

VEL1-o8

BODACH INVASION!

A One-Round D&D LIVING GREYHAWK[®]

Veluna Regional Adventure

Version 1.0

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A village in crisis can you solve the mystery and turn the tide of the Bodach Invasion! An adventure for characters level 3-8.

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

PREPARATION

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

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

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

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

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

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

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

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

SCORING

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

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

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

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

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

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

DETERMINING AVERAGE PARTY LEVEL (APL)

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

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

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

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

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

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

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

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

IS IT A FULL MOON?

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

LIFESTYLE

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

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

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

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

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

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

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

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

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

ADVENTURE SUMMARY AND BACKGROUND

A young wizard and druid, Aria and her monk lover and protector Fen Ra, chose a remote mountain cave for study, work and meditation. Together, they have expanded the cave, adding several rooms and work areas. Aria has been trying to scry upon a rival wizard in the area for some time to steal his necromantic undead creation process. Three months ago, a small earthquake interrupted an attempt at scrying. Since then, starting at moonrise, the pool she used for the scrying has sprouted Bodachs at a terrifying rate. The spell she could use to fix her pool must be cast at midnight. For the last three months she's not had any success in her efforts to fix the pool.

Aria annoyed at the interruption in her work, locks the pool room up. The Bodachs build up in the room where they are released just before midnight when Aria

tries again to fix the pool. She chases them out of her cave abode with a variety of magic missiles and pyrotechnic spells. They spill out of the cave mouth and down the smooth hillside into the river at the bottom. They swim downriver (much like lemmings) until they smell a source of food—this usually is the village of Timlt—at which point they attempt eat everything in sight. Roughly 50-100 Bodachs per night have been showing up in Timlt between 4-5am.

Timlt, desperate for a solution, has sent a representative, Sallid, to Whitehale (their liege lord) to secure help. Sallid has pled his case to everyone and anyone that will listen. Starting with the city government, he's attempted to convince them that Timlt is being invaded by Bodachs. The city asked the local mages' guild to investigate. The mages did some research and found that rich mages and a few other powerful persons keep Bodachs as exotic pets. Usually persons that do a great deal of extra-planar travel. They concluded that since Bodachs are small and basically harmless with no way to reproduce, having no reproductive organs, that there would be no way to have an invasion on any scale.

The city government, believing the mages, asked Sallid to leave. They decreed that he must be mistaken and should get more information before wasting more of their valuable time. Sallid was despondent upon hearing this. He begged the government (representatives?) to come to Timlt and investigate. They refused stating that more important issues must be dealt with first. Sallid continued to plead until he was bodily throw out of the building, literally running into the PCs in the street.

Notes for the DM: It's important to keep track of what time of day or night it is. This will determine where Aria and her companion are as well as determine where and how many Bodachs there are in the pool room. See appendix 1 for time tracking chart.

INTRODUCTION

The PCs find themselves in the northern city of Whitehale. For whatever reason (this should be left up to the PCs) they are just headed into town when our adventure starts.

INTRODUCTION:

It has been a quiet week in the town of Whitehale. The town has been busy with the moving of the Knights of Whitehale to their new home at Castle Sepher but other then that nothing has sparked your interest as of yet.

ENCOUNTER 1: THE BEGINNING

Walking past the City Council building on the way into town, the double doors SLAM unexpectedly open and two guards

forcibly throw a middle-aged peasant farmer down the three steps to the street where he rolls to a stop at the party's feet. Quickly picking himself up with a shaky bow he says: "Please excuse me your lord and ladyships. I didn't mean to bother you." Taking second look at the party a pleading look settles upon his worn face. "Please listen to me for a moment great and powerful warriors. I come from a small village in dire need of your help. We are being overrun by an invasion of Bodachs. While they aren't much of a cause for alarm in small numbers, we've been getting 50 to 100 a night for the past three months! They threaten to destroy our whole village. Please...Please help us. I can offer a wagon ride to Timlt and some provisions from our general store for your time. Will our help us?"

The PCs happen into Sallid as he is being thrown out of the City Council building. Sallid is a middle-aged man roughly 5-foote 10 inches at 165 lbs. dressed as a poor peasant farmer. He has a desperate look on his face.

Other things Sallid knows:

About the town of Timlt: it's roughly a day and half first by wagon then upriver by barge. Timlt is a small poor trading village near the border of Veluna. The population is 250 persons. It lies on the south shore of the Velderdyva River; further north of the river is the start the Yatil Mountains. The only remarkable features are the well-stocked general store and a church of Rao.

Sallid has offered all that the village has to offer. Upon reaching the village the mayor can offer the services of a cleric of Rao to help heal the PCs if the need should arise.

Sallid's description of a Bodach,

"Small, about eighteen inches tall, fur that ranges in color from light brown to black. They love to eat and play pranks. Not being nearly as smart as a human they can be caught after a chase and we put them out of the village, but each one is an exhausting battle."

☞ **Sallid:** Male human Com1.

HELPING OUT

If the PCs do any type of research or have contacts in the mages guild they'll find out that there are a few Bodachs in major cities such as Mitrik as pets for mages that do extra-plainer research. They seem to be harmless creatures that have the intelligence of 5. They are sexless and cannot reproduce (or have never been bred in captivity). No one seems to know where they come from. If the PCs have access to a person with a Bodach they'll see exactly what Sallid describes.

ENCOUNTER 2: THE VILLAGE OF TIMLT

See Map A. The ride to Timlt is uneventful and should give ample opportunity for the PCs to get to know each

other. Sallid will be happy to answer questions about the Bodachs (he knows almost nothing) and about Timlt and farming in that area.

The PCs are shown to a small-whitewashed building at the far end of town that is the local parish for the Church of Rao. Human Bishop Camby and Gnome Mayor Tilken take dinner with the PCs and explain the situation. Mayor Tilken speaks:

"Thank you so much for coming. Our village is being overrun by Bodachs. They have been showing up in hordes the last three months. They seem to be coming from upriver, but don't appear to be water creatures. They wash up on the shore around dawn, shake themselves off and head for the nearest source of food. They then make a nuisance of themselves by eating everything in sight and playing pranks and causing trouble. The first few that showed up found homes with the local children, but when more showed up and it was figured out that they ate everything and anything they were immediately dropped off outside of town to fend for themselves. At this point it became impossible to tell if there were new ones showing up or the old ones returning after being put out of town. Everyday a squad of townspeople round up every one they can and set out to let them loose as far from town as possible, but there are always more the next day. As the saying goes, 'A single Bodach is not the problem. One hundred or one thousand Bodachs is the problem.' We need you to find the source of the Bodachs upstream and stop them or divert them from coming to Timlt."

The only thing more that Mayor Tilken can the group is that they show up floating downriver in hoards around 4-5am.

The town can provide up to a max of 100gp per person worth of credit at the local general store for supplies for the trip.

The Bishop can corroborate the Mayors story and has the same information as Sallid and the mayor about the situation.

Average townsperson knowledge of Bodachs:

The average person in town looks worn out and sleep deprived. They all carry a large sack with nothing in it (for catching Bodachs). The townspeople are very happy to see the PCs, but are so tired from trying to get their normal work done and catch Bodachs during the night that they can hardly stay awake. The most the people can tell the PCs is that the Bodachs showed up about three months ago and started eating everything in site. Since then they get up at 4am to catch and bag Bodachs as they float downstream and get out of the river.

Any kind of interaction with the villagers should lead the PCs to investigate upriver for the appearance of Bodachs.

☞ **Sallid:** Male human Com1.

☞ **Mayor Tilken:** Male human Com3.

☞ **Bishop Camby:** Male human Clr3 (Rao).

THE VILLAGE OF TIMLT – SEE MAP A

The village consists of a muddy road that leads south away from the river. Along this road is the general store (1.), opposite the church of Rao (2.), further south is the local travelers tavern (3.) and inn across the street is a small stable (4.). The only other building in town of note at the furthest southern reaches of the village is the town hall (5.). A large one and half story rib frame building commonly used in rural communities for general town meetings and events. There are several wooden residence structures interspersed between these landmark buildings.

The town generally looks as if it's been through a siege. Windows are boarded up on all of the homes and storefronts.

From interactions with people in the village the PCs should begin to get the picture that they need to work their way upstream to see where the Bodachs are coming from. A resourceful PC will probably wait until they could see a Bodach and examine it. Any person in the village can provide the PCs with a dead Bodach. A wilderness lore check (DC 5) will note that they don't look like good swimmers. If the PCs wait until the next night for the Bodach attack and catch a Bodach they'll also notice that it seems to be worn out from swimming and will attempt to eat almost anything (including a PC if possible).

A - General Store

A warehouse structure with a storefront facing the street. A tired looking man and wife named Walman and Rita Ricecan own the trading post and while tire look happy to see the party.

As almost all barge traffic and adventuring traffic heads through this area before heading out into the mountains. The general store will have all items in the PHB under 200 gp for sale at the listed prices. The PCs should be allowed to purchase any items that they need or have the gp or credit to purchase.

B - Church of Rao

A small-whitewashed stone church houses the local parish of Rao.

Bishop Camby preaches here regularly to a congregation consisting of the entire town. If asked he has two potions of Cure Light Wounds for sale at 50gp each and will take the town credit the mayor gave the PCs.

C – Inn of the Shallow Bog

The town tavern is a comfortable well built one story stone and wood building with a large common room on the first floor with tables and booths for a little privacy.

The mayor owns the tavern and runs it with the help of his grown sons and wife. There is a common sleeping

room on the first floor and a few private rooms are available on the third floor. All prices for room, food and drink are listed in the *Player's Handbook*.

D – Stable

A small stable across the street from the inn. It can hold eight horses inside and eight more in a corral behind.

E - Common Building

A one and half story building that is used for town meetings and other town wide events.

ENCOUNTER 3: TRAVELING UPSTREAM

Following the river upstream was not as easy as you had thought starting out. Just west of the village the river narrows and becomes swifter and the banks become higher on either side as it cuts its way through the foothills.

A one-day travel on foot upriver will lead the PCs to a point where the hillside on the far bank is clear of trees, grass, and bushes. The hillside is really more of a mudslide with an odd rock out cropping near the top. A closer examination of the mud shows tracks. A Wilderness Lore check (DC 15) will show the tracks to be from Bodachs.

Development: Those camped out across from the mudslide will witness an amazing sight. At 11 and one half bells at night a series of small explosions starts with matching colored lights and other odd noises from a not previously obvious entrance in the rock outcropping. Followed shortly (5 minutes) by a veritable flood of Bodachs that come surging out of the entrance in the rock sliding down the hillside and into the river. Just before midnight all is quiet again from the entrance.

PCs watching the river during the day will not notice anything interesting. If PCs are aware/awake, and are watching the river after midnight there can be seen a veritable plethora of Bodachs floating down stream, paddling their little hearts out. If the PCs camp near the river (DM's discretion) during the night several Bodachs smelling the food of the PCs and the PCs will stop and investigate in the middle of the night. There the Bodachs will attack trying to take food from the PCs, over run them, eat the PCs and/or eat their own dead (yuck!).

ALL APLS (EL 4)

👉 **Bodachs, Common** (4): hp 15, 16, 13, 14 – See Appendix 2

Tactics: These Bodachs have been swimming some, lost their armor, and are tired and very hungry they are in a hungered frenzy when they attack. They will attempt trip opponents and several will swarm over and then eat them without regard for attacks against them. Up to five can

swarm over one opponent before others will attempt to trip another opponent.

Further travel past this point shows a sudden cessation of Bodach damage to the wildlife; and finally, an open farmland untouched by hungry Bodachs. Half a day more travel will lead them to a point where the trees end and grassland begins. Also, those watching at night for Bodachs will notice that beyond the mudslide the Bodachs no longer appear at night.

ENCOUNTER 4: THE CAVE

See Map C.

A. The Cave Entrance

The entrance to the cave is not difficult to find (DC 10 or DC 5 if Bodachs were seen coming down the hillside). The cave itself is fairly nondescript about 40x20 in an irregular shape. Most of the cave has been blackened by fire of some sort. In the far back corner is a secret door (DC 20) that leads into further into the hillside. If the alarm on the door isn't deactivated the guards in the next room will be on alert.

🔒 **Secret Door:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18.

🔔 **Alarm Trap on Secret Door:** Disable Device (DC 20).

B. Storage Room

This 20-foot by 40-foot room is filled with crates, barrels and empty sacks. All are patched up and look to be quite worn and in some cases even gnawed looking. A door on the far wall in the south corner seems to be the only exit from the room.

Dire weasels wait for the PCs here. They are the trained pets of Fen Ra. He is so far into the caves to hear any combat and the weasels are trained to attack any they do not recognize.

If the PCs didn't disarm the alarm the dire weasels will attack when the PCs reach the center of the room. If the PCs aren't taking any precautions to be quiet the dire weasels will attack when the PCs first entering the room. If the PCs are quiet they'll attack when the far door is opened.

APL 4 (EL 5)

🐭 **Dire Weasels** (4): hp: 13, 12, 14, 15; see *Monster Manual* page 56.

APL 6 AND 8 (EL 6)

🐭 **Dire Weasels** (8): hp: 13, 12, 14, 13, 15, 14, 12, 16; see *Monster Manual* page 56.

Tactics: If the PCs didn't disarm the alarm the dire weasels will attack when the PCs reach the center of the room. If the PCs aren't taking any precautions to be quiet the dire weasels will attack when the PCs first entering

the room. If the PCs are quiet they'll attack when the far door is opened.

C. Living Room

This 30-foot by 30-foot room at one point might have been a living room. Couches, small tables and chairs are strewn about the room looking as if they have been mauled and chewed by a pack of dogs or wild animals. Wall hangings are in place, a few have tears in them and the bottom edges are tattered. The door in the center of the north wall has taken a beating, but has held up under the strain. It appears at one point there was a door in the east wall in the southern corner, but all that's left is a doorframe.

There is nothing of value in this room. A tracking check (DC 20) will show that Bodachs did the damage. Most of the damage is from waist height down, although some is farther up. The door to the north is locked (DC 20).

D. Kitchen

This 20x20 room was once a kitchen, but hasn't served that role in a long while. This room is even more damaged than the others. Cabinets that half-hang on the wall look to have been plundered with great force. There isn't a scrap of food to be found anywhere and it looks that anything that wasn't metal has been chewed into uselessness.

Because of the Bodachs exit path the secret door on the east wall in the south corner is easy to find (DC 5). The room contains nothing really useful. The only thing left are metal implements found in a kitchen, pots, pans, kitchen knives with no handles, not even anything big enough for a small club.

E. The Bedchamber

Outside bedroom the door:

The door to this room is devoid of the damage that was obvious on the outside of the living room door.

🔔 **Poisoned Gas Trap 10-foot Radius:** CR 1/2; dmg (1d6) plus poison (1d4 Con); Fort save resists (DC 14); Search (DC 21); Disable Device (DC 20). The trap does go off if the door is bashed in.

If it's between evening and midnight Aria and Fen Ra are in the bedroom working and will most likely hear the PCs unless they take care to be really quiet. If caught unaware Aria will be studying at the desk and Fen Ra will be meditating on the bed. See the Pool Room encounter for info about Aria and Fen Ra.

If it's over an hour after midnight but before morning Aria and Fen Ra will be sleeping and the PCs will not be heard unless they are noisy in the hallway (Aria Listen check at DC 20).

See G1 if the PCs encounter Aria and Fen Ra here for tactics and attitudes.

If it's between sunrise and evening, or the hour after midnight the room is unoccupied and read the following.

Inside the room:

This 20-foot by 30-foot chamber appears to be a bedchamber. A large four-poster bed is here, along with two dressers, chair and a small desk in the corner. To one side of the room is a small kitchen shelf unit stuffed with food.

Inside the first dresser are robes for a wizard of small stature. The second contains several sets of loose fitting garments/robes that could fit any medium sized humanoid. The desk contains nothing of interest except of one locked drawer (DC 20 or bash the desk). That drawer contains 35gp, a 100gp diamond, and a masterwork silver dagger.

F. The Garden

The passageway opens into rough irregular cavernous room roughly twenty-five feet in diameter. There is natural light from some sort of opening in the rock high above. Most of the room is a well-tended garden with a path through the middle leading to a natural passageway in the north.

The garden is filled with many of the plants that Aria needs for her spells. Many of the plants (90%) are poisonous plants that should not be consumed by PCs. A druid or ranger should easily (DC 5) be able to tell that most of the plants are poisonous.

When the PCs reach the other side of the room they'll see the following:

At the far end of the passage from the garden is an odd large iron bound door with a similarly large odd lock in the center.

The lock on the door is at DC 25.

G. Pool Room

If it's between evening to midnight or between the hour after midnight and sunrise see G2 otherwise see G1.

G1. Pool Room Occupied

This room is forty feet in diameter lit from above by a continual flam spell. The most outstanding aspect of the room is a four-foot in diameter silver pool in the center of the room.

Unless the PCs have taken care to be extremely quiet they should find an annoyed, lawful neutral Elven wizard 7th/druid 1st Aria and her 4th level lawful neutral monk body guard Fen Ra, waiting for them in front of a four foot silvery pool.

Aria will speak before any of the PCs have a chance to start combat.

"What is it that you want from my home ... intruders?"

Development: At this point the PCs have a choice. They can foolishly attack or they can parley. If the PCs attack Aria will still try to speak with them during the first few rounds of combat in order to try to ascertain who they are and why they are attacking. After that they will fight to

the death defending their home. (See stats for Aria and Fen Ra).

➤ **Aria, female half elf Wiz7/Drd1:** CR 8; Medium-size humanoid; HD 7d4+1d8+8; hp 35; Init +2; Spd 30 ft.; AC 12 [touch 12, flat-footed 10]; Atk +3 melee (1d6/18-20, scimitar); SA Spells; AL LN; SV Fort +5, Ref +4, Will +9; Str 10, Dex 14, Con 13, Int 18, Wis 14, Cha 10.

Skills and Feats: Concentration +12, Heal +6, Hide +4, Knowledge (arcane) +8, Knowledge (nature) +9, Knowledge (the Planes) +6, Listen +7, Move Silently +4, Scry +10, Spellcraft +4, Spot +6, Swim +1, Tumble +6, Wilderness Lore +3; Brew Potion, Combat Casting, Dodge, Scribe Scroll.

Languages: Celestial, Common, Draconic, Druidic, Elven, Infernal, Undercommon.

Equipment: Wand of fireball (3 charges), sphere of Mookber, +2 dagger.

Spells Prepared (arcane) (4/5/4/3/2; base DC = 14 + spell level): 0—daze (x2), ray of frost, ghost sound; 1st—burning hands (x2), expeditious retreat, hold portal, mage armor; 2nd—bull's strength (x2), continual flame, mirror image; 3rd—dispel magic, fireball (x2); 4th—fear (x2).

Spell Prepared (divine) (3/2; base DC = 12 + spell level): 0—flare, guidance, virtue, 1st—magic fang, obscuring mist.

➤ **Fen Ra, male human Mnk4:** CR 4; Medium-size humanoid; HD 4d8; hp 23; Init +5; Spd 40 ft.; AC 16 (touch 16, flat-footed 11); Atk +4 melee (1d8+1, unarmed strike); SA Unarmed strike, flurry of blows, stunning attack; SQ Evasion, still mind, slow fall (20 ft.); AL LN; SV Fort +4, Ref +9, Will +5; Str 12, Dex 20, Con 10, Int 11, Wis 12, Cha 10.

Skills and Feats: Climb +5, Escape Artist +9, Heal +2, Hide +9, Jump +4, Listen +4, Move Silently +9, Spellcraft +1, Spot +1, Swim +3, Tumble +11, Wilderness Lore +1; Combat Reflexes, Deflect Arrows, Dodge, Mobility.

Languages: Common.

Tactics: If forced to fight Aria and Fen Ra work well as a team. For the first few rounds of combat Aria will try to get the PCs to parley. After that they fight to the death to defend their home.

If not combat see below:

Once she sees the adventurers, Aria is interested in conversation (NOT combat) with the PCs and will attempt to head off anything that will start combat. She will explain the following to the PCs about herself and the Bodachs.

"Fen Ra and I built this place several years ago so that I could pursue my studies and he a quiet place to meditate. Three months ago, a small earthquake interrupted a scrying attempt I was making. Since then starting at moonrise the pool I use for the scrying has sprouted Bodachs. I have a spell I think would fix the pool, but it must be cast at midnight. I have been locking them all in this room and then chasing them out just before midnight to try again to fix the pool. I'm afraid that it's nearly destroyed my home. I believe that I know how to close the gate,

but it requires going through the gate to use this device." She brandishes a small copper colored sphere with a few oddly shaped points on it.

What she's not telling the PCs is that she's has been trying to scry upon a rival wizard in the area for some time to steal his undead creation process.

When asked about the sphere that closes the pool she replies:

"The Sphere of Mookber can close the gate, but it requires that I go and face the Bodach king in the land of the Bodachs through the pool. Fen Ra has been trying to hold them off while I work the with the device, but so far we haven't had any success and each time there are more of them attacking us. Fen Ra was injured a week ago and I've been tending his wounds hoping we could try again sometime soon.

If you would work with me, step through the pool and hold off the bodachs for a few seconds while the device acclimates itself and closes the gate, I would have a much better chance. I will be unable to help you while I'm tending the device and must not be disturbed or we'll be expelled back into the pool room and possibly injured."

G2. Pool Room with Bodachs

A listen check at the door (DC 15) will give scratching noises behind the door.

This room is forty feet in diameter lit from the center of the room with a continual flame spell. Just as you get the door open you are rushed by a horde of Bodachs!

The Bodachs will attack and attempt to eat the PCs because there is no other food available. The PCs should be required to chase several of the little buggers around to show how hard they are to catch (Opposed Dex checks).

APL 4 (EL 4)

☛ **Bodachs, Common** (4): hp 15, 16, 13, 14; See Appendix 2.

APL 6 (EL 6)

☛ **Bodachs, Warrior** (4): hp 34, 31, 36; See Appendix 2.

APL 8 (EL 8)

☛ **Bodachs, Warrior** (7): hp 34, 31, 36, 32, 38, 33; See Appendix 2.

Tactics: Common Bodachs are in a hungered frenzy when they attack. They will attempt trip opponents and several will swarm over and then eat them without regard for attacks against them. Up to five can swarm over one opponent before others will attempt to trip another opponent.

After the battle read this description of the room:

This room is forty feet in diameter lit from above by a continual flame spell. The most outstanding aspect of the room is four feet in diameter silver pool in the center of the room.

The pool itself will do nothing until the sphere of Mookber is used correctly on it.

ENCOUNTER 5: TO FACE THE BODACH KING

Aria will make preparations for using the sphere. She will also chase out any bodachs that build up in the pool room.

If the PCs look like they're going to need the help Fen Ra can go with the group otherwise he'll wait behind in the pool room and ready himself to help anyone that comes back. Read the following when the PCs get ready to go into the pool.

Aria walks to the edge of the pool and makes some adjustments to the sphere that will open the pool for two-way translocation. "We're ready! Once we reach the land of the Bodachs I cannot be disturbed. All of my attention will be focused on the Sphere of Mookber. You MUST hold them off for just a few minutes."

After entering the pool you feel a momentary uneasiness as the silvery water closes about your head, with a slight jerk you surface at the edge of a small 20' in diameter silvery pond. All around you is a grey mist obscuring view after 60 ft in every direction. The light seems to come from everywhere with enough to see but not casting shadows. You are sure that you would be lost forever in the mist if you were to get out of site of the pond.

As your companions are surfacing, you hear the muffled sounds of a cart as it rolls into view ahead. It is pulled by two small horses, driven by the biggest Bodach you've ever seen!

"Fools!" he calls out, "Did you think we were defenseless? Did you think that we would not know when you entered our realm? Now we shall kill you all, especially the nature wizard that seeks to close our portal to freedom! Attack!"

From the back of the cart jump a group of slightly large ugly heavily armed Bodachs.

The spell Aria casts takes thirty seconds (five combat rounds) to acclimate the sphere and activate it. The main goal here will be protecting the Aria, not necessarily beating the Bodach king and his minions. Once the spell is cast the party may escape from through the portal they came through. Aria will announce that the spell is completed and will leave after that. The PCs may stay and finish the battle and collect equipment or follow her as they desire.

If Aria is interrupted (she does get a Concentration check) the entire party is sucked back through the pool (insert huge sucking noise here) all party members take 1d6+1 dmg and must make a will save at (DC 20) or be dazed for 3 rounds. Also, 1d4+1 warrior Bodachs are sucked through with the party. Remember Fen Ra could be waiting here and can help the party if need be. Otherwise he will tend to Arias needs first and then the

party. Aria can try to use the sphere again and again if need be.

If a PC gets close to being out of sight of the pond remind them that to wander off into the mist would mean being lost forever in the land of the Bodachs which would mean starvation or death at the hands of other even worse creatures.

If the party beats all of the minions they are allowed to collect weapons and armor from the dead Bodachs.

If Aria is killed then the PCs will need to find another way to destroy the cave. Aria and Fen Ra planned for this problem and he knows how to collapse the pool room in destroying the pool and the gate.

APL 4 (EL 4)

The Bodach King will not enter combat unless the battle versus his two warriors is going south fast. He would prefer to hang back unless he believes only his intervention will stop the gate from closing.

🗡️ **Bodachs, Warrior** (2): hp 34, 31; See Appendix 2

APL 6 (EL 6)

🗡️ **Bodach, King** (1): hp 53 – See Appendix 2

🗡️ **Bodachs, Warrior** (2): hp 34, 36; See Appendix 2

TIER FOUR: (EL 8)

🗡️ **Bodach, King** (1): hp 53; See Appendix 2

🗡️ **Bodachs, Warrior** (6): hp 34, 31, 36, 33; See Appendix 2

Tactics: Warrior Bodachs will attempt trip opponents and attack them while there down.

CONCLUSION

If the PCs succeed in holding the Bodachs off until Aria is finished then Fen Ra will reward them with a Falchion +1. Aria will also reward the PCs with her masterwork silver dagger only if they have not already taken it. If they stole it from her room already then she will demand it back and will keep it. Remember they either get the Falchion +1 from Fen Ra or they collect it from killing the Bodach King not both!

Upon returning to the town of Timlt the PCs tell their story and are believed, especially when the Bodachs stop showing up. The town is very happy and a celebration is ordered (small one of course but it is the thought that counts). A traveling Knight by the name of Sir Bealer is also in town investigating rumors and is very impressed the PCs have already taken care of the problem. Give each PC an Honored Friend of Sir Bealer cert to recognize this.

The End

EXPERIENCE POINT SUMMARY

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

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

Encounter Four

Defeating the Dire Weasels	100 xp
Defeating Pool Room Bodachs	150 xp

Encounter Five

Holding off Bodachs while Aria with the Sphere of Mookber closes gate.	250 xp
Defeating the Bodach King	200 xp

Total experience for objectives	700 xp
Discretionary roleplaying award	0-50 xp

Total possible experience	750 xp
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TREASURE SUMMARY

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

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items that are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character

must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

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

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

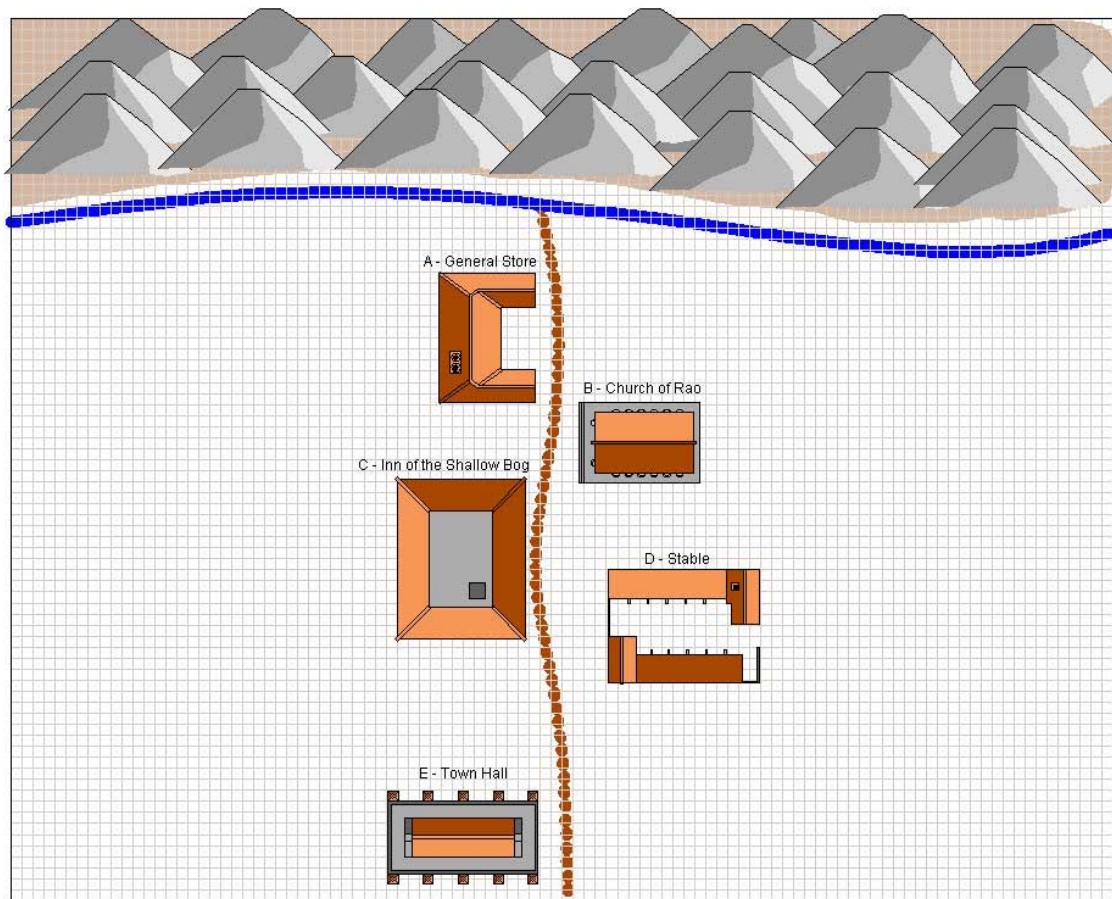
Encounter Four

- 35 gp, and a 100 gp diamond
- Masterwork Silver Dagger

Encounter Five

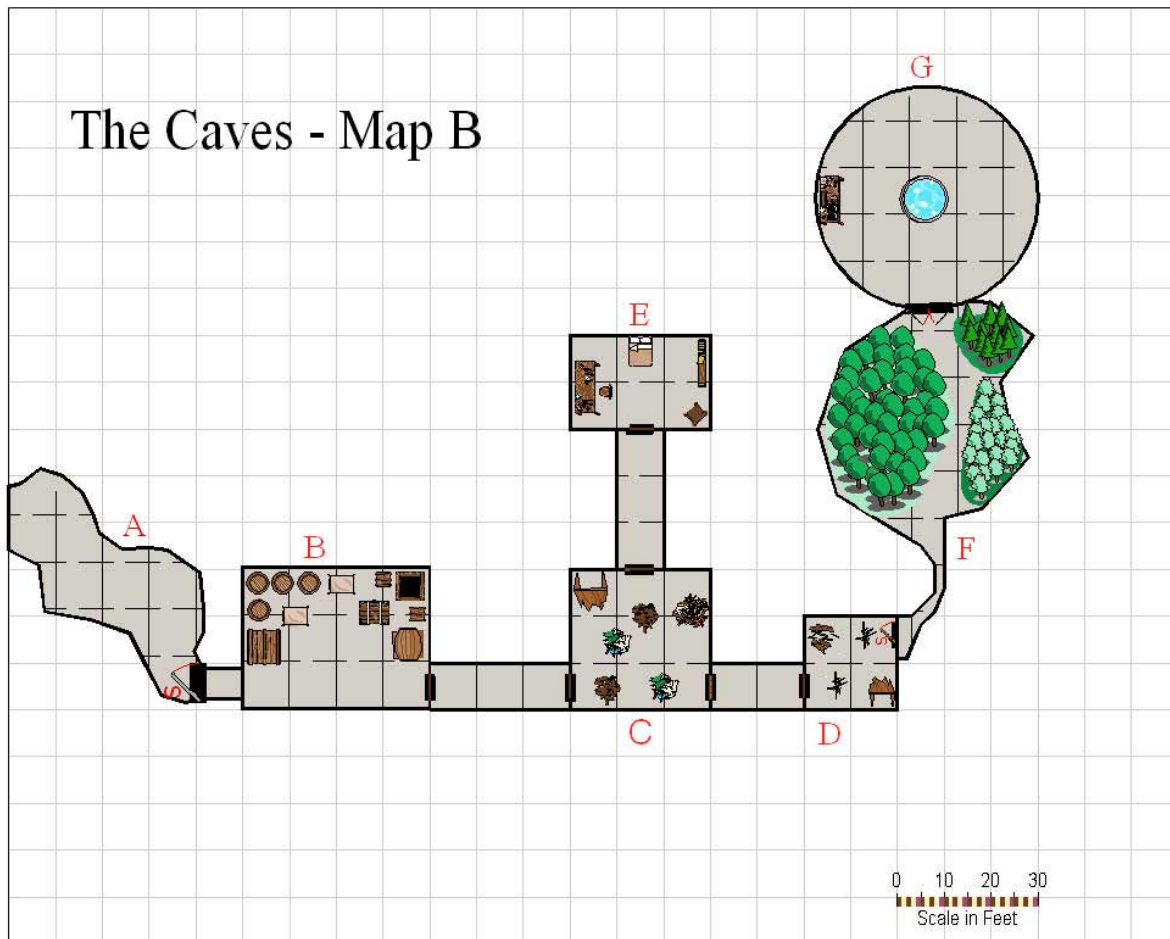
- Falchion +1 from Bodach King or from Fen Ra for completing the assignment.
- Chain Shirts from Bodach Warriors (# varies)

MAP A

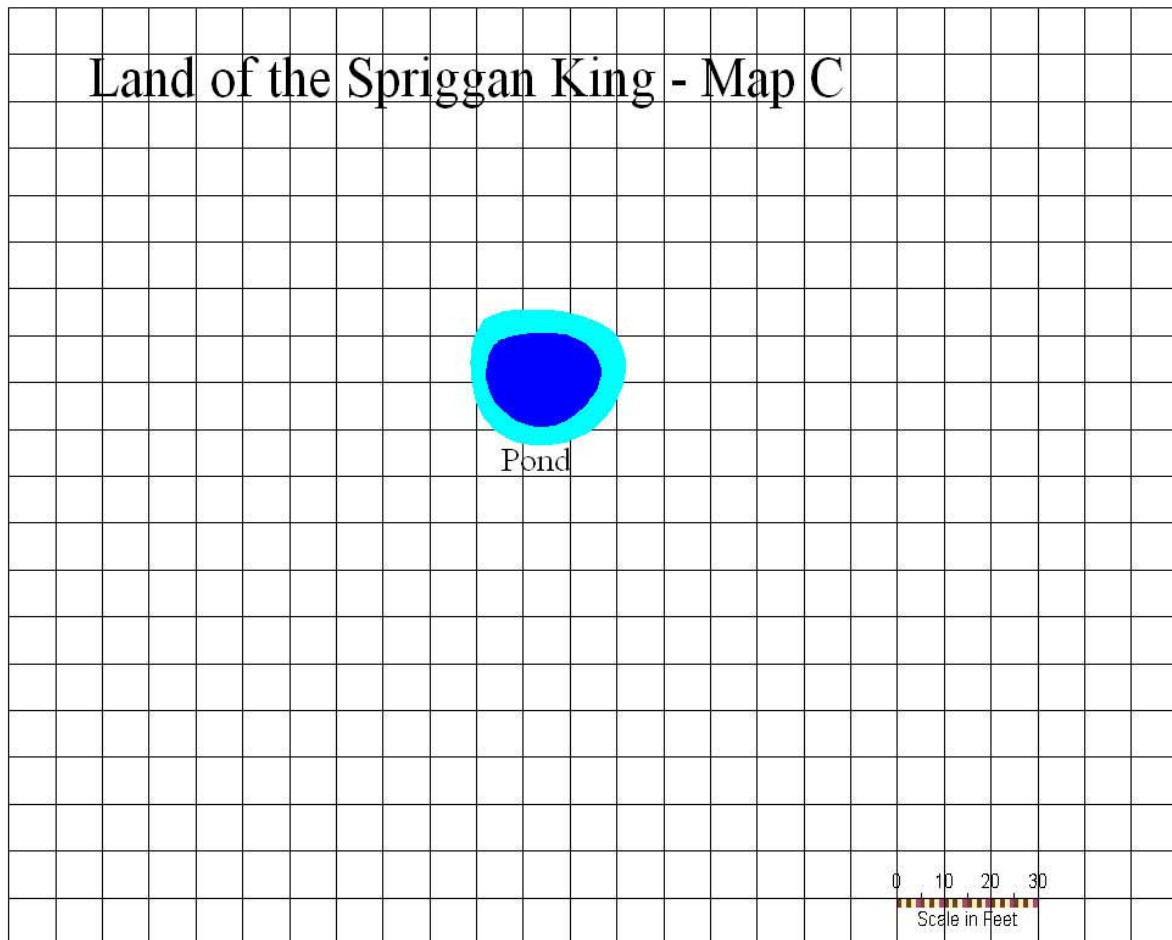


The Village of Timlt - Map A

MAP B



MAP C



APPENDIX 1 - DM AID TO TRACK WHAT TIME OF DAY IT IS

	Morning											Noon						Evening											
	1	2	3	4	5	6	7	8	9	10	11	12	1	2	3	4	5	6	7	8	9	10	11	12					
1																													
2																													
3																													
4																													
5																													
6																													
7																													

APPENDIX 2: BODACH STATS

Bodach, Common: CR 1; Small fey; HD 3d6; hp varies; Init +4; Spd 40 ft.; AC 17 (touch 15, flat-footed 13); Atk: +0 melee (1d4+2, bite); SA: Poison, powerful jaws; AL CN; SV Fort +1, Ref +7, Will +4; Str 7, Dex 18, Con 10, Int 10, Wis 12, Cha 14.

Skills and Feats: Climb +2, Hide +8, Tumble +9; Weapon focus (bite).

Bodach Warrior, mix male and female bodach, advanced 4 HD, Warz CR 2; Medium-size fey; HD 4d6+4+2d8+2; hp varies; Init +3; Spd 40 ft.; AC 19 (touch 13, flat-footed 16); Atk: +5 melee (1d6+2, bite); SA: Poison, powerful jaws; AL CN; SV Fort +5, Ref +6, Will +4; Str 11, Dex 16, Con 12, Int 10, Wis 12, Cha 14.

Skills and Feats: Climb +4, Hide +8, Tumble +9; Weapon Focus (bite), Weapon Finesse (bite).

Possessions: Chain shirt.

Bodach King, male bodach, advanced 6 HD, Wars CR 4; Medium-size fey; HD 6d6+6 + 5d8+5; hp 53; Init +7; Spd 40 ft.; AC 19 (touch 13, flat-footed 16); Atk: +11 melee (1d6+2, bite); SA: Poison, powerful jaws; SQ eat almost anything; AL CN; SV Fort +5, Ref +8, Will +6; Str 11, Dex 16, Con 12, Int 10, Wis 12, Cha 14.

Skills and Feats: Climb +6, Hide +10, Tumble +11; Improved Initiative, Power Attack, Weapon Focus (bite), Weapon Finesse (bite).

Possessions: Chain shirt.

BODACH

Small Fey

Hit Dice: 3d6 (hp 10 hp)

Initiative: +4 (Dex, Improved Initiative)

Speed: 40 ft.

AC: 17 (+4 Dex, +1 size, +2 natural)

Attack: Bite +0 melee

Damage: Bite 1d4+2

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Poison, Powerful Jaws.

Save: Fort +1, Ref +7, Will +4

Abilities: Str 7, Dex 18, Con 10, Int 10, Wis 12, Cha 14.

Skills: Climb +2, Hide +8, Tumble +9.

Feats: Weapon Focus (bite)

Climate/Terrain: Any hill or subterranean

Organization: Gang (2-4), band (6-11), or Tribe (20-120)

Challenge Rating: 1

Treasure: Not coins, 50% goods, 25 % items

Alignment: Usually chaotic evil

Advancement: 3-6 HD (medium), and/or by class level.

Bodachs are dumb, driven, stubborn and constantly hungry fey who can eat a community out of house and home. Typically these creatures are of gnome stature, but sport unusually large heads that frame large powerful mouths full of jagged and dangerous teeth. Another unsavory aspect of these gremlins is their constantly dripping black saliva, which is poisonous to most creatures.

Combat

Bodachs attack only with their primary weapon: their poisonous maw.

Poison (Ex): Bite, Fortitude save (DC 12) initial and secondary damage 1d3 temporary Strength points.

Powerful Jaws (Ex): The jaws of the bodach are so large and powerful that they do damage as one size category large than a typical fey (1d4 instead of 1d2 for Small size, 1d6 instead of 1d4 for Medium size), and has a +2 bonus to damage (as if the jaws were Strength 14) or of the Strength adjustment of the individual boach, whichever is greater.

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.