
- The workers took the axes with them and didn't actually cut any trees so they must have left the work site almost as soon as they got to it.

- The work crew was composed of "good workers." All of the men were volunteers and considered good workers (no prisoners of war or criminals). None of the men had previous discipline problems, which is why they were given the guard-free detail. It is considered a privilege to be allowed out alone. The workers can almost feel like they are clearing trees on their own family farms.
- The last work camp deserters got 50 lashes and then were hung.

🗡️ **Corporal Jarow Low:** Male human Ftr1; hp 15; see Appendix I.

The Workers

The characters can interview several workers if they like. The general impression that the characters should get about each of the deserters is as follows. Overall, the general sentiment is that it will be too bad to see their necks stretched.

- Michy Follinder – People liked working with Michy, mostly because he did enough work for two people. Any time you got assigned to a crew with Michy you knew it was going to be a light workday. A little slow and hard of hearing.
- Jaq Talbod – It was fun having Jaq around. He knew more jokes than anyone. He always was trying to make people laugh. Has a clubfoot that kept him out of active military duty.
- Rake Githson – Rake had a good voice. He was the guy who would lead the crews in song to help pass the time. He couldn't serve in the military because he was blind as a bat. He could barely see more than 5 ft in front of himself.
- Lee Lollard – He was a quiet hard working guy who never caused any trouble. He seemed like a normal guy and no one is quite sure why he didn't choose to serve in the military (he is a contentious objector).

Here are some names of work gang members that the characters can interview: Jark Onar (human), Undoe (1/2 Orc), Riccar Jart (human), Welt Burobun (Gnome), Ras Vaken (human), Hart Loke (human), Mart Huet (human), and Kiff Gart (human).

Development: The characters should have enough information to proceed on to the site of the 'disappearance'. Proceed to Encounter 4.

ENCOUNTER 3A: IF AT FIRST YOU DON'T SUCCEED...

If the characters refused to help, Corporal Low approaches them before they leave:

A young, lean, dark-haired man approaches as you are preparing to leave. "Hello there. I just wanted a chance to talk with you before you go. I heard that you were interested in the

deserters. I was friends with Jaq Talbod and would like to have him come back on his own before the scouts find him. If he comes back on his own, there's a good chance he won't hang. I hear that you are looking for the crew. If I help you out, will you try to convince Jaq to turn himself in if you find him?"

Development: If the characters agree, he tells them everything he knows and offers to show them where the crew was last seen. If the characters won't agree then they are on their own. Have them wander around in the forest for a while until they stumble into the Ambush in Encounter 4. If they decide to go home then the scenario is over.

ENCOUNTER 4: WAS THAT A PIXIE?

On the way to the work site the characters notice signs of clear cutting all around them. Tree stumps too big to be pulled out of the ground have been burned, scorching the earth around them. All in all, it is a pretty grim sight for a 'bow-shot' to either side of where the "improved" road is being built.

Unbeknownst to the characters, a part of Olowyn's Free Band has created another ambush at the work site where they successfully completed the first ambush. Their goal is to catch another work party so that the members of the work gang starts to fear going to the work sites. When the characters arrive at the work site, it is obvious to the would-be bandits that they are not members of a work gang. However, they are there with a work gang guard so Olowyn signals that they should be captured anyway. All of this takes a moment or two, giving the characters a little time to look around. A couple of axe cuts are visible on some trees in the new work area, but no trees have been downed. The tracks of the men are easy to see as they mar beds of soft moss. With a successful Track check (DC 15) it is apparent from the stride length of the tracks that the men were running. With another Track check (DC 15) the characters can follow the deserters' tracks into the forest. After traveling about a half mile into the forest, have the characters make Listen checks (DC 10). Let those who succeed know that they hear a buzzing sound as Smyrlith (a pixie) approaches. If the characters are unable to follow the tracks, this encounter occurs at the work site. Modify the boxed text accordingly.

As you follow the tracks further into the forest, you see a sight right out of the stories of your childhood. A tiny elf, no bigger than a halfling child, flies toward you on gossamer wings. This creature, which could only be a faerie of some sort, lands on a tree branch ten feet above you. In a high-pitched voice like the notes of a flute, the faerie addresses you. "Are you the army? They said that the army could help them. You have to hurry; there's no time! The other big people need your help! Can you help?"

Smyrlith is trying to trick the characters into believing that the work party is in trouble. If questioned, he knows all the names of the people from the work party. He says

that the work party was being attacked by what his people call blood bats. He describes stirges to the characters. If anyone speaks Sylvan, Smyrlith actually says stirges. He tells the characters that he and some of his friends found the work party swimming in the river, trying to get away from the stirges. He says that his friends held the stirges off while he hid the big people in a cave, but the men are in worse trouble because the cave turned out to be a secret goblin den, and the goblins have captured them. He stresses at every opportunity that the characters must hurry. After all, the goblins could be eating the men even now. Make Bluff checks for Smyrlith as appropriate.

☞ **Smyrlith (Pixie):** hp 3; see *Monster Manual*.

If the characters agree to help, Smyrlith says that he can call on ancient forest magic to transport the characters to a spot near where the cave is. Read the following to the characters:

"I will summon a magic mist. We will walk in the mist here and walk out of another mist near the cave." With that the faerie closes his eyes and raises his hands and sings out a long high note. Even as the note fades you see a faint mist gathering before you and the Pixie flies into it and disappears.

This is when the trap is sprung. The note from Smyrlith is the signal. The mist is actually a *mind fog* cast by Rythillon. Each character must make a Will save against the spell (DC 27) to avoid its affects. Characters affected by the mind fog are at a -10 to Wisdom checks and Will saves while they are in the mist and for 2d6 rounds after the *mind fog* is dispelled.

If the characters decide not to enter the mist and/or attack, Smyrlith, Rythillon and Gathin immediately attack as described below, initiating a surprise round of combat. Smyrlith turns invisible and attacks with the other pixies, who are already invisible. Note that two *invisibility spheres* that Gathin has cast conceal the rest of the Free Band. They are also hidden behind camouflaged blinds prepared by the scouts and are very difficult to spot (DC 35), even if the characters are able to see or sense invisible creatures.

Do not draw out a map unless the characters provoke the Free Band to attack. Putting down a map may tip the characters off that something is amiss.

Tactics: Olowyn, Rythillon and Lythwyr communicate throughout this encounter via a *Rary's telepathic bond* that Gathin has established. Smyrlith flies into the *mind fog*, turns invisible, and flies out the other side. Once the characters enter the *mind fog*, combat begins with a surprise round. During the surprise round, Rythillon casts *dispel magic* to dispel the *mind fog*, so that the characters will be affected by Gathin's spell, and Gathin casts *rainbow pattern* at the party, requiring a successful Will save (DC 25) to avoid its affects. Each of the pixies shoots a sleep arrow at anybody that is unaffected by the rainbow pattern. This requires a successful Fortitude save (DC 15) to resist.

If anyone is still unaffected by either the *rainbow pattern* or the sleep arrows Rythillon casts *hold person* on

one such person and the pixies each shoot two sleep poison arrows at the rest using the Rapid Shot feat. Should it become necessary to do so, the elven scouts casts *entangle* spells in order to stop any fleeing characters.

Next, Rythillon casts *dominate person* on one of the characters; he does this before the effect of the *mind fog* has worn off. While the characters are incapacitated by Rythillon's and Gathin's spells, the rest of the elves immediately bind them, gag them, remove spell component pouches and holy symbols, and put sacks over their heads. Then Gathin casts *detect magic* and all of the characters' equipment, both mundane and magical, is removed. Note that familiars and animal companions are also captured in a similar manner. The goal of this encounter is to capture the characters without any damage to either them or the Free Band. Olowyn is using this velvet hammer tactic so that the pixies do not get upset and leave.

Rythillon is selective about which character he dominates. He prefers the most powerful, non-elf fighter type. He is counting on his target having a relatively low intelligence so that he or she can be easily manipulated in the future. If there are no fighter types, his order of preference of classes is rogue, bard, sorcerer, cleric, wizard, monk, and druid. He is observing how the characters interact with Smyrlith to determine who his target should be. Rythillon has already dominated some of the first work crew as well as several members of the Free Band, and sees the characters as victims over whom he can further spread his influence.

☞ **Olowyn Aelanthy (Free Band Leader):** Male elf Ftr4/Abj2/Bladesinger*6; hp 76; see Appendix I.

☞ **Lythwyr (Lead Scout):** Male elf Rng3/Ftr2/Deepwood Sniper*4; hp 63; see Appendix I.

☞ **Rythillon Bakshar:** Male elf Enc6/Mindbender*6; hp 49; see Appendix I.

☞ **Gathin (Rythillon's Cohort):** Male elf Ill10; hp 41; see Appendix I.

☞ **Elven Archers (10):** Male elf Ftr4; hp 32, 32, 32, 32, 32, 32, 32, 32, 32, 32; see Appendix I.

☞ **Elven Scouts (10):** Male elf Rng4; hp 32, 32, 32, 32, 32, 32, 32, 32, 32, 32; see Appendix I.

Development: The characters should now be subdued and are transported to the Free Band's camp to stand trial for the 'crimes' of the Gran March.

ENCOUNTER 5: THE TRIAL

While bound hand and foot, gagged, and blindfolded, the characters are brought to the elves' secret camp via a *Tenser's floating disk* that Gathin casts. The characters are laid atop it so that they leave no trail. To keep them from struggling, they are poked with pixie sleep arrows until they succumb to the sleep poison. Even if they pretend to be asleep, they are still closely watched so there is no chance for escape at this point. Note that any character that participated in the scenario *Caravan Duty* recognizes

the speaker as the elf Olowyn from the encounter with the elves in that adventure when the characters were sent to dig a latrine:

You feel strong hands lift you roughly to your feet even as you shake the sleep from your head. The heavy cloth that was used to blind you is removed to reveal that it is dusk and that you are totally surrounded by a band of elves accompanied by several pixies. One of the elves steps forward and speaks, "You stand before a council of the Fair Folk. You stand accused of aiding those who are even now killing what is left of the great forest. How do you answer these charges?"

Before the players all start talking at once, remind them that they are gagged. One at a time each character has his gag removed so that he can answer the charges. The character that was dominated is the last to be allowed to speak. Just before his gag is removed, give him Player's Handout 1. The dominated character says the following:

"It's true that we are allied with the Gran March military, and I don't care if they cut this whole forest down. In fact, I hope that they do. This forest is a haven for outlaws and criminals like you stinking elves. If cutting down the forest means getting rid of the likes of you, I'm all for it!"

If any of the characters attempt to argue around what the dominated character just said, Smyrlith flies forward, enraged by what he has just heard, and says:

"You mortals speak with forked tongues. You have forgotten what the truth is. Now may you forget everything else as well!"

With that, Smyrlith shoots an Arrow of Forgetfulness at the character that last spoke. Note that the characters are stripped of all items and bound so their effective AC is 10, but Smyrlith must still hit. If the character is hit, he/she must make a Will save (DC 15) or lose all memories. The subject still retains skills, languages, and class abilities but forgets everything else until he/she receives a *heal* spell or has his/her memory restored via a *limited wish*, *wish*, or *miracle* spell. If the character makes the save, at the end of the adventure, cross out the Arrow of Forgetfulness text on his/her Adventure Certificate.

At this, Olowyn jumps up and speak again:

"Enough of this! Gag them! You are all in league with those that would destroy the forest. To appease our pixie friends, we shall abide by pixie custom. I sentence you to join the others of your kind in an enchanted faerie sleep in the Grove of Lost Years, a sleep that shall last 20 years. Enjoy your last night of consciousness. For on the morrow, the pixies will work their magic in the light of dawn."

Note: If there are elves in the party, Olowyn continues:

"As for our traitorous kin, we shall determine a special punishment. Or perhaps (he/she/they) can be convinced of the folly of (his/her/their) ways."

The characters are gagged and dragged off with their possessions. It is important to note that the characters have no chance for escape during this trial unless extraordinary magic is brought to bear. However, if a character is able to escape, let him. He can be brought back into the adventure during *Encounter 6*.

The characters are all bound as well as being held by two strong elves each. If a spellcaster attempts to cast a spell with only a verbal component (or a Still spell, etc.), he is immediately gagged for the remainder of the encounter. Additionally, both Rythillon and Gathin are ready to counterspell such an action; either with *dispel magic* or an actual spell.

Development: The characters, having been set up by Rythillon, are dragged off to await the fate that shall meet them in the morning. Things look bleak for our heroes.

ENCOUNTER 6: THE ESCAPE

While the characters are under guard by two elven scouts, the Fair Council continues. At the council it is decided that a large nest of stirges, recently found by the pixies, are to be herded toward the work gang in hopes that the stirges attack. The stirges are to be herded towards the work gang an hour or two after dawn in order to make sure the workers are at the work site. The pixies are against this idea, but Rythillon is using the elves he has dominated, including Olowyn, to out vote them.

At higher APLs, Rythillon has concealed the fact that the stirges are actually half-dragon stirges and that a dragon may accompany them when they attack the camp. Thus Pithilmix is unable to warn the characters about these unusual monsters.

It is at this point that Pithilmix, another pixie, has decided that something is wrong. Good folk should not send monsters against unarmed workers, even if they are cutting trees. He has decided that the characters and other sleeping workers should be let go. He wants the characters to warn the work gang about the stirges so no one is killed by their attack.

It has been an hour since the council, and night has nearly fallen. You are sure that you could escape from these bonds if only those two elves weren't keeping such a close watch. You can hear someone approaching, perhaps they are changing the guard and you will get a chance.

Pithilmix has decided to help the characters escape so that they can warn the workers at the work site. He is distracting the guards with a *permanent image* (auditory elements) to give the characters a chance to get free of their bonds. Once the characters are free (or if they are having trouble getting free) the guards notice something not quite right about the illusion, and Pithilmix shoots both of them with arrows of forgetfulness. They both fail their saves. At this point the guards are clueless of why they are here and quickly leave the area in utter confusion. Pithilmix then flies forward, still invisible, and says:

"Hurry up and get out of those ropes! I don't know what is going on in this forest, but strange powers are at work. Everyone is behaving wrong. The council has just decided to drive a nest of stirges toward the tree cutters. No good pixie could ever let something like that happen. You have to go and warn the workers."

If necessary Pithilmix helps the characters escape their bonds and shows them where their gear has been hidden nearby. Be sure to emphasize that stealth is needed. The characters have no hope of overpowering the entire Free Band. Pithilmix refuses to travel with the characters to the work camp, but he agrees to lead the characters to the other captured work detail if asked. He also does not allow the characters to hurt any of the elves. If the characters attempt to do so, Pithilmix gives a warning cry, leaving the characters five minutes before the entire elf encampment is after them.

Development: The characters are now free, and may continue forward in one of two ways. If they caught Olowyn's reference to 'the others of your kind', they have a clue that the missing workers are being held captive in the Grove of Lost Years as well. If they ask Pithilmix, he is able to lead them there. In that case proceed to *Encounter 7*. If they miss the reference and do not ask Pithilmix about the missing workers, they most likely head back to the work site to protect it from the stirges; proceed to *Encounter 8*.

ENCOUNTER 7: THE RESCUE

If the characters don't ask Pithilmix to lead them to the other work party, skip this encounter, as the work party ends up as ankheg food.

If the characters do remember to rescue the other work party, Pithilmix leads them the Grove of Lost Years. The Grove is a good distance away and takes an hour to reach. If more than half the party has low-light vision or darkvision, the trip takes only 30 minutes. As they approach the grove, the characters see sleeping forms upon the ground, but Pithilmix is confused because he doesn't see the guards. He lights the grove with *dancing lights*, which reveals the ankheg for APL 2 parties. The guards are missing because ankheg(s) have discovered the grove. The ankheg(s) have devoured the guards and are currently saving the sleeping workers for their next few meals. They have tunneled underground but sense the party's approach with their tremorsense. The ankheg(s) attack once the party is within ten feet of them. This is not a surprise attack as the characters feel the ground shaking as the ankheg(s) burrow up to attack, so roll initiative normally; however, it is impossible to attack the ankheg(s) until they surface.

APL 2 (EL 3)

☛ **Ankheg:** hp 25; see *Monster Manual*.

APL 4 (EL 5)

➤ **Ankhegs (2):** hp 25, 25; see *Monster Manual*.

APL 6 (EL 7)

➤ **Ankhegs, Advanced (3):** hp 65, 65, 65; see Appendix I.

APL 8 (EL 9)

➤ **Ankhegs, Advanced (3):** hp 95, 95, 95; see Appendix I.

APL 10 (EL11)

➤ **Ankhegs, Advanced (5):** hp 95, 95, 95, 95, 95; see Appendix I.

Tactics: At APL 2, the ankheg is aboveground when the characters enter the grove and it has already used its spit acid ability on the elves. As soon as the *dancing lights* illuminate the Grove, the ankheg is visible swallowing the last parts of an elven guard.

At all APLs other than APL 2, the ankhegs have already eaten the guards and have burrowed into the ground. They burrow up as a charge attack when their tremorsense alerts them of the party's approach. The ankhegs use their acid spit on the second round if they fail to grab an opponent during their charge attack.

Treasure: The treasure in this encounter is from the victims deposited in the Grove of Lost Years over the centuries. It is in the form of jewels, jewelry, and coin.

APL 2: L: 0; C: 150 gp; M: 0

APL 4: L: 0; C: 300 gp; M: 0

APL 6: L: 0; C: 500 gp; M: 0

APL 8: L: 0; C: 850 gp; M: 0

APL 10: L: 0; C: 1450 gp; M: 0

Development: The work crew is dazed when they are roused, but none the worse for the wear. Although the noise of the combat does not alert the Free Band, as the Grove of Lost Years is far enough away that they cannot be heard over normal forest sounds, the characters do not know this. The characters are able to flee for one hour before they hear the cry of an elven hunting horn in the distance, letting them know that the elves have discovered their escape.

ENCOUNTER 8: A FLOCK OF STIRGES

NOTE: Be aware that you need to adjust the read-aloud text in this section according to the APL you are running, as there are different monsters at each APL.

The characters make it back to the work site just in time to help thwart the stirge attack. However, if they stop to rest or memorize/pray for spells, they are too late. Read the following aloud if the characters arrive in time:

Midmorning approaches. Even battered and weary as you are, you push onward until you hear the sound of axe blows falling upon wood. With a warning on your lips, you hurry forward only to realize as you do that you can hear the angry buzz of rapid wings beating behind you.

Read the following aloud if the characters arrive too late to aid the camp:

Midmorning approaches. Even battered and weary as you are, you push onward through the woods, hoping each second to hear the sounds of axe falling upon wood. Your heart sinks as you burst through the wood into a clearing to see the carnage that these 'stirges' have wrought. You have precious little time to take it in, however, as with an angry buzz the flying creatures withdraw their huge blood-dripping proboscis's from the lifeless bodies of the men you have failed. Their baleful gaze fixes upon you as they take wing and charge.

APL 2 (EL 3)

➤ **Stirges (6):** hp 7, 6, 5, 5, 5, 5; see *Monster Manual*.

APL 4 (EL 5)

➤ **Stirges (9):** hp 10, 9, 8, 7, 7, 6, 6, 5, 5; see *Monster Manual*.

APL 6 (EL 7)

➤ **Stirges (12):** hp 10, 10, 10, 9, 9, 8, 8, 7, 7, 7, 6, 6; see *Monster Manual*.

APL 8 (EL 9)

➤ **Half-Dragon (green)/Stirges (10):** hp 13, 13, 12, 12, 11, 11, 10, 10, 9, 9; see Appendix I.

APL 10 (EL11)

➤ **Half-Dragon (green)/Stirges (10):** hp 13, 13, 12, 12, 11, 11, 10, 10, 9, 9; see Appendix I.

➤ **Styx (Juvenile Green Dragon):** Male green dragon Bbn2; hp 153; see Appendix I.

Tactics: At APLs 2 to 6, the stirges attempt to feed as much as possible before they are driven away. However, if they fall to below half hit points, they flee. Do not forget that since the stirges have 0 ft reach they must enter the square of a creature in order to attack it. Unless they do so with a 5 ft step (5 ft is their only movement for the round), they provoke an attack of opportunity from the creature occupying the square.

At APLs 8 and 10, the stirges are actually half-dragon stirges. A green dragon polymorphed itself and bred with a stirge in order to provide more loyal and capable guardians for its clutch. The half-dragon stirges begin by spreading out and attacking with their breath weapons. They don't care about catching each other in their breath weapon area, as they are all immune.

At APL 10, the surviving member of the green dragon clutch is along with its guardians. Rythillon has

used *charm monster* on Styx, and convinced him that these workers are infringing on his territory and that they might have some good treasure to add to his hoard.

During combat, Styx hovers above the ground so that only a flying attacker is able to flank him. Initially it will use its breath weapon, not caring about harming the stirges. From then on it attempts to take out as many combatants as it can. If there is an opponent that is giving it a particular amount of trouble, its tactic is to hover upward an additional 5 feet and cast *true strike* defensively. On its next round it descends 5 feet and attacks the troublesome opponent with a full power attack (which should be +14). If Styx drops below half of his total hit points, he rages.

Development: After defeating the stirges and saving the work party, or at least a part of it, if the characters rested and arrived late, Captain Grimes (who is wounded if the characters were late) wants a full briefing on what happened.

CONCLUSION

Olowyn and his band have, of course, left their last known base of operations and moved deeper into the Dim Forest, at least for the time being. If the characters rescued the work crew, the characters' testimony exonerates the kidnapped members of the work crew, and they are restored to good standing. If the work crew was not rescued, scouts are sent to the Free Band's base and find only the work crew's bones. The ankheg(s) have eaten the work crew by now.

The debriefing takes much of the day, and the characters are offered an evening meal with Captain Grimes and a stay in the best accommodations that the work camp has to offer. Before the characters leave to be about their normal business, Captain Grimes approaches them and says the following (handing them *Player's Handout 2* at the proper moment):

"I sent a large armed party to scout out the elf encampment, but they found it deserted. They did find this missive, however, and I thought that you might want to take a look at it. The road should be safe, at least for now, so good luck and safe journey."

On the way back out of the Dim Forest the characters pass a wagon carrying Marget Follinder. She is coming out to see her grandson and to thank the characters, and give the characters their reward if they bargained with her. Driving the wagon is her long time friend, Jame Bartum. If the characters did not take payment from Marget, Jame offers them his Favor:

"You are good folks and have been good friends to Marget when she really needed some. I own a little store in Buxton's Crossing and any time you stop by and need something I have, let me know. I can't afford to give anything away, but I'll sell it to you at what it cost me to buy it. One good turn deserves another I always say."

With that Jame and Marget continue on their journey and the adventure is at an end.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value to each character.

Encounter 1: Hog Wild

Defeat the boar/dire boar/fiendish dire boar.

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP

Encounter 3: Investigation

Good roleplaying and investigation.

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP

Encounter 7: The Rescue

Defeat the ankheg(s).

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP

Encounter 8: A Flock of Stirges

Defeat the stirges/half-dragon stirges/dragon.

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP

Total Possible Experience

APL 2	300 XP
APL 4	540 XP
APL 6	780 XP
APL 8	1020 XP
APL 10	1260 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information

about the loot, coins, and magic items that make up the encounter's treasurer.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minute per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (that is., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold piece each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer*, or similar spell to determine what the item does, and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasures from each encounter add it up and that is number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the Gp Gained field of the adventure certificate.

TREASURE KEY:

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Encounter 1: Hog Wild

Sell the boar to Booris.

APL 2: L: 0; C: 50 gp; M: 0
APL 4: L: 0; C: 100 gp; M: 0
APL 6: L: 0; C: 200 gp; M: 0
APL 8: L: 0; C: 400 gp; M: 0
APL 10: L: 0; C: 700 gp; M: 0

Encounter 2: Little Old Lady

This money is only awarded if the characters refuse to work without being paid. If they accept the money, they do not receive the Favor of Bartum's General Store (be sure to cross it out on the Adventure Certificate).

all APLs: L: 0; C: 100 gp; M: 0

Encounter 7: The Rescue

Recover the treasure in the Grove of Lost Years.

APL 2: L: 0; C: 150 gp; M: 0
APL 4: L: 0; C: 300 gp; M: 0

APL 6: L: 0; C: 500 gp; M: 0
APL 8: L: 0; C: 850 gp; M: 0
APL 10: L: 0; C: 1450 gp; M: 0

Total Possible Treasure

APL 2: 300 gp
APL 4: 500 gp
APL 6: 800 gp
APL 8: 1350 gp
APL 10: 2250 gp

Special (appears on Adventure Certificate)

New Item

Masterwork Boar Spear: A character that takes Martial Weapon Proficiency in the longspear is also proficient in the boar spear (you do not need to take a separate feat to use the boar spear if you already have a feat for the longspear). The boar spear has a reach of 10 ft., and, when a ready action is used to set this weapon against a charge, you deal double damage if you score a hit against the charging target. Additionally, because of a crossbar just below the head of the spear, the charging target is stopped 10 ft. away, foiling the charge attack unless the creature has reach of 10 ft. or greater. *Frequency:* Adventure; *Requirements:* Craft (weaponsmith) 6 ranks. *Market Price:* 325gp; *Weight:* 10 lbs; *Damage:* 1d8; *Critical:* x3; *Type:* Piercing.

Favor at Bartum's General Store: Having done a tremendous service to Jame Bartum's life-long friend, Marget Follinder, Jame is eternally grateful to you. This character receives a 20% lifetime discount at Bartum's General Store in Buxton's Crossing. This discount applies only to those items carried by Bartum's General Store. Items carried are those listed on Table 7-7 in the *Players Handbook* (not including animals, saddles, barding or like supplies) and alchemical items listed on Table 7-9 in the *Player's Handbook*. Items may be purchased at Bartum's General Store after any scenario set in Gran March. Judges should cross this entry out unless the characters accepted the job from Marget Follinder without any other payment

Pixie Arrow of Forgetfulness: The character whose name appears on this Adventure Certificate has been affected by a pixie Arrow of Forgetfulness. The character has no memory of his or her life before being struck by the arrow. The character still retains, skills, languages, spells, and class abilities but forgets everything else until he or she is the successful recipient of a heal spell or has his or her memory restored via a limited wish, wish, or miracle spell. The Arrow of Forgetfulness can affect only one character per party so judges should cross this entry out on all other characters' Adventure Certificates.

Non-Certed Rewards

Commendation: This is given to any active duty or reactivated veteran character who successfully rescues the work crew from the Grove of Lost Years, and who

successfully defends the work camp against the stirge threat. If the characters were late in arriving to the work camp, this commendation is not awarded. A regional certificate will be issued for this commendation (please request the regional certificate file from the current Gran March Triad POC if you are running this module).

APPENDIX I: NPCS

ENCOUNTER 1: HOG WILD

APL 6 (EL 6)

➤ **Dire Boar, Advanced:** CR 6; Large animal; HD 11d8+33; hp 90; Init +0; Spd 40 ft.; AC 15 (touch 9, flat-footed 15); +15/+10 melee (1d8+12, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SA Ferocity; SQ Scent; AL N; SV Fort +10, Ref +7, Will +8; Str 27, Dex 10, Con 17, Int 2, Wis 13, Cha 8.

Skills: Listen +9, Spot +8.

SA: *Ferocity* (Ex): A dire boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying (see *Player's Handbook*).

APL 8 (EL 8)

➤ **Dire Boar, Advanced:** CR 8; Large animal; HD 15d8+45; hp 120; Init +0; Spd 40 ft.; AC 15 (touch 9, flat-footed 15); +18/+13/+8 melee (1d8+12, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SA Ferocity; SQ Scent; AL N; SV Fort +12, Ref +9, Will +10; Str 27, Dex 10, Con 17, Int 2, Wis 13, Cha 8.

Skills: Listen +9, Spot +8.

SA: *Ferocity* (Ex): A dire boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying (see *Player's Handbook*).

APL 10 (EL 10)

➤ **Fiendish Dire Boar, Advanced:** CR 10; Large magical beast; HD 15d8+45; hp 120; Init +0; Spd 40 ft.; AC 15 (touch 9, flat-footed 15); +18/+13/+8 melee (1d8+12, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SA Ferocity, smite good; SQ Scent, darkvision 60 ft., cold and fire resistance 20, damage reduction 10/+3; SR 25; AL NE; SV Fort +12, Ref +9, Will +10; Str 27, Dex 10, Con 17, Int 3, Wis 13, Cha 8.

Skills: Listen +9, Spot +8.

SA: *Ferocity* (Ex): A dire boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying (see *Player's Handbook*).

Smite Good (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD total against a good foe.

ENCOUNTER 3: INVESTIGATION

➤ **Corporal Jarow Low:** Male human Ftr1; CR 1; Medium-size humanoid (human); HD 1d10+5; hp 15; Init +2; Spd 30 ft.; AC 16 (12 touch, 14 flatfooted); Atk +4 melee (1d8+2/19-20, longsword); AL LG; SV Fort +4 Ref +2 Will +0; Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Ride +6, Spot +4, Listen +4; Alertness, Toughness, Weapon Focus (longsword).

Possessions: studded leather armor, small steel shield, longsword.

ENCOUNTER 4: WAS THAT A PIXIE?

➤ **Olowyn Aelanthyr (Free Band Leader):** Male elf Ftr4/Abj2/Bladesinger*6; CR 12; Medium-size humanoid (elf); HD 4d10+2d4+6d8+12; hp 76; Init +6; Spd 30 ft.; AC 26 (touch 20, flat-footed 16); Atk +15/+10/+5 melee (1d8+5+1d6(fire)/15-20, longsword) or +19/+14/+9 ranged (1d8+4/x3, mighty composite longbow); SA Spells, lesser spellsong, song of celerity; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, bladesong; AL CG; SV Fort +7, Ref +12, Will +8; Str 14, Dex 22, Con 12, Int 18, Wis 8, Cha 14.

Skills and Feats: Balance +21, Climb +9, Concentration +15, Hide +16, Jump +9, Listen +1, Move Silently +16, Perform (dance, lute, sing) +5, Search +6, Spot +6, Swim +9, Tumble +20; Combat Casting, Dodge, Expertise, Improved Critical (longsword), Mobility, Spring Attack, Scribe Scroll, Still Spell, Weapon Focus (longsword), Weapon Specialization (longsword), Whirlwind Attack.

Possessions: boots of elvenkind, eyes of the eagle, cloak of elvenkind, gloves of dexterity +4, headband of intellect +2, +1 flaming keen longsword, +2 mithral chain shirt of light fortification, +2 mighty composite longbow (+2).

Wizard Spells Prepared (5/4; base DC = 14 + spell level): 0 – detect magic, detect poison, mage hand, prestidigitation, resistance; 1st – jump, shield, spider climb, true strike.

Bladesinger Spells Prepared (4/4/3/1; base DC = 14 + spell level): 1st – expeditious retreat, shield, true strike (2); 2nd – blur, bull's strength, mirror image (2); 3rd – displacement, haste (2); 4th – improved invisibility.

Lesser Spellsong (Ex): When wielding a longsword in one hand (and nothing in the other), the bladesinger can “take 10” when making a Concentration check to cast defensively.

Song of Celerity (Ex): When wielding a longsword in one hand (and nothing in the other) and using the full attack action, the bladesinger can cast one bladesinger spell each round as a free action.

Bladesong (Ex): When wielding a longsword in one hand (and nothing in the other), the bladesinger gains a dodge bonus to his AC equal to his Intelligence bonus.

*See Appendix 2: New Rules for additional information.

➤ **Lythwyr (Lead Scout):** Male elf Rng3/Ftr2/Deepwood Sniper*4; CR 9; Medium-size humanoid (elf); HD 5d10+4d8+9; hp 63; Init +7; Spd 30 ft.; AC 24 (17 touch, 17 flatfooted); Atk +11/+6 melee (1d6+2/19-20, short sword) and +11 melee (1d6+1/19-20, short sword) or +18/+13 ranged (1d8+3+1d6(fire)/18-20/x4, mighty composite longbow); SA Favored enemy (humans), keen arrows, range increment bonus +10 ft./level, concealment reduction 10%, magic weapon, projectile improved critical +1, safe poison use, take aim +2; SQ Immunity to magic sleep spells and effects, +2 racial saving throw

bonus against Enchantment spells or effects, low-light vision; AL CG; SV Fort +4 Ref +5 Will +1; Str 14, Dex 24, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +8, Hide +25, Listen +10, Move Silently +25, Search +11, Spot +15, Wilderness Lore +10 (+20 tracking); Far Shot, Improved Critical (composite longbow), Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (composite longbow).

Possessions: boots of elvenkind, cloak of elvenkind, eyes of the eagle, gloves of dexterity +4, lens of detection, +3 mithral shirt, 2 +2 short swords, +1 flaming burst mighty composite longbow (+4).

*See Appendix 2: New Rules for additional information.

➤ **Rythillon Bakshar:** Male elf Enc6/Mindbender*6; CR 12; Medium-size humanoid (elf); HD 12d4+12; hp 49; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +6/+1 melee (1d8/19-20, longsword) or +8/+3 ranged (1d8/x3, longbow); SA Spells, telepathy, suggestion, mindread, beguile, friends forever; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL NE; SV Fort +8, Ref +6, Will +10; Str 10, Dex 14, Con 12, Int 26, Wis 10, Cha 12.

Skills and Feats: Bluff +14, Concentration +16, Diplomacy +15, Hide +12, Intimidate +9, Knowledge (geography) +9, Knowledge (history) +9, Knowledge (nobility and royalty) +9, Knowledge (the planes) +9, Knowledge (arcana) +9, Knowledge (nature) +9, Listen +2, Move Silently +12, Scry +11, Search +10, Speak Language (Abyssal, Ancient Suloise, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Halfling, Infernal, Orc, Sylvan, Terran), Sense Motive +20, Spellcraft +23, Spot +7; Extend Spell, Greater Spell Focus (Enchantment)*, Greater Spell Penetration*, Leadership, Martial Weapon Proficiency (longsword, longbow), Scribe Scroll, Spell Focus (Enchantment), Spell Penetration.

Possessions: boots of elvenkind, brooch of shielding, cloak of elvenkind, eyes of the eagle, gloves of arrow snaring, headband of intellect +4.

Spells prepared (5/7/7/6/6/4; base DC = 18 + spell level; 22 + spell level for Enchantment spells): 0 – daze (2), detect magic, mage hand, prestidigitation; 1st – charm person (2), color spray (2), shield, sleep (2); 2nd – glitterdust, mage armor (extended), mirror image, protection from arrows, see invisibility, Tasha's hideous laughter (2); 3rd – dispel magic (2), haste, hold person (2), misdirection (extended); 4th – charm monster, confusion, emotion, improved invisibility, rainbow pattern, stoneskin; 5th – dominate person, feeblemind, mind fog, nondetection (extended).

Rythillon precasts *mage armor (extended)*, *misdirection (extended)*, and *nondetection (extended)*. Note that Rythillon's caster level is that of a 10th level wizard. The *misdirection* spell indicates that Rythillon is a chaotic good male elf, as he used Olwyn as the template for the spell.

➤ **Gathin (Rythillon's Cohort):** Male elf Ill10; CR 10; Medium-size humanoid (elf); HD 10d4+10; hp 41; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +5 melee (1d8/19-20, longsword) or +7 ranged (1d8/x3, longbow); SA Spells; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL N; SV Fort +4, Ref +5, Will +7; Str 10, Dex 14, Con 12, Int 24, Wis 10, Cha 10.

Skills and Feats: Alchemy +20, Concentration +14, Hide +12, Knowledge (geography) +8, Knowledge (history) +8, Knowledge (nobility and royalty) +8, Knowledge (the planes) +8, Knowledge (arcana) +20, Knowledge (nature) +20, Listen +2, Move Silently +12, Scry +18, Search +9, Speak Language (Ancient Suloise, Common, Draconic, Elven, Sylvan), Spellcraft +20, Spot +7; Craft Wondrous Item, Extend Spell, Greater Spell Focus (Illusion)*, Improved Initiative, Martial Weapon Proficiency (longsword, longbow), Scribe Scroll, Silent Spell, Spell Focus (Illusion).

Possessions: boots of elvenkind, brooch of shielding, cloak of elvenkind, eyes of the eagle, gloves of arrow snaring, headband of intellect +4, scroll of Tenser's floating disk.

Spells prepared (5/7/7/6/5/4; base DC = 17 + spell level; 21 + spell level for Illusion spells): 0 – dancing lights, detect magic, ghost sound, mage hand, prestidigitation; 1st – color spray (2), mage armor, shield, silent image, Tenser's floating disc, ventriloquism; 2nd – alter self, glitterdust (2), invisibility, mirror image, protection from arrows, see invisibility; 3rd – dispel magic, displacement, invisibility sphere (2), major image, slow; 4th – hallucinatory terrain, improved invisibility, major image (silent), phantasmal killer, rainbow pattern; 5th – mirage arcane, rary's telepathic bond, shadow evocation, teleport.

Gathin precasts *mage armor*, see *invisibility*, both *invisibility sphere* spells, and *Rary's telepathic bond*.

➤ **Elven Archers (10):** Male elf Ftr4; CR 4; Medium-size humanoid (elf); HD 4d10+4; hp 32; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +7 melee (1d8+2/19-20, longsword) and +9 ranged (1d8+4/x3, mighty composite longbow); SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL CG; SV Fort +5, Ref +4, Will +1; Str 14, Dex 16, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +9, Jump +9, Listen +2, Search +2, Spot +2; Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Specialization (composite longbow).

Possessions: masterwork longsword, masterwork studded leather armor, masterwork mighty composite longbow (+2).

➤ **Elven Scouts (10):** Male elf Rng4; CR 4; Medium-size humanoid (elf); HD 4d10+4; hp 32; Init +3; Spd 35 ft.; AC 16 (touch 13, flat-footed 13); Atk +4 melee (1d8+1/19-20, longsword) and +4 melee (1d6/19-20,

short sword) or +8 ranged (1d8+1/x3, mighty composite longbow); SA Favored enemy (humans), spells; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL CG; SV Fort +5, Ref +4, Will +3; Str 12, Dex 16, Con 12, Int 10, Wis 14, Cha 10.

Skills and Feats: Hide +10 (+12 when shadowing somebody), Listen +4, Move Silently +10 (+12 when shadowing somebody), Wilderness Lore +9, Search +2, Spot +11; Dash*, Shadow*, Track.

Possessions: masterwork longsword, masterwork short sword, masterwork studded leather armor, masterwork mighty composite longbow (+1).

Spells available (1; base DC = 12 + spell level): 1st – entangle.

ENCOUNTER 7: THE RESCUE

APL 6 (EL 7)

➤ **Ankhegs, Advanced (3):** CR 4; Huge beast; HD 5d10+25; hp 65; Init –1; Spd 30 ft., burrow 20 ft.; AC 20 (touch 8, flat-footed 20); Atk +10 melee (2d8+13, bite); Face/Reach 10 ft. by 20 ft./10 ft.; SA Improved grab, acid, spit acid; SQ Tremorsense; AL N; SV Fort +3, Will +2; Str 29, Dex 8, Con 21, Int 1, Wis 13, Cha 6.

Skills and Feats: Listen +6

APL 8 (EL 9)

➤ **Ankhegs, Advanced (3):** CR 6; Huge beast; HD 9d10+45; hp 95; Init –1; Spd 30 ft., burrow 20 ft.; AC 20 (touch 8, flat-footed 20); Atk +13/+8 melee (2d8+13, bite); Face/Reach 10 ft. by 20 ft./10 ft.; SA Improved grab, acid, spit acid; SQ Tremorsense; AL N; SV Fort +11, Ref +5, Will +4; Str 29, Dex 8, Con 21, Int 1, Wis 13, Cha 6.

Skills and Feats: Listen +10

APL 10 (EL 11)

➤ **Ankhegs, Advanced (5):** CR 6; Huge beast; HD 9d10+45; hp 95; Init –1; Spd 30 ft., burrow 20 ft.; AC 20 (touch 8, flat-footed 20); Atk +13/+8 melee (2d8+13, bite); Face/Reach 10 ft. by 20 ft./10 ft.; SA Improved grab, acid, spit acid; SQ Tremorsense; AL N; SV Fort +11, Ref +5, Will +4; Str 29, Dex 8, Con 21, Int 1, Wis 13, Cha 6.

Skills and Feats: Listen +10

ENCOUNTER 8: A FLOCK OF STIRGES

APL 8 (EL 9)

➤ **Half-Dragon (green)/Stirges (10):** CR 2; Tiny dragon; HD 1d12+1; hp 13, 13, 12, 12, 11, 11, 10, 10, 9, 9; Init +4; Spd 10 ft., fly 40 ft. (average); AC 20 (touch 16, flat-footed 16); Atk +6 melee (1d3-4, touch) or +2 melee (1d3, bite) and -3 melee (1d2, 2 claws); Face/Reach 2½ ft. by 2½ ft. / 0 ft.; SA Attach, blood drain, breath weapon; SQ Low-light vision, darkvision 60 ft, immune to sleep and paralysis, immune to acid; AL LE; SV Fort

+3, Ref +6, Will +1; Str 11, Dex 19, Con 12, Int 3, Wis 12, Cha 8.

Skills and Feats: Hide +14; Weapon Finesse (touch).

Breath Weapon (Cone of Gas) (Su): Once per day the half-dragon may breath a 30-ft. cone of gas dealing 6d6 damage. Victims may make a Reflex save (DC 17) for half damage.

APL 10 (EL 11)

➤ **Half-Dragon (green)/Stirges (10):** CR 2; Tiny dragon; HD 1d12+1; hp 13, 13, 12, 12, 11, 11, 10, 10, 9, 9; Init +4; Spd 10 ft., fly 40 ft. (average); AC 20 (touch 16, flat-footed 16); Atk +6 melee (1d3-4, touch) or +2 melee (1d3, bite) and -3 melee (1d2, 2 claws); Face/Reach 2½ ft. by 2½ ft. / 0 ft.; SA Attach, blood drain, breath weapon; SQ Low-light vision, darkvision 60 ft, immune to sleep and paralysis, immune to acid; AL LE; SV Fort +3, Ref +6, Will +1; Str 11, Dex 19, Con 12, Int 3, Wis 12, Cha 8.

Skills and Feats: Hide +14; Weapon Finesse (touch).

Breath Weapon (Cone of Gas) (Su): Once per day the half-dragon may breath a 30-ft. cone of gas dealing 6d6 damage. Victims may make a Reflex save (DC 17) for half damage.

➤ **Styx (Juvenile Green Dragon):** Male green dragon Bbn2; CR 9; Large dragon; HD 16d12+48; hp 153; Init +0; Spd 50 ft., fly 160 ft. (poor), swim 50 ft.; AC 22 (touch 9, flat-footed 22); Atk +19 melee (2d6+4, bite) and +15 melee (1d8+2, 2 claws) and +14 melee (1d6+2, 2 wings) and +14 melee (1d8+6, tail slap); Face/Reach 5 ft. by 10 ft./10 ft.; SA Breath weapon, spells, cone of acid, rage; SQ Blindsight, keen senses, immune to sleep and paralysis, immune to acid, fast movement, uncanny dodge (Dex bonus to AC); AL LE; SV Fort +15, Ref +9, Will +11; Str 19, Dex 10, Con 17, Int 14, Wis 15, Cha 14.

Skills and Feats: Bluff +16, Concentration +17, Diplomacy +16, Knowledge (Dim Forest) +16, Knowledge (nature) +16, Listen +16, Search +16, Spellcraft +16, Spot +16; Hover, Flyby Attack, Power Attack, Weapon Focus (claw).

Blindsight (Ex): A juvenile green dragon can ascertain creatures by non-visual means (mostly hearing and scent, but also by noticing vibration and other environmental clues) with a range of 120 ft.

Keen Senses (Ex): A juvenile green dragon sees four times as well as a human in low-light conditions and twice as well in normal light. It also has darkvision with a range of 400 ft.

Breath Weapon (Su): A juvenile green dragon has one type of breath weapon, a 40 ft. long cone of corrosive (acid) gas, which inflicts 8d6 points of damage with a Reflex save (DC 20) for half.

Water Breathing (Ex): A juvenile green dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Spells: A juvenile green dragon knows and casts arcane spells as a 1st level sorcerer, gaining bonus spells for a high Charisma score.

Spells available (5/4; base DC = 12 + spell level): 0 –
detect magic, detect poison, ghost sound, mage hand; 1st –
mage armor, true strike.

Styx precasts *mage armor* on himself.

APPENDIX 2: NEW RULES

BLADESINGER AS PRESENTED IN *TOME AND BLOOD*

Bladesingers are elves who have blended art, swordplay, and arcane magic into a harmonious whole. In battle, a bladesinger's lithe movements and subtle tactics are beautiful, belying their deadly martial efficiency.

Mutliclass fighter/wizards are the most obvious candidates for the prestige class, although any elf who can wield a martial weapon and cast arcane spells can become a bladesinger. Bladesinger ranger/wizards, rogue/wizards, and even bards are not unknown.

Bladesingers command great respect in most elf communities, and NPC bladesingers usually serve as itinerant guardians and champions of the elf community at large.

Hit Die: d8

Requirements

To qualify to become a bladesinger, a character must fulfill all the following criteria.

Race: Elf or half-elf.

Base Attack: +5.

Concentration: 4 ranks.

Perform (Dance): 3 ranks.

Perform (Sing): 3 ranks.

Tumble: 3 ranks.

Feats: Combat Casting, Dodge, Expertise, Still Spell, Weapon Focus (longsword).

Spells: Ability to cast arcane spells of 1st level or higher.

Special: Proficiency with longsword.

Class Skills

The bladesinger's class skills (and the key ability for each skill) are Balance (Dex), Concentration (Con), Jump (Str), Knowledge (arcana) (Int), Perform (Cha), Spellcraft (Int), and Tumble (Dex). See Chapter 4: Skills in the Player's Handbook for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	1 st	Spells 2 nd	Per 3 rd	Day 4 th
1 st	+1	+0	+2	+2	Bladesong style	1	-	-	-
2 nd	+2	+0	+3	+3	Bonus feat	2	0	-	-
3 rd	+3	+1	+3	+3		2	1	-	-
4 th	+4	+1	+4	+4		3	2	0	-
5 th	+5	+1	+4	+4		3	2	1	-
6 th	+6	+2	+5	+5	Bonus feat	3	3	2	0
7 th	+7	+2	+5	+5		4	3	2	1
8 th	+8	+2	+6	+6		4	3	3	2
9 th	+9	+3	+6	+6		4	4	3	2
10 th	+10	+3	+7	+7	Bonus feat	4	4	3	3

Class Features

ALL THE FOLLOWING ARE CLASS FEATURES OF THE BLADESINGER PRESTIGE CLASS.

WEAPON AND ARMOR PROFICIENCY: BLADESINGERS GAIN NO PROFICIENCY IN ANY ADDITIONAL WEAPONS. THEY ARE PROFICIENT WITH LIGHT ARMOR BUT NOT WITH SHIELDS.

BLADESONG STYLE: WHEN WIELDING A LONGSWORD IN ONE HAND (AND NOTHING IN THE OTHER), THE BLADESINGER GAINS A DODGE BONUS TO AC EQUAL TO HIS INTELLIGENCE MODIFIER.

IF THE BLADESINGER WEARS MEDIUM OR HEAVY ARMOR, HE LOSES ALL BENEFITS OF THE BLADESONG STYLE.

BONUS FEATS: AT 2ND, 6TH, AND 10TH LEVEL, THE BLADESINGER GAINS A BONUS FEAT. THIS MUST BE A METAMAGIC FEAT OR A FEAT CHOSEN FROM THE FOLLOWING LIST: COMBAT REFLEXES, IMPROVED CRITICAL (LONGSWORD), IMPROVED DISARM, MOBILITY, QUICK DRAW, SPRING ATTACK, AND WHIRLWIND ATTACK.

Bladesinger Spell List

1ST LEVEL – *EXPEDITIOUS RETREAT, MAGE ARMOR, MAGIC WEAPON, SHIELD, TRUE STRIKE.*

2ND LEVEL – *BLUR, BULL'S STRENGTH, CAT'S GRACE, MIRROR IMAGE, PROTECTION FROM ARROWS.*

3RD LEVEL – *DISPLACEMENT, GREATER MAGIC WEAPON, HASTE, KEEN EDGE.*

4TH LEVEL – *DIMENSION DOOR, FIRE SHIELD, IMPROVED INVISIBILITY, STONESKIN.*

DEEPWOOD SNIPER AS PRESENTED IN *MASTERS OF THE WILD*

An arrow flies from a high mountain aerie, unerringly striking a paladin's mount. Expecting only a flesh wound, the paladin is stunned to watch his companion of many adventures crumple to the earth. This unfortunate knight has trespassed into the domain of the deepwood sniper, and he may not make it out alive.

A deepwood sniper is patient, careful, quiet, and deadly accurate. She is a stealthy, long-range terminator whose arrows sail accurately from much longer ranges than those of other archers. In addition, she has magical abilities to help her shafts fly true.

Because of their alertness, dexterity, patience, and affinity for the bow, elves of almost any character class make excellent deepwood snipers. For a long time, elves would train only those of their own race in these techniques, but more recently some half-elves, halflings, and humans have joined the ranks of the deepwood sniper.

Hit Die: d8.

Requirements

To qualify as a deepwood sniper, a character must fulfill the following criteria.

Base Attack Bonus: +5.

Skills: Hide 4 ranks, Move Silently 4 ranks, Spot 4 ranks.

Feats: Far Shot, Point Blank Shot, Weapon Focus (any bow or crossbow).

Class Skills

The deepwood sniper's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (bowmaking) (Int), Escape Artist (Dex), Intuit Direction (Wis), Hide (Dex), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), and Wilderness Lore (Wis). See Chapter 4 of the Player's Handbook for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+2	+0	Keen arrows, range increment bonus +10 ft./level
2 nd	+2	+0	+3	+0	Concealment reduction 10%, <i>magic weapon</i> , projectile improved critical +1
3 rd	+3	+1	+3	+1	Safe poison use
4 th	+4	+1	+4	+1	Take aim +2
5 th	+5	+1	+4	+1	Consistent aim 1/day
6 th	+6	+2	+5	+2	Concealment reduction 20%
7 th	+7	+2	+5	+2	Consistent aim 2/day, projectile improved critical +2
8 th	+8	+2	+6	+2	Take aim +4
9 th	+9	+3	+6	+3	Consistent aim 3/day
10 th	+10	+3	+7	+3	Concealment reduction 30%, <i>true strike</i>

Class Features

The following are class features of the deepwood sniper prestige class.

Weapon and Armor Proficiency: Deepwood snipers gain no weapon proficiencies. All weapon-related abilities of this prestige class apply only to projectile ranged weapons with which the character is proficient.

Keen Arrows (Ex): At 1st level, all projectiles the deepwood sniper fires behave as if they were keen weapons. Thus, a normal arrow fired by a deepwood sniper has a threat range of 19-20 instead of 20. This effect does not stack with any other keen effect.

Range Increment Bonus (Ex): With each level the deepwood sniper gains, the range increments of her projectile weapons increase by +10 feet (added after all multipliers). Thus, a 10th-level deepwood sniper who has the FarShot feat would have a 280-foot range increment with a heavy crossbow (120 feet x 1.5 + 100 feet).

Concealment Reduction (Ex): When the deepwood sniper reaches 2nd level, her miss chance against opponents with concealment drops by 10%. Thus, she has a miss chance of 10% rather than 20% against an opponent with one-half concealment. Her miss chance drops by an additional 10% per four deepwood sniper levels she gains thereafter, but this ability never reduces her miss chance against any opponent below 0%.

Magic Weapon (Sp): At 2nd level, the character can produce an effect identical to that of a magic weapon spell cast by a cleric of her deepwood sniper level. This ability is usable once per day on projectile weapons only.

Projectile Improved Critical (Ex): When the deepwood sniper reaches 2nd level, the critical damage multipliers of all her projectile weapons increase by +1. Thus, an arrow that normally deals damage x3 on a critical hit instead does x4 in her hands. When she reaches 7th level, these critical multipliers increase by an additional +1.

Safe Poison Use (Ex): At 3rd level, a deepwood sniper can use poison without any chance of poisoning herself (see Perils of Using Poison in Chapter 3 of the DUNGEON MASTER'S Guide).

Take Aim (Ex): A 4th-level deepwood sniper can gain a +2 bonus on her attack rolls against a stationary target by aiming carefully. Taking aim is a full-round action, and if the target moves more than 5 feet during that period, the bonus is lost. No additional benefit exists for spending more than 1 round aiming. This bonus increases to +4 at 8th level.

Consistent Aim (Su): Once per day, a 5th-level deepwood sniper can reroll one attack roll that she has just made with a projectile weapon. She must keep that result, even if it is worse than the original roll. She can use this ability twice per day at 7th level and three times per day at 10th level, though each use must relate to a different attack roll.

True Strike (Sp): At 10th level, the deepwood sniper can produce an effect identical to that of a true strike spell cast by a cleric of her deepwood sniper level. This ability is usable once per day on projectile weapons only.

MINDBENDER AS PRESENTED IN *TOME AND BLOOD*

Mindbenders seek to control the thoughts and dreams of others. From an early age, those destined to walk this path learn little tricks of manipulation to get their way. Later, they turn to spellcasting to enhance their already impressive skills at bluffing, intimidating, and otherwise dealing with people to their own advantage. Magic holds the promise of complete mental domination, and the mindbender realizes it spectacularly.

Spellcasters who take this prestige class give up advancing in caster level, but they instead gain ever-greater ability to alter and eventually command the will of others. Anyone who is ready to sacrifice magic for manipulation is a suitable candidate.

Mindbenders do not get on well with one another, as each attempts to assert his control over the rest. It is not unknown for one mindbender to secretly control another – such is considered the perfect front. Possessing the power to control others' minds doesn't ensure immunity to the same treatment.

Hit Die: d4.

Requirements

To qualify to become a mindbender, a character must fulfill all the following criteria.

Bluff: 4 ranks.

Diplomacy: 4 ranks.

Sense Motive: 4 ranks.

Feat: Leadership (see page 45 of the *DUNGEON MASTER'S Guide*).

Spells: Ability to cast arcane spells of 3rd level or higher.

Class Skills

The mindbender's class skills (and the key ability for each skill) are Animal Empathy (Cha), Bluff (Cha), Concentration (Con), Diplomacy (Cha), Innuendo (Wis), Intimidate (Cha), Knowledge (Int), Profession (Wis), Scry (Int, exclusive skill), Sense Motive (Wis), and Spellcraft (Int). See Chapter 4: Skills in *the Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	+0	+2	+0	+2	Telepathy, skill boost	+1 level of existing class
2 nd	+1	+3	+0	+3	Suggestion	
3 rd	+1	+3	+1	+3	Mindread	+1 level of existing class
4 th	+2	+4	+1	+4	Beguile	
5 th	+2	+4	+1	+4	Skill boost	+1 level of existing class
6 th	+3	+5	+2	+5	Friends forever	+1 level of existing class
7 th	+3	+5	+2	+5	Skill boost	+1 level of existing class
8 th	+4	+6	+2	+6	Dominate	
9 th	+4	+6	+3	+6	Mass beguile	+1 level of existing class
10 th	+5	+7	+3	+7	Thrall	

Class Features

All the following are class features of the mindbender prestige class.

Weapon and Armor Proficiency: A mindbender gains no additional proficiency in any weapon or armor.

Spells per Day: At 1st, 3rd, 5th, 6th, 7th, and 9th level gained in the mindbender class, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a mindbender, he must decide to which class he adds the new level for purposes of determining spells per day.

Telepathy (Su): At 1st level, the mindbender unlocks one of the most basic elements of his mental craft, gaining the supernatural ability to communicate telepathically with any creature within 100 feet that has a language.

Skill Boost (Ex): The mindbender is a consummate student of manipulation, be it magical or mundane. At 1st, 5th, and 7th level, he receives a +6 competence modifier on any of the following skills: Bluff, Diplomacy, Intimidate, and Sense Motive. The character can apply the entire bonus to one skill or split it among several, as he desires.

Suggestion (Su): At 2nd level, the mindbender can influence the actions of a living creature of size Large or smaller twice per day. Also called "pushing," this is a supernatural, mind-affecting ability that suggests a course of activity (limited to a sentence or two). A target within 100 feet must succeed at a Will save (DC 17) to resist the suggestion. The effect lasts until the target accomplishes what it was asked to do or after 6 hours, whichever occurs first. It is otherwise identical to the *suggestion* spell.

Mindread (Su): At 3rd level, the mindbender learns to read the surface thoughts of a living creature. Twice per day as a supernatural, mind-affecting ability, he can choose a target within 100 feet, which must succeed at a Will save (DC 17) to resist the effect. Reading the mind of a creature requires concentration but draws no attack of opportunity. Creatures of animal intelligence (Int 1 or 2) have simple, instinctual thoughts. The ability can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. The effect lasts for up to 10 minutes, or when the mindbender ceases concentration.

Beguile (Su): At 4th level, the mindbender can beguile any single living creature of size Large or smaller. Once per day as a supernatural, mind-affecting ability, he can choose a target within 100 feet, which must succeed at a Will save (DC 18) to resist the effect. The creature gains a +5 modifier on its saving throw if it is currently being attacked by the mindbender or his allies. Beguiling a creature is a standard action that does not draw an attack of opportunity. If successful, the creature regards the mindbender as its trusted friend and ally, as though under the effect of a *charm person* spell. It is not necessary to know the creature's language – the ability is exercised telepathically.

Friends Forever (Su): On reaching 6th level, mindbender tightens his mental control over others. A creature he has beguiled using that supernatural ability (see above) becomes his permanent friend, unless the mindbender does something obviously harmful to the creature or orders it to take an action that is suicidal or utterly against its nature (which breaks the friendship). This is a supernatural, mind-affecting ability. A mindbender can have only two such friends at one time. The effect is temporarily suppressed in the target is ward by *protection from evil*. It is permanently broken by a successful dispel magic against a caster level 14.

Dominate (Su): At 7th level, the mindbender can dominate any single living creature of size Large or smaller once per day. He chooses a target within 100 feet, which must succeed at a Will save (DC 19) to resist the effect. This is a supernatural, mind-affecting ability, creating a compulsion effect, and takes a standard action that does not draw an attack of opportunity. The effect lasts for 3 days. It is otherwise identical to the *dominate person* spell.

Mass Beguile (Su): On reaching 9th level, the mindbender can extend his influence to several beings. Once per day, he can use his beguile ability (see above) against a number of appropriate targets whose combined Hit Dice do not exceed 40. This is a supernatural, mind-affecting ability that can be used in addition to beguiling a single creature. If more potential targets exist than the mindbender can affect, he chooses them on at a time until he exceeds the Hit Die limit.

Thrall (Su): At 10th level, the mindbender's mental mastery reaches its pinnacle. Any creature that he has dominated (see above) becomes his permanent thrall. A mindbender can have only one thrall at a time. A *protection from evil* spell does not interrupt this influence, but it can be permanently broken by a successful dispel magic against caster level 18.

DASH [GENERAL] AS PRESENTED IN *SONG AND SILENCE*

You move faster than normal for your race.

Benefit: If you are wearing light armor or no armor and are carrying a light load, your speed is 5 feet faster than it normally would be.

GREATER SPELL FOCUS [GENERAL] AS PRESENTED IN *TOME AND BLOOD*

Choose a school of magic to which you already have applied the Spell Focus feat. Your magic spells of that school are now even more potent than before.

Prerequisite: Spell Focus.

Benefit: Add +4 to the DC for all saving throws against spells from the school of magic you select to focus on. This supercedes (does not stack with) the bonus from Spell Focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

GREATER SPELL PENETRATION [GENERAL] AS PRESENTED IN *TOME AND BLOOD*

Your spells are especially potent, defeating spell resistance more readily than normal.

Prerequisite: Spell Penetration.

Benefit: You get a +4 modifier on caster level checks to beat a creature's spell resistance. This supercedes (does not stack with) the bonus from Spell Penetration.

SHADOW [GENERAL] AS PRESENTED IN *SONG AND SILENCE*

You are good at following someone surreptitiously.

Benefit: You gain a +2 competence bonus on Hide and Spot checks made while following a specific person.

PLAYER'S HANDOUT 1

There is a strange voice in your head that you cannot seem to resist. It says that the elves are evil (and you believe it). It says that this trial is a mockery and you should treat it like one (and you agree). It prompts you to speak out against the elves and their forest (and you do). Stand up and read the following out loud like you honestly mean it. Show no other sign that anything is wrong and do not try to counter what you are saying by continuing to speak afterwards.

It's true that we are allied with the Gran March military, and I don't care if they cut this whole forest down. In fact, I hope that they do. This forest is a haven for outlaws and criminals like you stinking elves. If cutting down the forest means getting rid of the likes of you, I'm all for it!

PLAYER'S HANDOUT 2

To those who would destroy the forest: Beware. We whose life and magic is tied to the trees will stand by and observe your butchery no longer. We will defend the forest; we will re-awaken the eldritch magic of flora and fauna until the very ground rebels at the tread of your boots. You will not find your work so easy when the forest itself rises against your blades. Tread the forest with care, for new guardians have come and we will brook no more of your shortsighted folly.

Olowyn Aelanthyr
Leader of the Free Band
Protector of the Dim Forest

CRITICAL EVENTS SUMMARY

Please deliver this critical events summary at the premiere convention when you turn in your scoring packets. After the premiere, please e-mail the results to Michael Eshleman, Gran March Point of Contact, at greysector@hotmail.com

Did the characters save Jarin? Yes / No

Did the characters trust Smyrlith and voluntarily fail their save vs. the mind fog? Yes / No

Please indicate the player name, character name, and RPGA number of the character dominated by Rythillon:

Were any of the pixies harmed or killed by the characters? Yes / No

Did the characters rescue the missing workers? Yes / No

Were any of the workers left behind or killed? Yes / No

If so, which workers and what happened to them?

Please indicate the player name, character name, and RPGA number of any characters captured by the Free Band during or after Encounter 6:

Were the characters late in arriving at the work camp? Yes / No

Did the characters successfully defend the work camp against the attack? Yes / No

Please indicate the player name, character name, and RPGA number of any characters affected by a pixie Arrow of Forgetfulness:

PREMIERE ONLY: *Please describe anything truly noteworthy, scenario-affecting or campaign-affecting that happened during the course of the module.*

ENLISTING THE ICONIC

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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