

URD3-06

Crop Circles

A One-Round D&D LIVING GREYHAWK[®]
Duchy of Urnst Regional Adventure

Version 1

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A noble mission to deliver a package to the elves in the Celadon forest that creates more questions than it answers, or does it? A scenario for APLS 2-10.

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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Introduction

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 and a half 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 three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, 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 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. You as the DM can bar the use of even core rulebooks 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.

Reporting

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out a reporting form. After the form is filled out it should be given to the senior DM.

Living Greyhawk

This is a Living Greyhawk Adventure. As a Living Greyhawk 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, 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* and Living Greyhawk Campaign Sourcebook (LGCS).

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 PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being 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 sidebar 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.

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- 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 the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being 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 two things that you can do to help even the score.

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 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 dogs to attack 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.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Duchy of Urnst. Characters native to the Duchy of

Urnst pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
7	7	9	10	11	

Adventure Summary and Background

The adventure begins in Seltaren with the adventurers milling about town regaling the locals with tales of their recent adventures. A representative of House Verle approaches one of the characters. She will choose the character with the best noble connections first, failing that a character who is a part of the Diplomatic corps, and after that the character with the most lawful component to their alignment. If two or more characters are equally qualified, roll randomly or just pick one.

She is seeking adventurers for a mission to deliver a parcel to the elves of the Celadon. It would seem that the two previous messengers went missing before being able to deliver the parcel. The parcel is in a box that is magically sealed and enchanted to return its contents to House Verle if it is opened without the proper key. If any attempt is made to force open or pick the lock the box, the box and the gift inside returns to the Verle house. The trap cannot be disabled short of use of an *antimagic field*. Any character opening the box must explain his or her actions adequately or be given a minor enmity with House Verle.

The adventurers make their way towards the town of Rhookshead at the edge of the Celadon where the two previous messengers were last seen. Arriving at Rhookshead the adventurers take a room at the Post Mordhim where they hear rumors about strange goings on in the farmers fields. Upon investigation they will discover 'crop circles' in the fields that seem to have been created by animals. Spending the night in a farmer's field, they discover that there are humanoids controlling the animals. The animals are being commanded to create the strange markings in the fields and will attack the characters in order to keep the secret of their druid masters from being discovered.

Back in town the adventurers will gather information about the area and discover rumors of an ancient druid society that used to live in the Celadon who may be responsible. They will also find out about a very old, possibly druidic stone circle that can be found just inside the forest.

On route to the stone circle the adventurers will meet up with some of the less docile foliage of the Celadon. Upon entering the stone circle our intrepid heroes are confronted by the circle's guardian, an enraged earth elemental. After recovering from their forest adventures, our heroes will return to investigate the large numbers of animal tracks they found leading away from

the circle. Having come too close to discovering the secret druid society the adventurers are attacked by the guardians of their lair. Any characters that fall are stabilized if they still live and any who live are subdued. Both groups are taken to have their minds altered so they do not remember anything of the druids.

This ancient society of druids has been making the "crop circles" as part of an ancient ritual that takes place every two hundred and forty-two years in accordance with the alignment of certain stars and is meant as tribute for the continued protection of the forest. Their society holds secrecy above anything else and any outsiders will be purged of any knowledge they may possess of them to keep their people from being discovered.

The adventurers are returned to the village under cover of night and remember only the journey through the forest, but nothing of the battle with the druids (as per the *modify memory* spell). Their fallen comrades are found not far outside of town, with their equipment intact. An extra time unit will be spent for any characters that had their minds altered. Characters who are somehow immune to the *modify memory* spell do not have their memories altered, but will have no idea what transpired since they fell in battle.

DM Note: The ancient secret society of Druids in this adventure speaks an ancient form of druidic, composed of clicks, whistles, chirps, and other animal noises combined with hand signals. The druids make frequent use of Bluff to disguise their communications (see "Delivering a Secret Message, *Player's Handbook* page 68), making their words quite hard to understand even with *tongues* or *comprehend languages* spell active.

Introduction

A woman seeks out a party member. She will choose the character with the best noble connections first, failing that a character who is a part of the Diplomatic corps, and after that the character with the most lawful component to their alignment. If two or more characters are equally qualified, roll randomly or select one.

Seltaren, haven between adventures. Or at any rate, a place between adventures. And what better way to pass the days in Seltaren than a tour of the taverns. You have been in Seltaren about two days and thirteen taverns, and are swaggering through the streets with friends old and friends new towards the Wet your Whistle tavern. A slight yet lovely young lady stops you. She appears distressed, perhaps as

though looking for a lost item, when she recognizes one of you.

Pardon me; are you not the famous (insert the chosen character, see above)? The one who so fearlessly defeated...but I do ramble on. Pardon my intrusion, but my lord seeks you for an urgent mission. Will you follow me to his house to speak with him? I'm sure a brave hero such as yourself is always in need of another good adventure.

The lady is Phinaela Coates, a distant relation of her employer, Lord Otto Verle. She wears the colors of House Verle proudly (Knowledge: Nobility check at DC 10 to recognize the crest). If asked, she does not know what the mission is that Lord Verle wishes undertaken, but only that it is of the most urgent nature. She will stroke their egos as much as need be to get them to come with her to see Lord Verle and she does genuinely recognize the chosen character for his or her valiant deeds.

If any characters are drunk, Phinaela insists that they sober up before visiting House Verle. Fortunately, she knows a nearby Apothecary that has a rather nasty but effective cure. The cure requires a Con check (DC 15) to keep down, once the character succeeds they are left sober but are also sickened (*Player's Handbook*, page 312) for one hour.

You are lead through the streets of Seltaren past many fine houses and taverns until you come upon the estates of House Verle. Phinaela greets the doorman with hushed tone, then slips past him and inside. The doorman, though dressed in finery, is obviously new to his profession. He somewhat clumsily shows you into the house and hurriedly ushers you into a grand library where you are greeted by Phinaela and Lord Otto Verle.

Phinaela has informed me of your willingness to aid me in this most urgent of tasks. Please take a seat. Phinaela, will you fetch us some refreshments dear?

He pauses for a moment while she leaves and the characters get comfortable in some of the many armchairs and sofas strewn about the room.

Now down to business. I am a man of few words so I shall get straight to the point. As you may know, my House has an agreement with the elves of the Celadon. In honor of this arrangement, I have endeavored to send them a rather special gift expressing my admiration for all these years of good relations between our peoples. Unfortunately, someone has been intercepting this parcel before it can reach the elves, I fear to disrupt our friendship

with the elven folk. The first two messengers I have sent both disappeared before reaching their destination. The elves have been understanding up to a point, but I fear they may alter our arrangement if the gift does not reach them by week's end.

If asked, Lord Otto Verle explains that the package is enchanted to return its contents to the Verle estates if it is tampered with in any way. It has done so twice, both times three days after the messenger had left with the parcel. The timing of the reappearance leads him to believe that the package was intercepted near the town of Rhookshead, south of Nellix and not far from the Celadon itself.

All I require you to do is to take this parcel and deliver it safely to a waiting band of elves in the Celadon. For this simple task I shall favor you with a payment of [see below] gold pieces each. You may present this paper to the proprietor of the Inn in Rhookshead for two nights accommodation (Player handout 1). If you are successful with this simple task perhaps I shall be able to find more rewarding work for your hardy crew in the future.

The payment varies by APL: APL 2 – 50 gp, APL 4 – 75 gp, APL 6 and above– 100 gp.

Upon agreeing to this deal, lord Verle will make arrangements for the characters to meet with Phinaela in the morning, where they will receive the package and a map of where to meet the elves. Lord Verle will supply the group with horses for the trip if they do not have their own, allowing them to reach Rhookshead in three days of travel.

A few hours outside of Rhookshead a family in a loaded down wagon leading a pair of cows behind them passes the party, eyeing the characters with some interest. They are leaving Rhookshead because of the unrest and fighting in the town.

The package: The parcel is a plain-looking cedar box adorned with the emblem of House Verle (a red oak leaf on a green and silver background). It has an excellent lock (Open Locks DC 40) and radiates strong abjuration and transmutation magic. The party is warned against trying to open the package, but should they succeed a triggered spell transports the box and its contents back to House Verle, this trap cannot be dispelled or disarmed. If the party somehow bypasses this protection (such as an *antimagic field*), they find nothing inside until the box exits the *antimagic field*, at which point they can catch a brief glimpse of gems, jewels and scroll tubes before the box and its contents vanish – the box is in fact an extra-dimensional container, so the contents cannot be retrieved under antimagic. This

container is safe for storage within both a *bag of holding* and a *portable hole*, as it is not either type of item. It weighs 10 lbs and is 2 feet long and 1 foot square on the end.

Encounter One: Rhookshead

It is late afternoon as you approach the small hamlet of Rhookshead. You notice a few outlying farms surrounding it, and off in the distance are the majestic trees of the Celadon. The town itself is a modest sort with a number of wooden buildings, a general store, a stable from which can be heard the sounds of metal clanging, and an obvious tavern or two. The town is filled with activity as people hurry about with armloads of bread and other goods. The townspeople smile at you as you pass them in the street. Seems hardly the hotbed of seedy individuals you were led to expect by Lord Verle.

At this point have one of characters (chosen randomly) is bumped into by one of the bread-laden locals. This local is actually a 9th level thief (Sleight of Hand +17) showing how a good pick pocketing is done. Roll her Sleight of Hand opposed by the target's Spot to see if she gets away with it. Other characters may also notice the attempt, but they have a -5 penalty to their Spot checks. A few moments later an apprentice thief bumps into a different character and clumsily knocks off his or her belt pouch. The lady thief steps in to apologize for her son's clumsiness, and offers to direct the characters to the Post Mordhim, Rhookshead's largest inn.

The Post Mordhim

The Post Mordhim is a quaint little inn as typical as they come, packed from wall to wall with tables and chairs. It is nearly filled with patrons as dinnertime is fast approaching. A brute of a man stands behind the bar pouring mugs of ale and juggling shot glasses to amuse his patrons. You are approached by one of three servers, a buxom lass of Oeridian background, with thick black hair and deep brown eyes.

Good evening' weary travelers. My name is Rhussi and if you be needing anything at all let me know. Perhaps a table and hot meal would satisfy your cravings at the moment?

She will point to a wall with the menus for those who are interested. (Player Handout 2).

Owner and barkeep: Ethaniel Mordhim (male human Exp 4). Servers: Angelique (female human Com 2), Rhussi (female human Com 2), Bryonny (female human Com 1), Gabriel (male half-elf Com 1).

General Store

This modest looking building doesn't seem like it would hold much at all. A single story wood structure painted bright green with yellow trim, but when you enter it is obvious that it contains an extra dimensional space filled with rows upon rows of a fabulous variety of stock, and even an upstairs!

You can find a surprising amount of variety in this little store. Characters may purchase any normal equipment from the Players Handbook except for masterwork or better items. A grateful wizard of the College of Sages and Sorcery enchanted the store for Grehndil's grandparents, Grehndil is fuzzy on the details of what debt the wizard owed.

Owners: Grehndil Mooreghems (male gnome Exp 4), Grehchyn Mooreghems (female gnome Com 1, his daughter).

Bordhim Huppes Stable & Smithy

This stable is well kept and half full. The owner is a very large man and his lovely daughter. Several stable hands work for then. There is smithy attached to the back that can only be reached by going through the stables. The smithy took over when his master died abruptly a few months earlier. He is very good with horseshoes and pots and pans, but his sword work leaves something to be desired.

Owners: Bordhim Huppes (male human Ftr 3/Exp 4), Evhilin Huppes (female half-elf Exp 2). Smithy: Marik Bandid (male human Exp 2).

Quiver and Bow Inn

A quaint little bed and breakfast place run by a couple of elves that seem very enthusiastic and cheerful, all the time.

Owners: Quinton Everleaf (male high elf Exp 2), Bodhin Haverloche (male half-elf Exp 2).

Shrine to Phyton

A small shrine to Phyton can be found at the edge of town that borders the majority of farms. There is only one priest in Rhookshead, but he seems to be busy.

Priest: Harald Uvjyo (male human Clr 2).

Gather Information

Characters are encouraged to make use of the Gather Information skill. This can reflect wandering about town, chatting up locals, or even just sitting around the tavern eavesdropping. Each successful check at DC 15 gains one piece of information from the list below (roll randomly,

rerolling duplicates), a check result of 20 or above gains two pieces of information.

1. A blind local tells the PCs to be wary of the adventurers that just arrived, (themselves) and that they smell dangerous. He laughs. (TRUE)
2. The owners of the Quiver and Bow Inn are not quite 'right' if you know what I mean. (FALSE)
3. A contingent of the Ducal Guard will be coming through town to check on the 'situation'. (TRUE)
4. Two rival houses are subtly fighting over ownership of the town. (TRUE)
5. Strange patterns have been showing up in the farmers' fields near the Celadon and livestock always goes missing the very same night. (TRUE)
6. There are caves in the woods that give you hallucinations of strange things. (FALSE)
7. A bunch of rogues from Seltaren have set up shop here and are doing great business. (FALSE)
8. A certain Keagon Faeldon has planned to storm the house of Solace Verle. (FALSE)
9. Some ancient druids have come back from the dead to take vengeance on the locals for cutting away their forest. (Partly true, druids are making the circles in the crops, but they are very much alive and are not doing it for vengeance.)
10. Them gnomes that own that there General store is a teeming with the magics. I don't trust them magics. Them the devils work! (As he is saying this he eyes up the character that looks the most magically inclined. (TRUE, other than the devil part).

All the townsfolk know about the crop circles, and can provide some information if asked. Several farms in the area have been hit with these strange crop circles and all seem to be near the forest. The symbols appear to be different each time.

Two farms, the Daeverns and the Foulders, seem likely targets for the next attack. Both farms support wheat and barley fields as well as livestock. They've also both been missed by the crop circles so far, and are fairly close to the Celadon.

The town historian, an old woman by the name of Liania Barstow, can tell of a story handed down for many generations of strange beings that dwell in the forest that came out to make offerings to their savage gods. Her name will come up if the characters ask about local myths and legends.

DM Note: If the characters don't take the bait or don't hear the right rumors, have Ethaniel (the Post Mordhim's owner) or one of the farmers' children ask them for help to save one of two farms from being victimized by the attacks. Ethaniel offers free room and board to the party if they do a thorough investigation.

Encounter Two: When Animals Go Bad

The walk from town to the (Deavern / Foulder) farm is a peaceful one with birds chirping in the distance and the odd rodent running out in your path then quickly scurrying back to the safety of the fields. Before too long the farmstead is in view, nestled just down the hill. You can see someone waving from the front porch of this modest wood dwelling.

Upon reaching one of the farms you are heartily greeted by the lady of the house.

Hello.... Hurry, hurry before the meal gets cold. I'd expected you here an hour ago. Come. You must be famished.

The farmwoman (Greda Deavern or Letali Foulder) insists her guests sit for a meal before she talks of anything else. Once the meal has begun, she expresses concern about the strange crop circles and the rumors that her farm may be next. A few moments into the meal, her adoring children (4 boys and 3 girls) come racing in and surround the table, asking questions and pawing at the party's weapons.

A few of the children are rather mischievous and attempt to palm a few gold or silver coins (Sleight of Hand +5, Spot check is modified by -5 unless the character would be suspicious of small children and farmwives).

Eventually the day passes and another meal is served. The party is directed to lodgings in the barn, as the farmers had advanced notice to expect guests.

A few minutes after midnight, dire animals begin their work in the fields. Characters wandering through the fields may make a Spot check (DC 15) to notice the animals, otherwise a half hour in any characters on watch may make a Listen check (DC 16) to hear the sounds in the distant fields. 30 minutes after that the animals in the barn grow alarmed at the nearness of the wild animals, and wake all but the soundest of sleepers.

The animals are being directed to be quiet as not to disturb the people who live nearby, so they make little noise beyond the crushing of grain to betray their presence in the fields. The druids controlling the animals

are doing so from some distance, and flee immediately when their animals are discovered. A successful Spot check (DC 19) reveals two figures vanishing into the woods some 200 feet distance, after which the druids quickly vanish into the undergrowth.

DM note: once the characters raise the alarm that there is something going on in the fields, the druids in charge of the animals flee without a trace. The animals guard their escape. The characters should not be able to catch them at this time, so if necessary dissuade them by having one of the animals head towards the farm.

APL 2 (EL 4)

➤ **Dire Badgers (2):** hp 28 (each), see *Monster Manual*.

APL 4 (EL 5)

➤ **Dire Apes (2):** hp 35 (each), see *Monster Manual*.

APL 6 (EL 7)

➤ **Dire Lions (2):** hp 60 (each), see *Monster Manual*.

APL 8 (EL 9)

➤ **Dire Bears (2):** hp 105 (each), see *Monster Manual*.

APL 10 (EL 10)

➤ **Dire Bears, Advanced 15 HD (2):** hp 130 (each), see *Appendix I*.

Tactics: At all APLs the animals will not attack unless the characters interfere with their task of creating the crop circles or attempt to pursue the druids.

Development: If the party investigates the newly formed crop circles, proceed to Encounter Three. If they return to town, refer to Encounter Four to get them back on track, but note they still encounter the plants in the forest if they attempt to follow the girl's directions.

Encounter Three: It's a Jungle Out There

Searching the crop circle sites at the farms in the area reveals some odd information. The symbols trampled in the fields are unfamiliar, but seem to all point towards the forest. Upon closer inspection, the tracks from the animals who trampled the fields all lead off towards the same general direction from each farm (a Survival check at DC 15 reveals this information, even without the Track feat). Of course, a character with the Track feat can attempt to track the animals back into the forest, at a base DC of 15 for the most recent tracks.

As the characters head into the forest everything seems normal for the most part. Once the party has

traveled into the forest for roughly one hour, the vegetation rises up against them and attacks.

You've been followed the path the druids must have taken into the forest for about an hour. For a moment, you feel as though the forest must be watching you, but you shake it off and continue. The forest gets thicker the further you go in.

The characters may make several spot checks as they go along. On the sixth try anyone with a successful spot (DC 21) will notice something odd about the foliage ahead as it reaches out and grabs the first character.

APL 2 (EL 3)

➤ **Assassin Vine:** hp 30, see *Monster Manual*.

APL 4 (EL 5)

➤ **Assassin Vines (2):** hp 30 (each), see *Monster Manual*.

➤ **Shrieker:** hp 11, see *Monster Manual*.

APL 6 (EL 7)

➤ **Assassin Vines (2):** hp 30, 30, see *Monster Manual*.

➤ **Tendriculos, Immature:** hp 68, see *Appendix I*.

➤ **Shrieker:** hp 11, see *Monster Manual*.

APL 8 (EL 9)

➤ **Assassin Vines, Advanced 12 HD (2):** hp 114 (each) see *Appendix I*.

➤ **Tendriculos:** hp 94, see *Monster Manual*.

➤ **Shrieker:** hp 11, see *Monster Manual*.

APL 10 (EL 10)

➤ **Assassin Vines, Advanced 16 HD (2):** hp 152 (each), see *Appendix I*.

➤ **Tendriculos:** hp 94, see *Monster Manual*.

➤ **Shrieker:** hp 11, see *Monster Manual*.

Tactics: At APL 6 and above the tendriculos will wait until the characters have engaged the assassin vines before it attacks. It will attack the smallest or the least armored character first. It will eat as many of the party members as quickly as it can. The shrieker will just scream its head off for the entire battle, probably making the party rather nervous about the prospect of fighting another battle.

Treasure: Amongst the foliage can be found scattered bones of humanoids and animals. Within this pile is a skull with platinum teeth, a handful of coins, and a few pieces of jewelry.

Development: The tracks that were followed continue past this point, but the characters may be too wounded to continue following. Groups without tracking abilities have come to a dead end at this point, but with a little more information gathering about town they can get back on track. Proceed to Encounter Four regardless of which option the party chooses.

Encounter Four: Rock and Ruins

If the characters choose to go back to town before continuing (otherwise skip this and read the box text):

Back in town, after a few ales and rumors about stone circles and cults, an eavesdropping child offers her services...for a price. Any amount of a gp or more satisfies her, but she won't settle for silver. She will either lead the party to the stone circle and then flee or sell them a map. Either choice is the same price. The map is crudely drawn and a little confusing but sufficient to lead the party where they want to be.

After continuing to trek through the dense, moist forest for a few more hours you stumble upon a clearing that would be well hidden if you had not gotten directions to find it. A circle of six large stones, equidistant, borders the clearing apart, with intricate carvings of animals, trees and druidic symbols. There is a seventh stone in the center of the circle, though not as tall as the others, it is just as ornate as the outer stones. From one angle it looks as though it could be a pair of animals holding up an altar and from another angle it appears to be a group of trees.

In between half of the gaps between the stones are, alternately placed, pit traps (See DM Aid #2). Animals (including animal companions but not familiars or paladin's mounts) can pass over the traps without setting them off, but characters, except *wildshaped* druids, will trigger them. The center altar is actually an earth elemental guardian. Once at least half of the party has entered the circle, it sets off a spell stored within an enchanted stone beneath the surface. It then rises to engage the party, taking two rounds to completely surface (see the Tactics section). The elemental heals any damage taken while his surfacing, party members can see the earth and rock around him flowing into its wounds and healing it.

APL 2 (EL 3)

↗ **Triggered Spell:** *Fog Cloud* (caster level 3), centered on the stone and occupying an area 20 feet in radius and 20 feet high.

↗ **Pit Traps (3):** CR ½; mechanical; location trigger; manual reset; DC 15 Reflex save avoids; 10 ft. deep (1d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 20; Disable Device DC 20.

👉 **Earth Elemental, Small:** hp 11; see *Monster Manual*.

APL 4 (EL 5)

↗ **Triggered Spell:** *Spike Growth* (caster level 5), occupying a 40 ft. x 40 ft. area in the center of the stone circle.

↗ **Pit Traps (3):** CR 1; mechanical; location trigger; manual reset; DC 15 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 20; Disable Device DC 20.

👉 **Earth Elemental, Medium:** hp 30; see *Monster Manual*.

APL 6 (EL 6)

↗ **Triggered Spell:** *Spike Stones* (caster level 7), occupying a 50 ft. x 50 ft. area in the center of the stone circle.

↗ **Pit Traps (3):** CR 2; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); Search DC 20; Disable Device DC 20.

👉 **Earth Elemental, Large:** hp 68; see *Monster Manual*.

APL 8 (EL 8)

↗ **Triggered Spell:** *Wall of Thorns* (caster level 9), surrounding a 30 ft. by 30 ft. area at the center of the circle. The wall is 5 feet thick. The inner dimensions of the wall are 20 ft. by 20 ft., with the triggering stone in the center.

↗ **Pit Traps (3):** CR 2; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); Search DC 20; Disable Device DC 20.

👉 **Earth Elemental, Huge:** hp 152; see *Monster Manual*.

APL 10 (EL 10)

↗ **Triggered Spell:** *Wall of Thorns* (caster level 12), surrounding a 40 ft. by 40 ft. area at the center of the circle. The wall is 10 feet thick. The inner dimensions of the wall are 20 ft. by 20 ft., with the triggering stone in the center.

↗ **Pit Traps (3):** CR 2; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); Search DC 20; Disable Device DC 20.

👉 **Earth Elemental, Greater:** hp 199; see *Monster Manual*.

Tactics: At all APLs it takes the earth elemental two rounds to fully emerge from the ground, during which it cannot suffer real damage. While forming it smashes rocks to dust to let the Characters know that taking it on may not be a good idea. If it is being ganged up on it attempts to bull rush opponents into damaging barriers (spike stones, wall of thorns, etc) if such are available.

Treasure: Any treasure the characters find will be had from the bottom of the pit traps. They can find pieces of armor, weapons, the odd jewelry bit, and a few coins.

Development: With some searching, the characters should come across some animal tracks leading further into the forest (Search DC 16 + APL, Survival Track DC 10 + APL). The game trail is clear enough to follow without the Track feat, but characters that do possess it notice the occasional humanoid footprint mixed in with the animal tracks. These tracks lead to Encounter Five.

Encounter Five: Secrets in the Forest

After following the game trail into the Celadon for several hours, the atmosphere of the forest changes:

The forest here seems different than other woods you have been in, the trees seem to be watching you, and changing as you travel further into the forest. There is a noticeable absence of the usual forest fauna around you.

Have each character make a Spot Check at DC 24:

Succeed

Yes, the trees are moving and changing the look of the forest. They seem to want you to be forever lost here. A few yards up ahead a narrow path can be made out, with a rock face at the end that could be a cave entrance.

Fail

No, No it was just your imagination. Trees can't move. You shake off the uneasy feeling and continue to follow the trail. A few yards up ahead a narrow path can be made out, with a rock face at the end that could be a cave entrance.

The cave opening is about 100 feet away from the party, but Erlyse and Gorin are waiting in ambush 30 feet from the cave entrance. With advance warning provided by the animals of the forest, Erlyse and Gorin have set up an ambush to slow down and wear out the characters. The pair are on guard duty for their druidic sect, and are under strict orders to prevent any intruders from

discovering their secret lair. An arrow trap is marked on the map; its effects vary by APL.

APL 2 (EL 5)

↖ **Poisoned Arrow Trap:** CR 2; Mechanical; proximity trigger when within 10 feet; manual reset; Atk +5 ranged (1d6 plus poison/x3, arrow); poison (small centipede poison; Injury DC 11; Initial 1d2 Dex; Secondary 1d2 Dex); Search DC 20; Disable Device DC 22.

☛ **Erlyse:** hp 26; see *Appendix I*.

☛ **Badger animal companion:** hp 20, see *Appendix I*.

☛ **Gorin Oakenbow:** hp 10; see *Appendix I*.

APL 4 (EL 7)

↖ **Poisoned Arrow Trap:** CR 4; Mechanical; proximity trigger when within 10 feet; automatic reset; Atk +9 ranged (1d8 plus poison/x3, arrow); poison (medium spider venom; Injury DC 11; Initial 1d4 Str; Secondary 1d4 Str); Search DC 21; Disable Device DC 24. It fires twice before it needs reloading.

☛ **Erlyse:** hp 39; see *Appendix I*.

☛ **Wolverine animal companion:** hp 28, see *Appendix I*.

☛ **Gorin Oakenbow:** hp 23; see *Appendix I*.

APL 6 (EL 9)

↖ **Poisoned Arrow Trap:** CR 6; Mechanical; proximity trigger when within 10 feet; automatic reset; Atk +11 ranged (1d8 plus poison/x3, arrow); poison (large scorpion venom; Injury DC 18; Initial 1d6 Str; Secondary 1d6 Str); Search DC 22; Disable Device DC 26. It fires four times before it needs reloading.

☛ **Erlyse:** hp 52; see *Appendix I*.

☛ **Dire Boar animal companion:** hp 52, see *Appendix I*.

☛ **Gorin Oakenbow:** hp 36; see *Appendix I*.

☛ **Wolf animal companion:** hp 13; see *Appendix I*.

APL 8 (EL 10)

↖ **Poisoned Arrow Trap:** CR 6; Mechanical; proximity trigger when within 10 feet; automatic reset; Atk +9 ranged (1d8 plus poison/x3, arrow); poison (large scorpion venom; Injury DC 18; Initial 1d6 Str; Secondary 1d6 Str); Search DC 23; Disable Device DC 27. It fires eight times before it needs reloading.

☛ **Erlyse:** hp 65; see *Appendix I*.

☛ **Dire Boar animal companion:** hp 76, see *Appendix I*.

☛ **Gorin Oakenbow:** hp 49; see *Appendix I*.

🐾 **Wolf animal companion:** hp 13; see *Appendix I*.

APL 10 (EL 12)

➤ **Poisoned Arrow Trap:** CR 6; Mechanical; proximity trigger when within 10 feet; automatic reset; Atk +4 ranged (1d8 plus poison/x3, arrow); poison (large scorpion venom; Injury DC 18; Initial 1d6 Str; Secondary 1d6 Str); Search DC 24; Disable Device DC 28. It fires eight times before it needs reloading.

🐾 **Erlýse:** hp 78; see *Appendix I*.

🐾 **Dire Boar:** hp 76, see *Appendix I*.

🐾 **Gorin Oakenbow:** hp 71; see *Appendix I*.

🐾 **Wolf:** hp 13; see *Appendix I*.

Tactics: Gorin will use ranged tactics, sniping from a distance at lightly armored characters and spell casters. Erlýse casts buffing spells on their animal companions. They have five rounds to pre-cast spells and prepare for combat; this is reduced to two rounds if the party is sufficiently hasty in approaching after the boxed text above. Erlýse is f the trail with full concealment from more than 10 feet way while she is casting her buffing spells. Gorin is in a tree with concealment until the fourth round of combat, at which point he jumps down behind the tree and prepares for melee combat.

If the party fails: The druids are not bloodthirsty, and attempt to subdue the last few members of an obviously defeated group. They stabilize any fallen who still live. The druids take the unconscious and dead of the party, and those that still live will have their memories of the battle with the druids erased (as per the *modify memory* spell). The living members of the party will be returned to town, still unconscious. They awaken remembering only the journey through the forest, and nothing of the battle with the druids. Their fallen comrades are found not far outside of town, with their equipment intact. Charge an extra time unit to any characters involved, as they were missing for several days prior to their return. Characters who are somehow immune to the *modify memory* spell do not have their memories altered, but will have no idea what transpired since they fell in battle.

Development: If the characters manage to get past Erlýse and Gorin and the arrow traps, they encounter one final line of defense just inside their cave. Two spells are linked together within the cave, one like a *teleportation circle* and an effect similar to an *earthquake* spell. A Search check (DC 36) made before the trap is triggered can locate the trap, the Disable Device DC 36 (both DCs modified upwards due to the complex nature of the spells). The trap occupies the entire floor of the cave, and

is triggered once the entire party has entered or when a party member goes more than 20 feet inside the cave. It then automatically resets that same round. The *earthquake* automatically triggers if the *teleportation circle* is disarmed.

When the trap is triggered, the cave begins shaking itself apart (Spellcraft DC 28 to identify it as a magical effect). The *teleportation circle* then triggers, transporting all inside the cave to another, similar cave near Rhookshead. It's possible to notice the shift with a sufficiently high Spot check (DC 40), Knowledge (Dungeoneering) check (DC 30), or a Spellcraft check (DC 34, modified upwards due to the distraction of the earthquake).

The new cave does not detect as magical, whereas the original cave radiates strong conjuration, strong abjuration, and moderate illusion. The conjuration and abjuration magics are from the traps, the illusion magic is from a number of spells placed to make this cavern look more like the dummy cavern.

The *earthquake* collapses rear portion of the cave, leaving only the first 30 feet of tunnel (and the exit) intact. It otherwise causes damage as for the *earthquake* spell description for a cave, cavern, or tunnel, although any party members teleported away are not harmed.

It may be possible for a sufficiently dedicated party to bypass both traps and arrive inside the druid's cavern. Inside, they find a number of strange diagrams and sketches on the rock walls, possibly reminiscent of a stellar calendar (Knowledge: Arcana or Religion, DC 30). Traces of an unfamiliar ritual are left behind as well.

Conclusion

Upon leaving the second cave, it's obvious that the forest has changed and that the party is now some distance from their battle with the druids. This second cave is near the edge of the Celadon, and it's quite easy for the party to find their way back to Rhookshead.

The characters can return to forest all they want, but will be unable to locate the original cave. The druid's ritual has been completed, and they have buried their cave deep beneath the earth. Divination magics can reveal some of that truth, but cannot successfully divine the current location of the cave (it does not count as an object or creature for purposes of *discern location*).

The characters are free to deliver the package to the elves if they haven't already done so. The elves are grateful for the gift, and provide each party member with a raven's feather token, plus one extra to present to Lord Otto Verle. They also offer to tattoo each character with a

stylized black raven, marking them as friends of the Tuliktu tribe of the Celadon. The preferred place for the tattoo is around the left eye (so as to be recognizable from a distance), but the tattoo may be placed elsewhere if the character objects. Under no circumstances will the elves open the package in the party's presence.

If the party tells the elves of the druids in the forest and the animals making crop circles the elves will laugh and ask if they need "healing". The townspeople aren't much better. They're more than willing to acknowledge the end of the crop circles, but dismiss any talk of enchanted animals or hidden druids.

Modify the text below as appropriate once the party elects to head back to Seltaren:

The trip back to Seltaren seems interminable as your thoughts continually return to what happened in the forest. The villagers thought you imagined it all and the elves thought you were outright crazy. At the edge of the city Phinaela greets you and hugs each of you in turn, happy at your success. She ushers you in to Lord Verle's manor where he has prepared a sumptuous meal and fine entertainment.

The party goes on long into the night. Phinaela takes a particular interest in any character that can't let the matter druids in the forest drop. She is a member of their order, and has instructions to ensure that interlopers do not persist in any quests to learn about her people. Of course, the measures she might take to protect her brethren are beyond the scope of this module...

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 (objectives plus roleplaying) to each character.

Encounter One

Get to Rhookshead and discover the crop circles.

APL 2	30 xp
APL 4	45 xp
APL 6	60 xp
APL 8	75 xp
APL 10	90 xp

Encounter Two

Defeat the animals at the farm.

APL 2	90 xp
APL 4	120 xp
APL 6	180 xp
APL 8	240 xp
APL 10	270 xp

Encounter Three

Defeat or avoid the attacking vegetation.

APL 2	60 xp
APL 4	120 xp
APL 6	180 xp
APL 8	240 xp
APL 10	270 xp

Encounter Four

Defeat or avoid the earth elemental.

APL 2	90 xp
APL 4	120 xp
APL 6	180 xp
APL 8	240 xp

APL 10 270 xp

Encounter Five

Encounter the druids in the forest.

APL 2 120 xp

APL 4 180 xp

APL 6 210 xp

APL 8 270 xp

APL 10 330 xp

Deliver the package.

APL 2 60 xp

APL 4 90 xp

APL 6 120 xp

APL 8 150 xp

APL 10 180 xp

Total possible experience:

APL 2 450 xp

APL 4 675 xp

APL 6 900 xp

APL 8 1125 xp

APL 10 1350 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 treasure.

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 minutes 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 (i.e., 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 pieces 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 treasure from each encounter add it up and that is the 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. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter Three: It’s A Jungle Out There

C: Recover treasure from the foliage.

APL 2: L: 0 gp; C: 14 gp (platinum teeth – 4 gp, jewelry – 8 gp, coins – 2 gp); M: 0 gp.

APL 4: L: 0 gp; C: 19 gp (platinum teeth – 4 gp, jewelry – 13 gp, coins – 2 gp); M: 0 gp.

APL 6: L: 0 gp; C: 26 gp (platinum teeth – 4 gp, jewelry – 17 gp, coins – 5 gp); M: 0 gp.

APL 8: L: 0 gp; C: 37 gp (platinum teeth – 4 gp, jewelry – 25 gp, coins – 8 gp); M: 0 gp.

APL 10: L: 0 gp; C: 50 gp (platinum teeth – 4 gp, jewelry – 33 gp, coins – 13 gp); M: 0 gp.

Encounter Four: Rock and Ruin

L: Recover equipment from the pits.

C: Recover coins from the pits.

APL 2: L: 8 gp; C: 4 gp; M: 0 gp.

APL 4: L: 13 gp; C: 8 gp; M: 0 gp.

APL 6: L: 13 gp; C: 8 gp; M: 0 gp.

APL 8: L: 13 gp; C: 8 gp; M: 0 gp.

APL 10: L: 13 gp; C: 13 gp; M: 0 gp.

Encounter Five: Secrets in the Forest

L: Recover gear from foes.

C: Recover monetary treasure from foes.

M: Recover magical equipment from foes.

APL 2: L: 93 gp; C: 1 gp; M: scroll of *barkskin* (13 gp per character), scroll of *flaming sphere* (13 gp per character), *wand of cure light wounds* (1 gp per charge per character), *+1 hide armor* (93 gp per character), *potions of cure light wounds* (4 gp per potion per character).

APL 4: L: 93 gp; C: 2 gp; M: scroll of *barkskin* (13 gp per character), scroll of *flaming sphere* (13 gp per character), *wand of cure light wounds* (1 gp per charge per character), 2 *potions of cure light wounds* (4 gp per potion per character), *+1 hide armor* (96 gp per character), *eyes of the eagle* (208 gp per character).

APL 6: L: 78 gp; C: 3 gp; M: scroll of *barkskin* (13 gp per character), scroll of *flaming sphere* (13 gp per character), *wand of cure light wounds* (1 gp per charge per character), *+1 hide armor* (96 gp per character), 2 *potions of cure light wounds* (4 gp per potion per character), *eyes of the eagle* (208 gp per character), *+1 mithral chain shirt* (175 gp per character).

APL 8: L: 1 gp; C: 5 gp; M: scroll of *barkskin* (13 gp per character), scroll of *flaming sphere* (13 gp per character), *wand of cure light wounds* (1 gp per charge per character), *+1 hide armor* (96 gp per character), *+1 scimitar* (193 gp per character), *+1 heavy wooden shield* (96 gp per character), 2 *potions of cure light wounds* (4 gp per potion per character), *eyes of the eagle* (208 gp per character), *+1 mithral chain shirt* (175 gp per character), *+1 mighty composite longbow [+2 Str bonus]* (217 gp per character).

APL 10: L: 1 gp; C: 5 gp; M: scroll of *barkskin* (13 gp per character), scroll of *flaming sphere* (13 gp per character), *wand of cure light wounds* (1 gp per charge per character), *+1 hide armor* (96 gp per character), *+1 scimitar* (193 gp

per character), *+1 heavy wooden shield* (96 gp per character), *ring of protection +1* (167 gp per character), *periapt of wisdom +2* (333 gp per character), 2 *potions of cure light wounds* (4 gp per potion per character), *eyes of the eagle* (208 gp per character), *+1 mithral chain shirt* (175 gp per character), *+1 mighty composite longbow [+2 Str bonus]* (217 gp per character), *amulet of health +2* (333 gp per character).

Conclusion

C: Payment from Lord Otto Verle

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

APL 4: L: 0 gp; C: 75 gp; M: 0 gp.

APL 6: L: 0 gp; C: 100 gp; M: 0 gp.

APL 8: L: 0 gp; C: 100 gp; M: 0 gp.

APL 10: L: 0 gp; C: 100 gp; M: 0 gp.

Total Possible Treasure

APL 2: 395 gp

APL 4: 598 gp

APL 6: 791 gp

APL 8: 1238 gp

APL 10: 2088 gp

Special

Adventure Record Items

Minor Enmity of House Verle: By betraying Lord Otto Verle's trust, you have ruined your reputation at House Verle. You have a -2 circumstance penalty for to social interactions involving members of House of Verle. This enmity may be removed by expending two favors of House Verle. You are unable to redeem favors of House Verle for any other reason.

Favor of Lord Otto Verle: Your diligent efforts in delivering the gift to the elves on time and intact have pleased Otto and he is willing to pay your upkeep at Rich lifestyle the next time you are in the Duchy of Urnst. This favor may be redeemed during any Duchy module for up to four Time Units of Rich lifestyle, but is usable only once.

Favor of the Tuliktu Elves of the Celadon: In recognition of your service, the Tuliktu Elf tribe of the Celadon tattoos a Black Raven around your left eye, or other specified location noted in the Play Notes above. This tattoo gives you a +1 circumstance bonus to Diplomacy checks when dealing with members of Noble House Verle who are aware of the mark, as well as members of the Tuliktu tribe of the Celadon. You also receive a -1 circumstance penalty to Diplomacy checks with members of other elven tribes who are aware of the mark.

Feat Access: The mark of the Tuliktu elves gives you access to learn any one of the following feats. This is a one-time gift that may be chosen any time after the conclusion of this adventure, so long as the character meets the prerequisites for the feat. The feat can be taken any time the character qualifies. All feats are described in the *Masters of the Wild* guidebook.

Feats Available: Animal Defiance, Animal Control, Faster Healing, Plant Defiance, Plant Control, Resistance to Energy (Fire only).

Spell Access: Characters who received the mark of the Tuliktu elves are also able to learn new magics from the tribe. These spells are added to the spell list of those classes who can cast them. All spells are detailed in the *Masters of the Wild* guidebook.

Druid – 1st – *camouflage, hawkeye*; 2nd – *briar web, might of the oak, persistence of the waves, speed of the wind*; 4th – *forestfold*.

Ranger – 1st – *camouflage, hawkeye*; 2nd – *briar web*; 3rd – *forestfold*.

Item Access

APL 2

- *Wand of Cure Light Wounds* (Regional, DMG)
- *Cloak of Elvenkind* (Regional, DMG)
- *Boots of Elvenkind* (Regional, DMG)

APL 4 (all of APL 2 plus the following)

- *Eyes of the Eagle* (Adventure, DMG)

- Add Shadow or Silent Moves special ability to existing armor (Regional, DMG)

APL 6 (all of APLs 2-4 plus the following)

- *+1 Mithral Chain Shirt* (Adventure, DMG)
- *Boots of Striding and Springing* (Regional, DMG)

APL 8 (all of APLs 2-6 plus the following)

- Add Shadow, Improved or Silent Moves, Improved special ability to existing Armor (Regional, DMG)
- Add Seeking special ability to existing ranged weapon (Regional, DMG)

APL 10 (all of APLs 2-8 plus the following)

- *Periapt of Wisdom +2* (Adventure, DMG)
- *Amulet of Health +2* (Adventure, DMG)

Appendix I : Stat Blocks

APL 2 Encounters

Encounter 5

Erlyse, Female Human Drd3: CR 3; Medium humanoid; HD 3d8+9; hp 26; Init +2; Spd 20 ft., base 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +2; Grp +2; Atk +3 melee (1d6/18-20, masterwork scimitar) or +4 ranged (1d4, sling); Full Atk +3 melee (1d6/18-20, masterwork scimitar) or +4 ranged (1d4, sling); SA –; SQ animal companion, link with companion, nature sense, share spells, trackless step, wild empathy, woodland stride; AL NE; SV Fort +5, Ref +3, Will +6; Str 10, Dex 14, Con 14, Int 12, Wis 16, Cha 8.

Skills: Concentration +8, Handle Animal +5, Knowledge (nature) +11, Listen +6, Spellcraft +7, Spot +6, Wilderness Lore +11. *Feats:* Scribe Scroll, Toughness, Track.

Animal Companion (Ex): Erlyse has a badger as an animal companion. This creature is a loyal companion that accompanies her on adventures as appropriate for its kind. Its abilities and characteristics are summarized below.

Badger Animal Companion: CR –; Small magical beast; HD 3d8+6; hp 20; Init +4; Spd 30 ft., burrow 10 ft.; AC 18, touch 15, flat-footed 14; Base Atk +2; Grp –3; Atk +7 melee (1d2-1, claw); Full Atk +7 melee (1d2-1, 2 claws) and +2 melee (1d3-1, bite); SA rage; SQ bonus tricks, evasion, low-light vision, scent; AL N; SV Fort +5, Ref +7, Will +2; Str 9, Dex 18, Con 15, Int 2, Wis 12, Cha 6.

Skills: Escape Artist +8, Listen +3, Spot +3, Wilderness Lore +3. *Feats:* Dodge, Track^B, Weapon Finesse.

Rage (Ex): A badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either itself or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and –2 to Armor Class. The creature cannot end its rage voluntarily.

Skills: A badger has a +4 racial bonus on Escape Artist checks.

Bonus Tricks: The badger has track and come as bonus tricks, and also knows the tricks attack, defend, down, guard and stay.

Link with Companion (Ex): Erlyse can handle her animal companion as a free action, or push it as a move action, with a +4 bonus on wild empathy and Handle Animal checks made while dealing with that animal.

Nature Sense (Ex): Erlyse gains a +2 bonus on Knowledge (nature) and Survival checks (these bonuses are included in the statistics given above).

Share Spells (Ex) Erlyse may have any spell she casts on herself also affect her animal companion if the latter is within 5 feet at the time. She may also cast a spell with a target of “You” on her animal companion.

Trackless Step (Ex): Erlyse leaves no trail in natural surroundings and cannot be tracked.

Wild Empathy (Ex): Erlyse can improve the attitude of an animal in the same way as a Diplomacy check for sentient beings. The druid rolls 1d20+4, or 1d20+0 if attempting to influence magical beasts with an intelligence of 1 or 2.

Woodland Stride (Ex): Erlyse may move through natural thorns, briars, overgrown areas, and similar terrain at her normal speed and without damage or other impairment. However, thorns, briars, and overgrown areas that are magically manipulated to impede motion still affect her.

Druid Spells Prepared (4/3/2; base save DC = 13 + spell level): 0 – *cure minor wounds, detect magic, flare, resistance*, 1st – *cure light wounds, magic fang, ~~speak with animals~~*, 2nd – *heat metal, summon swarm*.

Possessions: Masterwork scimitar, sling, 10 sling bullets, +1 *hide armor*, heavy wooden shield, scroll of *barkskin*, scroll of *flaming sphere*, *wand of cure light wounds* (50 charges).

Gorin Oakenbow, Male Human Rgr1: CR 1; Medium humanoid; HD 1d8+2; hp 10; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +1; Grp +3; Atk +3

melee (1d8+2/19-20, longsword) or +6 ranged (1d8+2/x3, masterwork mighty composite longbow [+2 Str bonus]); Full Atk +3 melee (1d8+2/19-20, longsword) or +6 ranged (1d8+2/x3, masterwork mighty composite longbow [+2 Str bonus]); SA – ; SQ favored enemy humans +2, wild empathy; AL NE; SV Fort +4, Ref +5, Will +1; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills: Handle Animal +3, Hide +7, Listen +5, Move Silently +7, Spot +5, Survival +5, Tumble +5. *Feats:* Point Blank Shot, Track, Weapon Focus (composite longbow).

Favored Enemy (Ex): Gorin gains the indicated bonus on his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against that type of creature. He gets the same bonus on weapon damage rolls against creatures of this type.

Wild Empathy (Ex): Gorin can improve the attitude of an animal in the same way as a Diplomacy check for sentient beings. The ranger rolls 1d20+0, or 1d20-4 if attempting to influence magical beasts with an intelligence of 1 or 2.

Possessions: Longsword, masterwork mighty composite longbow [+2 Str bonus], 40 arrows, masterwork studded leather, 2 *potions of cure light wounds*.

APL 4 Encounters

Encounter 5

Erlyse, Female Human Drd5: CR 5; Female humanoid; HD 5d8+13; hp 39; Init +2; Spd 20 ft., base 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +3; Grp +3; Atk +4 melee (1d6/18-20, masterwork scimitar) or +5 ranged (1d4, sling); Full Atk +4 melee (1d6/18-20, masterwork scimitar) or +5 ranged (1d4, sling); SA –; SQ animal companion, link with companion, nature sense, resist nature's lure, share spells, trackless step, wild empathy, wild shape (1/day), woodland stride; AL NE; SV Fort +6, Ref +3, Will +7; Str 10, Dex 14, Con 14, Int 12, Wis 17, Cha 8.

Skills: Concentration +10, Handle Animal +7, Knowledge (nature) +13, Listen +7, Spellcraft +9, Spot +7, Wilderness Lore +13. *Feats:* Scribe Scroll, Toughness, Track.

Animal Companion (Ex): Erlyse has a wolverine as an animal companion. This creature is a loyal companion that accompanies her on adventures as appropriate for its kind. Its abilities and characteristics are summarized below.

Wolverine Animal Companion: CR –; Medium magical beast; HD 3d8+15; hp 28; Init +2; Spd 30 ft., burrow 10 ft., climb 10 ft.; AC 14, touch 12, flat-footed 12; Base Atk +2; Grp +4; Atk +4 melee (1d4+2, claw); Full Atk +4 melee (1d4+2, 2 claws) and –1 melee (1d6+1, bite); SA rage; SQ bonus trick, low-light vision, scent; AL N; SV Fort +7, Ref +5, Will +2; Str 14, Dex 15, Con 19, Int 2, Wis 12, Cha 10.

Skills: Climb +10, Listen +6, Spot +6. *Feats:* Alertness, Toughness, Track^B.

Rage (Ex): A wolverine that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either itself or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and –2 to Armor Class. The creature cannot end its rage voluntarily.

Skills: Wolverines have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Bonus Trick: The wolverine has track as a bonus trick, and also knows the tricks attack, come, defend, down, guard and stay.

Link with Companion (Ex): Erlyse can handle her animal companion as a free action, or push it as a move

action, with a +4 bonus on wild empathy and Handle Animal checks made while dealing with that animal.

Nature Sense (Ex): Erlyse gains a +2 bonus on Knowledge (nature) and Survival checks (these bonuses are included in the statistics given above).

Resist Nature's Lure (Ex): Erlyse gains a +4 bonus on saving throws against the spell-like abilities of fey.

Share Spells (Ex) Erlyse may have any spell she casts on herself also affect her animal companion if the latter is within 5 feet at the time. She may also cast a spell with a target of "You" on her animal companion.

Trackless Step (Ex): Erlyse leaves no trail in natural surroundings and cannot be tracked.

Wild Empathy (Ex): Erlyse can improve the attitude of an animal in the same way as a Diplomacy check for sentient beings. The druid rolls 1d20+6, or 1d20+2 if attempting to influence magical beasts with an intelligence of 1 or 2.

Wild Shape (Ex): Erlyse can change into a Small or Medium animal and back again once per day, as per the *polymorph* spell.

Woodland Stride (Ex): Erlyse may move through natural thorns, briars, overgrown areas, and similar terrain at her normal speed and without damage or other impairment. However, thorns, briars, and overgrown areas that are magically manipulated to impede motion still affect her.

Druid Spells Prepared (5/4/3/2; base save DC = 13 + spell level): 0 – *cure minor wounds, detect magic, flare* (2), *resistance*; 1st – *cure light wounds, entangle, magic stone, ~~speaking with animals~~*; 2nd – *flame blade, heat metal, summon swarm*; 3rd – *cure moderate wounds, greater magic fang*.

Possessions: Masterwork scimitar, sling, 10 sling bullets, +1 *hide armor*, heavy wooden shield, scroll of *barkskin*, scroll of *flaming sphere*, *wand of cure light wounds* (50 charges).

Gorin Oakenbow, Male Human Rgr3: CR 3; Medium humanoid; HD 3d8+6; hp 23; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +3; Grp +5; Atk +5 melee (1d8+2/19-20, longsword) or +8 ranged (1d8+2/x3, masterwork mighty composite longbow [+2 Str bonus]); Full Atk +5 melee (1d8+2/19-20, longsword) or +6/+6 ranged (1d8+2/x3, masterwork mighty composite

longbow [+2 Str bonus]); SA - ; SQ favored enemy humans +2, wild empathy; AL NE; SV Fort +5, Ref +7, Will +2; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills: Handle Animal +5, Hide +9, Listen +7, Move Silently +9, Spot +12, Survival +7, Tumble +5. *Feats:* Endurance, Far Shot, Point Blank Shot, Rapid Shot, Track, Weapon Focus (composite longbow).

Combat Style (Ex): Gorin has selected archery. He gains the Rapid Shot feat without the normal prerequisites.

Favored Enemy (Ex): Gorin gains the indicated bonus on his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against that type of creature. He gets the same bonus on weapon damage rolls against creatures of this type.

Wild Empathy (Ex): Gorin can improve the attitude of an animal in the same way as a Diplomacy check for sentient beings. The ranger rolls 1d20+4, or 1d20+0 if attempting to influence magical beasts with an intelligence of 1 or 2.

Possessions: Longsword, masterwork mighty composite longbow [+2 Str bonus], 40 arrows, masterwork studded leather, *eyes of the eagle*, 2 *potions of cure light wounds*.

APL 6 Encounters

Encounter 3

Tendriculos, Immature: CR 5; Large plant; HD 8d8+32; hp 68; Init +0; Spd 20 ft; AC 16, touch 9, flat-footed 16; Base Atk +6; Grp +15; Atk +10 melee (2d6+4, bite); Full Atk +10 melee (2d6+5, bite) and +5 melee (1d4+2, 2 tentacles); Space/Reach 10 ft./10 ft.; SA improved grab, paralysis, swallow whole; SQ low-light vision, plant traits, regeneration 10; AL N; SV Fort +10, Ref +2, Will +3; Str 20, Dex 11, Con 18, Int 3, Wis 8, Cha 3.

Skills: Hide +8, Listen +1, Move Silently +1, Spot +1.

Feats: Alertness, Iron Will, Stealthy.

Improved Grab (Ex): To use this ability, a tendriculos must hit a creature of at least one size smaller than itself with its bite attack. It can then start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the opponent in the following round.

A tendriculos can also use its improved grab ability on a tendril attack. If it wins the grapple check, it establishes a hold, picks up the opponents, and transfers it to its mouth as a free action, automatically dealing bite damage.

Swallow Whole/Paralysis (Ex): A tendriculos can try to swallow a grabbed opponent by making a successful grapple check. Once inside the plant's mass, the opponent must succeed at a DC 18 Fortitude save or be paralyzed for 3d6 rounds by the tendriculos's digestive juices, taking 2d6 points of acid damage per round. A new save is required each round. The save DC is Constitution-based.

A swallowed creature that avoids paralysis can climb out of the mass with a successful grapple check. This returns it to the plant's maw, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the tendriculos's interior (AC 13). Once the creature exists, the plant's regenerative capacity closes the hole; another swallowed opponent must cut its own way out.

A Large tendriculos's interior can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Regeneration (Ex): Bludgeoning weapons and acid deal normal damage to a tendriculos.

A tendriculos that loses part of its body mass can regrow it in 1d6 minutes. Holding the severed portion against the mass enables it to reattach immediately.

Encounter 5

Erlyse, Female Human Drd7: CR 7; Female humanoid; HD 7d8+17; hp 52; Init +2; Spd 20 ft., base 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +5; Grp +5; Atk +6 melee (1d6/18-20, masterwork scimitar) or +7 ranged (1d4, sling); Full Atk +6 melee (1d6/18-20, masterwork scimitar) or +7 ranged (1d4, sling); SA –; SQ animal companion, link with companion, nature sense, resist nature's lure, share spells, trackless step, wild empathy, wild shape (3/day), woodland stride; AL NE; SV Fort +7, Ref +4, Will +8; Str 10, Dex 14, Con 14, Int 12, Wis 17, Cha 8.

Skills: Concentration +12, Handle Animal +9, Knowledge (nature) +15, Listen +8, Spellcraft +11, Spot +8, Wilderness Lore +15. *Feats:* Dodge, Scribe Scroll, Toughness, Track.

Animal Companion (Ex): Erlyse has a dire boar as an animal companion. This creature is a loyal companion that accompanies her on adventures as appropriate for its kind. Its abilities and characteristics are summarized below.

Dire Boar Animal Companion: CR –; Large magical beast; HD 7d8+21; hp 52; Init +0; Spd 40 ft.; AC 15, touch 9, flat-footed 15; Base Atk +5; Grp +17; Atk +12 melee (1d8+12, bite); Full Atk +12 melee (1d8+12, bite); SA ferocity; SQ bonus trick, low-light vision, scent; AL N; SV Fort +8, Ref +5, Will +8; Str 27, Dex 10, Con 17, Int 2, Wis 13, Cha 8.

Skills: Listen +8, Spot +8. *Feats:* Alertness, Endurance, Iron Will.

Ferocity (Ex): A dire boar is such a tenacious opponent that it continues to fight without penalty even while disabled or dying.

Bonus Trick: The dire boar has track as a bonus trick, and also knows the tricks attack, come, defend, down, guard and stay.

Link with Companion (Ex): Erlyse can handle her animal companion as a free action, or push it as a move action, with a +4 bonus on wild empathy and Handle Animal checks made while dealing with that animal.

Nature Sense (Ex): Erlyse gains a +2 bonus on Knowledge (nature) and Survival checks (these bonuses are included in the statistics given above).

Resist Nature's Lure (Ex): Erlyse gains a +4 bonus on saving throws against the spell-like abilities of fey.

Share Spells (Ex) Erlyse may have any spell she casts on herself also affect her animal companion if the latter is within 5 feet at the time. She may also cast a spell with a target of “You” on her animal companion.

Trackless Step (Ex): Erlyse leaves no trail in natural surroundings and cannot be tracked.

Wild Empathy (Ex): Erlyse can improve the attitude of an animal in the same way as a Diplomacy check for sentient beings. The druid rolls 1d20+8, or 1d20+4 if attempting to influence magical beasts with an intelligence of 1 or 2.

Wild Shape (Ex): Erlyse can change into a Small or Medium animal and back again three times per day, as per the *polymorph* spell.

Woodland Stride (Ex): Erlyse may move through natural thorns, briars, overgrown areas, and similar terrain at her normal speed and without damage or other impairment. However, thorns, briars, and overgrown areas that are magically manipulated to impede motion still affect her.

Druid Spells Prepared (6/5/4/3/1; base save DC = 13 + spell level): 0 – *cure minor wounds*, *detect magic*, *flare* (2), *resistance* (2); 1st – *cure light wounds*, *entangle*, *hide from animals*, *magic stone*, ~~*Speak with animals*~~, 2nd – *bull's strength*, *flame blade*, *heat metal*, *summon swarm*; 3rd – *call lightning*, *cure moderate wounds*, *greater magic fang*; 4th – *flame strike*.

Possessions: Masterwork scimitar, sling, 10 sling bullets, +1 *hide armor*, heavy wooden shield, scroll of *barkskin*, scroll of *flaming sphere*, *wand of cure light wounds* (50 charges).

Gorin Oakenbow, Male Human Rgr5: CR 5; Medium humanoid; HD 5d8+10; hp 36; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15; Base Atk +5; Grp +7; Atk +7 melee (1d8+2/19-20, longsword) or +10 ranged (1d8+2/x3, masterwork mighty composite longbow [+2 Str bonus]); Full Atk +7 melee (1d8+2/19-20, longsword) or +8/+8 ranged (1d8+2/x3, masterwork mighty composite longbow [+2 Str bonus]); SA – ; SQ animal companion, favored enemy humans +4, favored enemy elves +2, wild empathy; AL NE; SV Fort +6, Ref +7, Will +2; Str 14, Dex 17, Con 14, Int 10, Wis 12, Cha 8.

Skills: Handle Animal +7, Hide +11, Listen +9, Move Silently +11, Spot +14, Survival +9, Tumble +6. *Feats:* Endurance, Far Shot, Point Blank Shot, Rapid Shot, Track, Weapon Focus (composite longbow).

Combat Style (Ex): Gorin has selected archery. He gains the Rapid Shot feat without the normal prerequisites.

Animal Companion (Ex): Gorin has a wolf as an animal companion. This creature is a loyal companion that accompanies him on adventures as appropriate for its kind. Its abilities and characteristics are summarized below.

Wolf Animal Companion: CR –; Medium magical beast; HD 2d8+4; hp 13; Init +2; Spd 50 ft.; AC 14, touch 12, flat-footed 12; Base Atk +1; Grp +2; Atk +3 melee (1d6+1, bite); Full Atk +3 melee (1d6+1, bite); SA trip; SQ bonus trick, low-light vision, scent; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1. *Feats:* Track^B, Weapon Focus (bite).

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent as a free action See page 158 of the *Player's Handbook* for more information.

Skills: Wolverines have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Bonus Trick: The wolf has track as a bonus trick, and also knows the tricks attack, come, defend, down, guard and stay.

Favored Enemy (Ex): Gorin gains the indicated bonus on his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against that type of creature. He gets the same bonus on weapon damage rolls against creatures of this type.

Link with Companion (Ex): Gorin can handle his animal companion as a free action, or push it as a move action, with a +4 bonus on wild empathy and Handle Animal checks made while dealing with that animal.

Share Spells (Ex) Gorin may have any spell he casts on himself also affect his animal companion if the latter is within 5 feet at the time. He may also cast a spell with a target of “You” on his animal companion.

Wild Empathy (Ex): Gorin can improve the attitude of an animal in the same way as a Diplomacy check for sentient beings. The ranger rolls 1d20+6, or 1d20+2 if attempting to influence magical beasts with an intelligence of 1 or 2.

Ranger Spells Prepared (1; save DC 11): 1st – *longstrider*.

Possessions: Longsword, masterwork mighty composite longbow [+2 Str bonus], 40 arrows, +1 *mithral*

chain shirt, eyes of the eagle, 2 potions of cure light wounds.

APL 8 Encounters

Encounter 3

Assassin Vines, Advanced 12 HD (2): CR 6; Huge plant; HD 12d8+60; hp 114 (each); Init -1; Spd 5 ft.; AC 16, touch 7, flat-footed 16; Base Atk +9; Grp +27; Atk +17 melee (1d8+15, slam); Full Atk +17 melee (1d8+15, slam); Space/Reach 15 ft./15 ft. (30 ft. with tentacle); SA constrict 1d8+13, entangle, improved grab; SQ blindsight 30 ft., camouflage, immunity to electricity, low-light vision, plant traits, resistance to cold 10 and fire 10; AL N, SV Fort +13, Ref +3, Will +5; Str 30, Dex 8, Con 20, Int -, Wis 13, Cha 9.

Entangle (Su): An assassin vine can animate plants within 30 feet of itself as a free action (Ref DC 17 partial). The effect lasts until the vine dies or decides to end it (also a free action). The save DC is Wisdom-based. The ability is otherwise similar to *entangle* (caster level 4th).

Improved Grab (Ex): To use this ability, the assassin vine must hit with its slam attack. It can then attempt to grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Blindsight (Ex): Assassin vines have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Camouflage (Ex): Since an assassin vine looks like a normal plant when at rest, it takes a DC 20 Spot check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of these skills instead of spot to notice the plant. Dwarves can use stonecunning to notice the subterranean version.

Encounter 5

Erylse, Female Human Drd9: CR 9; Female humanoid; HD 9d8+21; hp 65; Init +2; Spd 20 ft., base 30 ft.; AC 19, touch 12, flat-footed 17; Base Atk +6; Grp +6; Atk +7 melee (1d6+1/18-20, +1 *scimitar*) or +8 ranged (1d4, sling); Full Atk +7/+2 melee (1d6+1/18-20, +1 *scimitar*) or +8 ranged (1d4, sling); SA -; SQ animal companion, link with companion, nature sense, resist nature's lure, share spells, trackless step, venom immunity, wild empathy, wild shape (3/day, large), woodland stride; AL NE; SV Fort +8, Ref +5, Will +10; Str 10, Dex 14, Con 14, Int 12, Wis 18, Cha 8.

Skills: Concentration +14, Handle Animal +11, Knowledge (nature) +17, Listen +10, Spellcraft +13, Spot

+10, Wilderness Lore +18. **Feats:** Combat Casting, Dodge, Scribe Scroll, Toughness, Track.

Animal Companion (Ex): Erylse has a dire boar as an animal companion. This creature is a loyal companion that accompanies her on adventures as appropriate for its kind. Its abilities and characteristics are summarized below.

Dire Boar Animal Companion: CR -; Large magical beast; HD 9d8+36; hp 76; Init +0; Spd 40 ft.; AC 17, touch 9, flat-footed 17; Base Atk +6; Grp +19; Atk +14 melee (1d8+13, bite); Full Atk +14 melee (1d8+13, bite); SA ferocity; SQ bonus tricks, evasion, low-light vision, scent; AL N; SV Fort +10, Ref +6, Will +9; Str 28, Dex 11, Con 18, Int 2, Wis 13, Cha 8.

Skills: Listen +9, Spot +9. **Feats:** Alertness, Endurance, Iron Will.

Ferocity (Ex): A dire boar is such a tenacious opponent that it continues to fight without penalty even while disabled or dying.

Bonus Tricks: The dire boar has track and work as bonus tricks, and also knows the tricks attack, come, defend, down, guard and stay.

Link with Companion (Ex): Erylse can handle her animal companion as a free action, or push it as a move action, with a +4 bonus on wild empathy and Handle Animal checks made while dealing with that animal.

Nature Sense (Ex): Erylse gains a +2 bonus on Knowledge (nature) and Survival checks (these bonuses are included in the statistics given above).

Resist Nature's Lure (Ex): Erylse gains a +4 bonus on saving throws against the spell-like abilities of fey.

Share Spells (Ex) Erylse may have any spell she casts on herself also affect her animal companion if the latter is within 5 feet at the time. She may also cast a spell with a target of "You" on her animal companion.

Trackless Step (Ex): Erylse leaves no trail in natural surroundings and cannot be tracked.

Venom Immunity (Ex): Erylse is immune to all poisons.

Wild Empathy (Ex): Erylse can improve the attitude of an animal in the same way as a Diplomacy check for sentient beings. The druid rolls 1d20+10, or 1d20+6 if attempting to influence magical beasts with an intelligence of 1 or 2.

Wild Shape (Ex): Erlyse can change into a Small, Medium or Large animal and back again three times per day, as per the *polymorph* spell.

Woodland Stride (Ex): Erlyse may move through natural thorns, briars, overgrown areas, and similar terrain at her normal speed and without damage or other impairment. However, thorns, briars, and overgrown areas that are magically manipulated to impede motion still affect her.

Druid Spells Prepared (6/5/5/4/3/1; base save DC = 14 + spell level): 0 – *cure minor wounds*, *detect magic*, *flare* (2), *resistance* (2); 1st – *cure light wounds*, *entangle*, *hide from animals*, *magic stone*, ~~*speak with animals*~~; 2nd – *barkskin*, *bull's strength*, *flame blade*, *heat metal*, *summon swarm*; 3rd – *call lightning* (2), *cure moderate wounds*, *greater magic fang*; 4th – *cure serious wounds*, *flame strike*, *freedom of movement*; 5th – *animal growth*.

Possessions: +1 scimitar, sling, 10 sling bullets, +1 hide armor, +1 heavy wooden shield, scroll of *barkskin*, scroll of *flaming sphere*, *wand of cure light wounds* (50 charges).

Gorin Oakenbow, Male Human Rgr5/Deepwood Sniper 2: CR 7; Medium humanoid; HD 7d8+14; hp 58; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15; Base Atk +7; Grp +9; Atk +9 melee (1d8+2/19-20, Longsword) or +12 ranged (1d8+3/19-20/x4, +1 *mighty composite longbow* [+2 Str bonus]); Full Atk +9/+4 melee (1d8+2/19-20, longsword) or +10/+10/+5 ranged (1d8+3/19-20/x4, +1 *mighty composite longbow* [+2 Str bonus]); SA concealment reduction, keen arrows, projectile improved critical +1, range increment bonus +20 ft.; SQ animal companion, favored enemy humans +4, favored enemy elves +2, *magic weapon*, wild empathy; AL NE; SV Fort +6, Ref +10, Will +2; Str 14, Dex 17, Con 14, Int 10, Wis 12, Cha 8.

Skills: Handle Animal +7, Hide +13, Listen +11, Move Silently +13, Spot +16, Survival +11, Tumble +6. *Feats:* Endurance, Far Shot, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (composite longbow).

Concealment Reduction (Ex): Gorin's miss chance against opponents with concealment is reduced by 10%.

Combat Style (Ex): Gorin has selected archery. He gains the Rapid Shot feat without the normal prerequisites.

Keen Arrows (Ex): All projectiles Gorin behave as if they were keen weapons in addition to any other properties they might possess.

Projectile Improved Critical (Ex): The critical damage multipliers of Gorin's projectile weapons are increased by +1.

Range Increment Bonus (Ex): The range of Gorin's projectile weapons is increased by 20 feet, added after all other multipliers. This gives him a range increment of 185 feet with his composite longbow.

Animal Companion (Ex): Gorin has a wolf as an animal companion. This creature is a loyal companion that accompanies him on adventures as appropriate for its kind. Its abilities and characteristics are summarized below.

Wolf Animal Companion: CR –; Medium magical beast; HD 2d8+4; hp 13; Init +2; Spd 50 ft.; AC 14, touch 12, flat-footed 12; Base Atk +1; Grp +2; Atk +3 melee (1d6+1, bite); Full Atk +3 melee (1d6+1, bite); SA trip; SQ bonus trick, low-light vision, scent; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1. *Feats:* Track^B, Weapon Focus (bite).

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent as a free action See page 158 of the *Player's Handbook* for more information.

Skills: Wolverines have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Bonus Trick: The wolf has track as a bonus trick, and also knows the tricks attack, come, defend, down, guard and stay.

Favored Enemy (Ex): Gorin gains the indicated bonus on his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against that type of creature. He gets the same bonus on weapon damage rolls against creatures of this type.

Link with Companion (Ex): Gorin can handle his animal companion as a free action, or push it as a move action, with a +4 bonus on wild empathy and Handle Animal checks made while dealing with that animal.

Magic Weapon (Sp): Gorin may produce an effect identical to that of a *magic weapon* spell cast by a cleric of 2nd level. This ability is usable once per day on projectile weapons only.

Share Spells (Ex) Gorin may have any spell he casts on himself also affect his animal companion if the latter is within 5 feet at the time. He may also cast a spell with a target of "You" on his animal companion.

Wild Empathy (Ex): Gorin can improve the attitude of an animal in the same way as a Diplomacy check for sentient beings. The ranger rolls 1d20+6, or 1d20+2 if attempting to influence magical beasts with an intelligence of 1 or 2.

Ranger Spells Prepared (1; save DC 11): 1st – *longstrider*.

Possessions: Longsword, +1 *mighty composite longbow* [+2 *Str bonus*], 40 arrows, +1 *mithral chain shirt*, *eyes of the eagle*, 2 *potions of cure light wounds*.

APL 10 Encounters

Encounter 2

Dire Bear, Advanced 15 HD (2): CR 8; Large animal; HD 15d8+63; hp 130 (each); Init +1; Spd 40 ft.; AC 17, touch 10, flat-footed 16; Base Atk +11; Grp +25; Atk +21 melee (2d4+10, claw); Full Atk +21 melee (2d4+10, 2 claws) and +16 melee (2d8+5, bite); Space/Reach 10ft./5 ft.; SA improved grab; SQ low-light vision, scent; AL N; SV Fort +13, Ref +10, Will +10; Str 31, Dex 13, Con 19, Int 2, Wis 12, Cha 10.

Skills: Listen +11, Spot +11, Swim +14. *Feats:* Alertness, Endurance, Run, Toughness, Weapon Focus (claw), Weapon Focus (bite).

Improved Grab (Ex): To use this ability, a dire bear must hit with a claw attack. It can then start a grapple as a free action without provoking an attack of opportunity.

Encounter 3

Assassin Vines, Advanced 16 HD (2): CR 7; Huge plant; HD 16d8+80; hp 152 (each); Init -1; Spd 5 ft.; AC 16, touch 7, flat-footed 16; Base Atk +12; Grp +30; Atk +20 melee (1d8+15, slam); Full Atk +20 melee (1d8+15, slam); Space/Reach 15 ft./15 ft. (30 ft. with tentacle); SA constrict 1d8+13, entangle, improved grab; SQ blindsight 30 ft., camouflage, immunity to electricity, low-light vision, plant traits, resistance to cold 10 and fire 10; AL N, SV Fort +15, Ref +4, Will +7; Str 30, Dex 8, Con 20, Int -, Wis 14, Cha 9.

Entangle (Su): An assassin vine can animate plants within 30 feet of itself as a free action (Ref DC 19 partial). The effect lasts until the vine dies or decides to end it (also a free action). The save DC is Wisdom-based. The ability is otherwise similar to *entangle* (caster level 4th).

Improved Grab (Ex): To use this ability, the assassin vine must hit with its slam attack. It can then attempt to grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Blindsight (Ex): Assassin vines have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Camouflage (Ex): Since an assassin vine looks like a normal plant when at rest, it takes a DC 20 Spot check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of these skills instead

of spot to notice the plant. Dwarves can use stonecunning to notice the subterranean version.

Encounter 5

Erlyse, Female Human Drd11: CR 11; Female humanoid; HD 11d8+25; hp 78; Init +2; Spd 20 ft., base 30 ft.; AC 20, touch 13, flat-footed 18; Base Atk +8; Grp +8; Atk +9 melee (1d6+1/18-20, *+1 scimitar*) or +10 ranged (1d4, sling); Full Atk +9/+4 melee (1d6+1/18-20, *+1 scimitar*) or +10 ranged (1d4, sling); SA -; SQ animal companion, link with companion, nature sense, resist nature's lure, share spells, trackless step, venom immunity, wild empathy, wild shape (4/day, large, tiny), woodland stride; AL NE; SV Fort +9, Ref +7, Will +12; Str 10, Dex 14, Con 14, Int 12, Wis 20, Cha 8.

Skills: Concentration +16, Handle Animal +13, Knowledge (nature) +19, Listen +12, Spellcraft +15, Spot +12, Wilderness Lore +21. *Feats:* Combat Casting, Dodge, Lightning Reflexes, Scribe Scroll, Toughness, Track.

Animal Companion (Ex): Erlyse has a dire boar as an animal companion. This creature is a loyal companion that accompanies her on adventures as appropriate for its kind. Its abilities and characteristics are summarized below.

Dire Boar Animal Companion: CR -; Large magical beast; HD 9d8+36; hp 76; Init +0; Spd 40 ft.; AC 17, touch 9, flat-footed 17; Base Atk +6; Grp +19; Atk +14 melee (1d8+13, bite); Full Atk +14 melee (1d8+13, bite); SA ferocity; SQ bonus tricks, evasion, low-light vision, scent; AL N; SV Fort +10, Ref +6, Will +9; Str 28, Dex 11, Con 18, Int 2, Wis 13, Cha 8.

Skills: Listen +9, Spot +9. *Feats:* Alertness, Endurance, Iron Will.

Ferocity (Ex): A dire boar is such a tenacious opponent that it continues to fight without penalty even while disabled or dying.

Bonus Tricks: The dire boar has track and work as bonus tricks, and also knows the tricks attack, come, defend, down, guard and stay.

Link with Companion (Ex): Erlyse can handle her animal companion as a free action, or push it as a move action, with a +4 bonus on wild empathy and Handle Animal checks made while dealing with that animal.

Nature Sense (Ex): Erlyse gains a +2 bonus on Knowledge (nature) and Survival checks (these bonuses are included in the statistics given above).

Resist Nature's Lure (Ex): Erlyse gains a +4 bonus on saving throws against the spell-like abilities of fey.

Share Spells (Ex) Erlyse may have any spell she casts on herself also affect her animal companion if the latter is within 5 feet at the time. She may also cast a spell with a target of "You" on her animal companion.

Trackless Step (Ex): Erlyse leaves no trail in natural surroundings and cannot be tracked.

Venom Immunity (Ex): Erlyse is immune to all poisons.

Wild Empathy (Ex): Erlyse can improve the attitude of an animal in the same way as a Diplomacy check for sentient beings. The druid rolls 1d20+10, or 1d20+6 if attempting to influence magical beasts with an intelligence of 1 or 2.

Wild Shape (Ex): Erlyse can change into a Tiny, Small, Medium or Large animal and back again four times per day, as per the *polymorph* spell.

Woodland Stride (Ex): Erlyse may move through natural thorns, briars, overgrown areas, and similar terrain at her normal speed and without damage or other impairment. However, thorns, briars, and overgrown areas that are magically manipulated to impede motion still affect her.

Druid Spells Prepared (6/7/5/5/4/3/1; base save DC = 15 + spell level): 0 – *cure minor wounds, detect magic, flare* (2), *resistance* (2); 1st – *charm animal, cure light wounds, entangle, faerie fire, hide from animals, magic stone, speak with animals*, 2nd – *barkskin, bull's strength, flame blade, heat metal, summon swarm*, 3rd – *call lightning* (2), *cure moderate wounds, greater magic fang, protection from energy*, 4th – *cure serious wounds, flame strike, ice storm, freedom of movement*, 5th – *animal growth, baleful polymorph, stonesskin, mass cat's grace*.

Possessions: +1 scimitar, sling, 10 sling bullets, +1 hide armor, +1 heavy wooden shield, ring of protection +1, scroll of barkskin scroll of flaming sphere, wand of cure light wounds (50 charges), periapt of wisdom +2, diamond dust for stonesskin (1 use).

Gorin Oakenbow, Male Human Rgr5/Deepwood Sniper 4: CR 9; Medium humanoid; HD 9d8+27; hp 71; Init +5; Spd 30 ft.; AC 19, touch 14, flat-footed 15; Base Atk +9; Grp +11; Atk +11 melee (1d8+2/19-20, longsword) or +15 ranged (1d8+3/19-20/x4, +1 mighty composite

longbow [+2 Str bonus]); Full Atk +11/+6 melee (1d8+2/19-20, longsword) or +13/+13/+8 ranged (1d8+3/19-20/x4, +1 mighty composite longbow [+2 Str bonus]); SA concealment reduction, keen arrows, projectile improved critical +1, range increment bonus +40 ft., take aim +2; SQ animal companion, favored enemy humans +4, favored enemy elves +2, *magic weapon*, safe poison use, wild empathy; AL NE; SV Fort +8, Ref +12, Will +5; Str 14, Dex 18, Con 16, Int 10, Wis 12, Cha 8.

Skills: Handle Animal +7, Hide +16, Listen +13, Move Silently +16, Spot +18, Survival +13, Tumble +7. *Feats:* Endurance, Far Shot, Iron Will, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (composite longbow).

Concealment Reduction (Ex): Gorin's miss chance against opponents with concealment is reduced by 10%.

Combat Style (Ex): Gorin has selected archery. He gains the Rapid Shot feat without the normal prerequisites.

Keen Arrows (Ex): All projectiles Gorin behave as if they were keen weapons in addition to any other properties they might possess.

Projectile Improved Critical (Ex): The critical damage multipliers of Gorin's projectile weapons are increased by +1.

Range Increment Bonus (Ex): The range of Gorin's projectile weapons is increased by 40 feet, added after all other multipliers. This gives him a range increment of 205 feet with his composite longbow.

Take Aim (Ex): Gorin can gain a +2 bonus on his 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.

Animal Companion (Ex): Gorin has a wolf as an animal companion. This creature is a loyal companion that accompanies him on adventures as appropriate for its kind. Its abilities and characteristics are summarized below.

Wolf Animal Companion: CR –; Medium magical beast; HD 2d8+4; hp 13; Init +2; Spd 50 ft.; AC 14, touch 12, flat-footed 12; Base Atk +1; Grp +2; Atk +3 melee (1d6+1, bite); Full Atk +3 melee (1d6+1, bite); SA trip; SQ bonus trick, low-light vision, scent; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1. *Feats:* Track^B, Weapon Focus (bite).

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent as a free action. See page 158 of the *Player's Handbook* for more information.

Skills: Wolverines have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Bonus Trick: The wolf has track as a bonus trick, and also knows the tricks attack, come, defend, down, guard and stay.

Favored Enemy (Ex): Gorin gains the indicated bonus on his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against that type of creature. He gets the same bonus on weapon damage rolls against creatures of this type.

Link with Companion (Ex): Gorin can handle his animal companion as a free action, or push it as a move action, with a +4 bonus on wild empathy and Handle Animal checks made while dealing with that animal.

Magic Weapon (Sp): Gorin may produce an effect identical to that of a *magic weapon* spell cast by a cleric of 4th level. This ability is usable once per day on projectile weapons only.

Safe Poison Use (Ex): Gorin can use poison without any chance of poisoning himself.

Share Spells (Ex) Gorin may have any spell he casts on himself also affect his animal companion if the latter is within 5 feet at the time. He may also cast a spell with a target of "You" on his animal companion.

Wild Empathy (Ex): Gorin can improve the attitude of an animal in the same way as a Diplomacy check for sentient beings. The ranger rolls 1d20+6, or 1d20+2 if attempting to influence magical beasts with an intelligence of 1 or 2.

Ranger Spells Prepared (1; save DC 11): 1st – *longstrider*.

Possessions: Longsword, +1 *mighty composite longbow* [+2 Str bonus], 40 arrows, +1 *mithral chain shirt*, *eyes of the eagle*, *amulet of health* +2, 2 *potions of cure light wounds*, 10 arrows poisoned with giant wasp venom (Injury DC 18, Initial 1d6 Dex, Secondary 1d6 Dex).

Appendix II: New Rules

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 +10ft./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 the 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 Far Shot 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 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 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.

To The Most Honorable Proprietor,

The bearer of this note shall be staying at your fine establishment for two nights stay. Please allow them all the courtesy of my House and you shall be rewarded with double your normal rate. Please extend this same courtesy to the bearer and up to five of his or her friends. I thank you for your hospitality and do look forward to doing business with you again in the future.

*Most Sincere Thanks,
Lord Otto Verle*

Player Handout 2

MENU

Morning Meals

<i>Bacon strips</i>	<i>2sp</i>
<i>Bacon steak</i>	<i>3sp</i>
<i>Eggs</i>	<i>1cp each</i>
<i>Bread</i>	<i>2cp slice</i>
<i>Butter</i>	<i>1sp cup</i>
<i>Fruits</i>	<i>5cp each</i>
<i>Grool</i>	<i>2cp bowl</i>

Noontime Meals

<i>Bacon stacker</i>	<i>2sp</i>
<i>Mutton stacker</i>	<i>2sp</i>
<i>Beef stacker</i>	<i>2sp</i>
<i>Rabbit stacker</i>	<i>3sp</i>
<i>With cheese</i>	<i>1sp extra</i>
<i>Bread and cheese</i>	<i>2sp</i>

Evening Meals

<i>Lentil soup</i>	<i>5sp</i>
<i>Braised hare with</i> <i>spring vegetables</i>	<i>2gp</i>
<i>Stuffed pheasant</i> <i>mounted on bread</i>	<i>2gp</i>
<i>traveler's special</i> <i>bread, cheese, meat</i> <i>Of the day, ale</i>	<i>5sp</i>
<i>Large Travelers' Special</i>	

<i>loaf of bread,</i>	
<i>¼ wheel of cheese</i>	
<i>mutton leg</i>	
<i>flagon of ale</i>	<i>2gp</i>

Spirits Menu

Common—per pint

<i>Ale</i>	<i>2 sp</i>
<i>Special ale</i>	<i>5 sp</i>
<i>Small beer</i>	<i>5 cp</i>
<i>Heavy beer</i>	<i>1 sp</i>
<i>Mead</i>	<i>5 sp</i>
<i>Special mead</i>	<i>15 sp</i>

Wines—Per Pint

<i>Local</i>	<i>5 sp</i>
<i>Keoish gold</i>	<i>15 sp</i>
<i>Sundish lilac</i>	<i>2 gp</i>
<i>Urnst white</i>	<i>1 gp</i>
<i>Celene ruby</i>	<i>2 gp</i>
<i>Fyronidian emerald Pale</i>	<i>4 gp</i>
<i>Velunana fireamber</i>	<i>1 pp</i>

Liqueur—per ½ gill

<i>Ulek elixir</i>	<i>5 gp</i>
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