

BIS1-09

THE BARRENFORD FESTIVAL

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

Version 1

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The sign reads: "Come to our four-day festival. A good time will be had by all. Can you win the beautiful prize horses? Don't miss it!" Across it is scrawled: "Attend at your own risk? A Living Greyhawk Bissel regional scenario for characters levels 1-6.

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

PREPARATION

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

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

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core 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.

SCORING

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

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

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

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

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

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

DETERMINING AVERAGE PARTY LEVEL (APL)

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

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

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

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

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

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

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

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

IS IT A FULL MOON?

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

LIFESTYLE

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

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

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

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

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

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

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

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

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

ADVENTURE SUMMARY AND BACKGROUND

THE VILLAGE OF BARRENFORD

When the Flint family agreed to work the land by the Barren River, in the southwestern corner of the barony of Wintrigvale, their neighbors all thought they were crazy. First of all, Bissel's border with the Valley of the Mage is just west of the river and the treacherous Barrier Peaks and Dim Forest are close by. Second, the river itself is, as its name implies, barren. Why live near a river that can't be fished. Some say the river is devoid of life because of its bitterly cold temperatures. Many believe it has been poisoned by the elves of the Valley of the Mage. Still, though their former neighbors thought the Flints were crazy, they weren't surprised by their decision. The Flints had always been willing to take incredible gambles to get ahead, even gambling with their own health and sanity.

It soon became obvious to those who knew them that the Flints' gamble was paying off. Over a relatively short period of time, the village of Barrenford grew in size. Among a group of people that were, by necessity, hardy and ambitious, Channis Flint was able to secure the position of the village mayor.

Recently, the village has grown by leaps and bounds. Areas of forest have been cleared to create more fields and build new houses. Still, the people of Barrenford have even higher hopes for their small village. They want to encourage trade and growth in the area. With that in mind, they have decided to hold a four day festival, and they are spending quite a bit of gold to do it. The prizes at the festival include homemade goods, livestock, and a fine pair of horses as the grand prize. The villagers have given up considerable time and material goods in this endeavor and so there is nothing more important for them at this time than to make this festival a success. They are determined to provide the region with one of the grandest events of the year - one sure to be talked about for a long time to come.

Unfortunately, the preparations for the festival have not gone smoothly. Several attacks are made on the supply wagons. To make matters worse, the mayor begins to find threatening letters at his office and his home, warning him to stop his preparations for the festival. He might have taken them more seriously if they had not been signed "The Green Wrath".

MUIRA

The gnomes have a saying: "Find the humor in every situation – the sorrow will find you." Sorrow certainly had no trouble finding one particular gnome of the Lemnish clan named Muira. Muira's childhood in the western hills of the Lorridges was brief. When she was twelve, her parents vanished. She was told they were dead and no more than that. Over the next two years she moved from one well-intentioned family to another but her determination to find out what happened to her parents made her unmanageable. It was finally decided to send

her to live with her aunt and uncle in the barony of Wintrigvale.

At first Muira proved to be as unreasonable in her new home as in all the previous ones, obsessed with a need for answers. But eventually she settled into a contented life with Aunt "Gingerscent" and Uncle "Smokeybeard." The new peace was not long-lived however. Her aunt contracted a wasting illness that ravaged her for seven long years. For Muira, one of the few bright spots in these times was the healer that often tended her aunt, a druid named Rella. When Aunt Gingerscent died, Muira's uncle was broken by grief over the loss of his wife. Muira's thoughts turned back to her parents and she attempted to return to the Lemnish clan village and once again seek answers. Six months later she was back at her uncle's and would say nothing of what had occurred during her absence. Without his wife, Muira's uncle could not handle the headstrong child. Arrangements were made and Muira was sent to live with Rella.

Once again Muira found a measure of contentment. She studied under Rella for several years and learned the ways of the Druid. She learned quickly. She also became more and more of a recluse, finding all of her joy in the trees and the animals. Rella tried to discourage this withdrawal but Muira would only laugh, saying that Nature met all of her needs. The animals and plants were all the company she needed, although they did not seem to appreciate a good practical joke. Still, in an effort to alleviate Muira's self-imposed isolation, Rella sent her on a month long errand. When Muira returned, she found that sorrow had tracked her down again. The small grove in which she and Rella had lived was decimated and Rella herself was dead.

Muira immediately suspected a group of loggers that had been working in the area and had occasionally shared hard words with Rella. Muira had kept herself separate from these loggers and did not understand what motives they might have had to harm Rella, but all of those considerations were pushed aside. She finally had a target for her loss and pain. This was not the utterly inexplicable mystery of her parents' disappearance nor was it the equally mysterious workings of disease. This time there were culprits on whom Muira could work her revenge and she did not hesitate. One cloudy day she called lightning down upon them as they worked. Two were killed and the rest fled. She had some regrets about the deaths, but had these men mourned the trees they had destroyed?

At this point Muira began to travel around Bissel speaking out against the encroachment of humanity on Nature. She was vocal enough to make some enemies but also a few followers. One of them, a gnome she called Deepdimples became more than a follower. He became her husband.

The next time sorrow found Muira she was more prepared. Muira found her husband's body outside an abandoned farmhouse where he had been attempting to liberate abused farm animals. The trap he had stumbled into was obvious, now that it had been set off. The

culprits escaped. Muira was preoccupied with her husband. She devoted the next few days to his reincarnation. Deepdimples returned to her, still her love, but in the form of a tiger.

Because of this final tragedy, Muira decided it was time to change her tactics. She would not take the same risks. She would work behind the scenes. She and her husband would continue to fight for Nature and gather more followers along the way, forming an odd family of both humanoids and cats.

Upon hearing of the plans for Barrenford's festival, Muira and her group quickly traveled there. To Muira, the possibility of the growth and expansion of Barrenford is abhorrent. She is determined to stop the festival. The mayor seems to be ignoring both her threats and the raids she has led against the supply wagons. It appears the festival will go on, but Muira will see to it that no one will remember Barrenford fondly. She will do all she can to make the festival an absolute disaster.

ADVENTURE SYNOPSIS

The adventure begins with our heroes arriving at the festival. There are many events to participate in and prize tokens to be won. The good times are spoiled when Steros, one of Muira's followers, enrages the livestock. They escape from their pens, endangering the crowds. Our heroes have the opportunity to subdue the livestock, bringing the PCs to the attention of the mayor, Channis Flint. The PCs are invited to the mayor's home for lunch and to receive a modest reward. Muira notices that the PCs have foiled her plan and devises a new one to keep them occupied while she is busy working on her next disruption. She kidnaps the mayor's son and daughter, Daylor and Dayla, and leaves a ransom note addressed to the PCs. When the PCs arrive at the mayor's home, he approaches them with the note. The PCs are instructed to gather prize tokens at the festival and bring them to an appointed spot on the third day of the festival. The PCs have that evening and all of the second day of the festival in which to gather the tokens. When the PCs arrive at the appointed spot, only Dayla is there, accompanied by an *awakened* dire lion. The dire lion runs away with the tokens and leaves Dayla behind. She tells them that her brother is being held in another cave and gives them some instruction on how to get there. When the PCs get to the caves, they find one cave occupied by some monstrous spiders. Daylor is in another nearby cave. When the PCs return to the village they find an *awakened* bear terrorizing the crowd. When the PCs defeat the bear, Muira gives up her attempts to ruin the festival, hoping enough damage has been done.

Although statistics are provided for Muira and her followers (Deepdimples and Steros), PCs should not have any opportunity to engage these NPCs directly (especially in combat). They are provided for reference purposes only.

INTRODUCTION

The PCs have decided, for one reason or another, to visit Barrenford. Either they are attending the festival or investigating reports of raids on supply wagons in the region. If they do not know each other, they can assume that they met on the road and decided to share the journey. It is mid-morning on the first day of the festival when they arrive.

The so-called road you've been traveling to reach Barrenford has been a long and tiring one. Just as you might begin to wonder if there really is a village out here in the middle of nowhere, you see an end to the dense trees on your right. Fields and farms begin to dot the landscape and then become more numerous. Finally the signs of habitation are all around you and you realize you have arrived. The road at the outskirts of the village center is lined with carts selling food and trinkets. Small children call out, "Festival Programs! Only two coppers!"

If the PCs buy a Festival Program give them Player Handout #1. The child will direct the PCs to see the fine horses offered as first prize in the barn marked on the map, mentioning that these are just samples of the high-quality horses available for sale in Barrenford. If asked, the child who sells the program explains that their teacher has had her class drawing programs for months. The teacher receives one copper, and the child receives one. Tips are accepted.

ENCOUNTER 1

The village of Barrenford sprawls out before you. To your left you notice a large field. Although it is only the first day of the festival, the field is already filled with tents and wagons. It would appear that the Barrenford Festival has attracted a great number of people. To your right and ahead on the left are two more large fields where it seems most of the festival events are taking place. You are surrounded by the loud hum of the crowd, but the voices of the hucksters somehow reach your ears, trying to entice you to try your hand at their events or admire the fine craftsmanship of the entries on display.

The PCs will have a short amount of time before the events of Encounter Two. They may try to arrange lodging. There is an inn in the village center, but there are no rooms available. The locals might allow the PCs to sleep in their barns for 2 sp per person. There might also be a local with floor space in their house for 5 sp per person. The PCs may pitch a tent or put down a bedroll in the large field. This area is open to everyone and it is free. In that area the PCs will find festivalgoers selling all manner of foodstuff and crafts out of their wagons or off of blankets they have spread on the ground in the manner of an impromptu market.

FESTIVAL EVENTS

The PCs can participate in most of the festival events. Prize tokens, which are small wooden disks with the

letters BF burned into them, can be won at specified times for each event. The family with the most prize tokens on the last day of the festival wins the grand prize of two horses. A second prize of a bull and a cow and a third prize of a ram and a sheep will also be distributed. All prizewinners also take home samples of Barrenford Mead.

There are two general categories of events that are described below. There are also specific descriptions given for several of the events taking place. The events at the festival are not limited to those described.

Category One: All of the events in category one are judged on the first day of the festival. The competitors bring entries to the festival to be judged. First prize for each event earns the winner a prize token. The DM may allow the PC to have prepared items for these events by having the PC spend 1 sp per item in preparation. The following is a list of some of the category one events. Specified after each event is the skill check the PC must make for the event. The DM may allow the PC to make use of another appropriate skill instead of the one listed. Also specified is the DC to win first prize and the name of the NPC who will win if a PC does not. If a Barrenford resident wins first prize, the person who announces the prize will talk extensively about the quality of such items in Barrenford. More specifically, they are trying to encourage merchants to look to Barrenford for this type of item.

- **Mead:** Profession (Brewer) (DC 28).
 ♣ **Yalena Loreen, resident:** Female half-elf Exp3.
- **Jams/Preserves:** Profession (Cook) (DC 26).
 ♣ **Harden Gorim:** Male human Exp1.
- **Pies:** Profession (Cook) (DC 25).
 ♣ **Lenetia Suttor:** Female human Com2.
- **Quilts:** Craft (Sewing) (DC 27).
 ♣ **Darmon Willow:** Male halfling Com3.
- **Sculpture:** Craft (Sculpting) (DC 25).
 ♣ **Darmon Willow:** Male halfling Com3.
- **Weaving:** Craft (Weaving) (DC 29).
 ♣ **Adonna Weaver, resident:** Female human Exp2.
- **Wine:** Profession (Vintner) (DC 28).
 ♣ **Veta Lenyor:** Female human Ari3.
- **Woodcarving:** Craft (Woodcarving) (DC 31).
 ♣ **Brother Amal, resident:** Male human Clr3 of Fharlanghn.
- **Other:** There are also events judging the quality of livestock and farm products. PCs may not enter these events.

Category Two: The events in category two hold trial competitions during each day of the festival with winners earning a place in the Final Challenge. The Final Challenges take place each of the four days, at various times between noon and dusk. Winners of the Challenges earn a prize token. Basic equipment is provided and must be used by the contestants. Use of magic to assist the

contestant is prohibited and will result in the contestant's disqualification. The following is a list of some of the category two events. Specified after each event is the skill check/attack roll the PC must make for the event and the appropriate modifiers for the most skilled contestants that will compete against the PC in the trials and in the Final Challenge. Also specified is the equipment provided and basic rules for the event. The name of the NPC who will win the Final Challenge if a PC does not is specified last.

- **Archery (Shortbow):** attack with shortbow; trial competitors +6; final competitors +8; standard short bow and arrows, target at 60 ft., highest attack roll wins the event.
 ♣ **Marronya Telefan:** Female elf Rgr4.
- **Archery (Crossbow):** attack with light crossbow; trial competitors +5; final competitors +7; standard light crossbow and bolts, target at 80 ft., highest attack roll wins the event.
 ♣ **Aran Suttor:** Male human War4.
- **Darts:** attack with dart; trial competitors +6; final competitors +8; standard darts, dartboard at 15 ft., highest attack rolls wins the event.
 ♣ **Marbar Birch, resident:** Male human Exp4.
- **Horsemanship:** ride check; trial competitors +8; final competitors +10; light horse (see *Monster Manual* page 197). The riding course contains three jumps (DC 10, 15, and 20). Competitors make ride checks at each jump. A contestant must succeed at all three jumps to win the event. If more than one contestant succeeds at all three jumps, compare the jump roll totals of the successful contestants. The contestant with the highest total wins the competition.
 ♣ **Tristam Vallarel, resident:** Male elf Exp4.
- **Jousting:** attack with heavy lance, ride check; trial competitors +6, +8; final competitors +8, +10; padded lance, light warhorse (see *Monster Manual* page 197), leather armor. Padded heavy lance does subdual damage only (1d8/x3, double damage from the back of a charging mount). Two contestants ride against each other and attack simultaneously with the lance. If contestant takes subdual damage she must make a ride check (DC 5 + damage) to stay on the horse. A contestant wins when her opponent is unseated or is rendered unconscious. If both contestants are unseated in the same round, they may remount and continue. If both contestants are rendered unconscious in the same round, there is no winner.
 ♣ **Torden Vened:** Male human Ftr5.
- **Lumberjacking:** attack with axe; trial competitors damage modifier +8, final competitors damage modifier +10; logging axe (1d8, medium-sized weapon). Competitors race to chop down a tree (50 hp; 5 hardness). They take turns rolling damage dice. The first to lower the tree's hit points to zero wins. If a PC has ranks in an appropriate skill, the player may add the number of ranks in that skill to the damage rolls.

- **☞ Deneb Smith, resident:** Male human Ftr4.
- **Martial (unarmed) Combat:** attack unarmed; trial competitors +5, final competitors +7; no equipment used. Competitors do subdual damage and fight until one is rendered unconscious.
- **☞ Leandra Hope:** Female human Mnk4.
- **Performance:** perform check; trial competitors +8, final competitors +10; performers may use their own instruments. The level of applause determines whether the contestant will be invited back for the finals. A perform check of 20 or higher will earn the required applause. The final competition will contain five participants, with the highest perform roll determining the winner of the prize token.
- **☞ Deandar Telefan:** Male elf Brd3.
- **Running:** Dex check; trial competitors 30' move; final competitors 40' move; the race is a sprint of 100 yards. If the PC has the same running speed as the competitors, the winner is determined by a Dex check.
- **☞ Leandra Hope:** Female human Mnk4.
- **Slingshot:** attack with sling; trial competitors +5; final competitors +7; standard sling and sling bullets, target at 40 ft., highest attack roll wins the event.
- **☞ Gurbo Bentnose:** Male gnome War4.
- **Tree Climbing:** climb check; trial competitors +8; final competitors +10; rope harnesses are used to prevent falling. Competitors race 60' up the trunk of specified pine trees. Players roll and move on initiative. A player may choose to climb his full speed in a round (DC 20) or half-speed (DC 15) A failed check means they slip and make no progress. If they fail by more than 5, they fall back 10' but are prevented from falling to the ground by the harness.
- **☞ Chessia Thardon:** Female human Rog4.
- **Wrestling:** grapple attack; trial competitors +5; final competitors +8; no equipment used. Competitors fight using the grappling rules (see *Player's Handbook* page 137). NPC contestants are all medium sized. A contestant wins when he pins his opponent for three rounds.
- **☞ Deneb Smith, resident:** Male human Ftr4
- **Other:** There are also events for children. PCs may not enter these events.

AREAS IN BARRENFORD

The following is a list and descriptions of some of the places in Barrenford. The numbers refer to the numbers on DM's Map of Barrenford.

1. **Vendor's Carts:** Vendors at these carts sell food and drinks and souvenir hand-made goods and clothing. They are of average quality and sell for the standard prices listed in the *Player's Handbook*, p. 108.
2. **Weaver's field:** For the festival, Miklus Weaver and his wife, Adonna, have opened up the field beside their house for festivalgoers to put carts and to set up

space to sleep. The eastern edge of the field is bordered by trees for horses to be tied up.

3. **The Barren Birch Tavern:** The building bears no sign, but next to the tavern stands a large yellow birch, bare of leaves but otherwise healthy. The doors open onto a large room filled with tables. A bar lines one wall and Marbar Birch, the bartender and owner stands behind it. Although the place is filled to capacity, he still manages to find the time to smile at each customer that comes through the door. The manner of his gaze implies that this is a man that does not miss much. Marbar's wife, Taran, also bustles around the tavern, always seeming to appear near anyone who has a need. Although the two young Birch boys are the only other serving staff in the tavern, no one is wanting for service. The food, prepared in a back kitchen by Taran's sister, Yalena Loreen, is very good. There are several excellent varieties of mead on tap that the servers will hasten to recommend. Some moderate quality wines and ales are also available. The tavern charges standard *Player's Handbook* prices.

At the far end of the tavern is a makeshift stage surrounded by chairs. Upon this stage the performance competitions are taking place. Any who wish to participate may give their names to young Salannya Birch, the hostess for the event, and take their turn upon the stage.

The second floor of the tavern is obviously a recent addition and contains several rooms, none of which have vacancies during the festival.

4. **The Vallarel Ranch:** The two horses that are to be given away as first prize at the festival come from the stables of Llawana and Tristam Vallarel, an elven couple with a gift for breeding horses. This fine stallion and mare are being displayed in a turnout by the Vallarel barn.

The Vallarel ranch is large, containing a main house, two barns and a large field on which all of the riding events are taking place. One barn is devoted a large stall for the stallion and a separate office where the Vallarels conduct business. A larger barn houses the mares and colts. Llawana breeds the horses for dexterity and speed. Tristam trains them for ability in combat. The horses are considered light warhorses and are for sale at standard *Player's Handbook* prices.

5. **Cleaf's General Store:** This store sells any of the goods that cost less than 50 gp found in the *Player's Handbook* p. 108. Prices are standard. The store also sells fine quality meads, woven goods and carved goods made by residents of Barrenford.
6. **Mayor Flint's house:** The Flint house is one of the older houses in the village and it is obvious that the house has grown in several stages over the years. On the side of the house is a large garden surrounding a small but ornate fountain. Its creator, Channis Flint's wife, has been dead for some time now, but their two children, Dayla and Daylor, 13 year old twins, still diligently tend the garden.

7. **The Smithy:** Deneb Smith is the local blacksmith. He lives alongside the smithy with his family.
8. **Festival Displays:** There are a number of booths here that display the goods that are up for judging. There is a booth selling woven goods made by Adonna Weaver, some of which are exceptionally well made. There is also a booth running puppet shows for the children. The puppet shows are being run by one of Muira's sympathizers and the themes all express the evils of society's infringement of nature, albeit subtly.
9. **The Mill:** Jethro Miller is the local miller. He lives alongside the mill.
10. **Yalena Loreen's house:** Yalena Loreen lives on the southwestern edge of town in a modest house. She keeps several hives of bees behind her house and uses the honey they produce to make several varieties of mead.
11. **Murst's barn:** The second and third prize animals and those animals brought to the festival to be judged are housed at Murst's barn. Temporary fencing has been put in place to keep the various animals separated. The Murst barn contains two stalls to bring in the prize bull and the prize ram at night.
12. **Brother Amal's house:** Brother Amal is a cleric of Fharlanghn. His house is open to everyone, and, in good weather, the door is always open. Within is a cozy room with many chairs, obviously handmade and hand-carved. A central table always contains a bowl of fruit and a pitcher of water. A curtained area holds a bed where anyone in need may rest. Against one wall there is a shrine to Fharlanghn.
There are two back rooms. One contains another bed and implements of healing. This room is used for any sick that must stay with Brother Amal while he tends them. The second back room contains a sleeping pallet a beautifully carved rocking chair and Brother Amal's personal effects.

ENCOUNTER 2

Just as you are beginning to adjust to the sounds of the festival and the large crowds of people, something catches your attention. Although there is shouting all around you, one particular yell stands out as something other than a sound of enjoyment. And then you distinctly hear more voices that seem to be screaming. An area of the crowd appears to swell out and people begin to move, in a panicked manner, away from the event field.

While the PCs are enjoying the festival, Muira's first disruption is being implemented. Steros, a Barrenford resident that has been hired to assist with the animals at the festival, is a recent recruit to Muira's cause. This first day of the festival, during his early morning shift at the Murst's barn, Muira brought him a portion of bee's nest she had taken from Yalena Loreen's hives. He manages to put it in the trough of hay that the prize bull eats from.

After that, he leaves the village and joins Muira at her camp outside of town.

When the bull comes in to eat around 10 a.m., the bees sting his face and neck, sending him into a frenzy. The temporary fencing cannot stand up to his fury and he breaks out into the event field, destroying some of the other fencing and releasing some other animals.

Any PCs outside will notice the disturbance. If any PCs are in the tavern, they can view it from a nearby window. If the PCs struggle against the flow of the crowds and move in the direction of the disturbance, they will come upon the animals rampaging through the crowd.

You manage to push against the struggling crowds and make your way toward the southern end of the event field. Although it's difficult to make sense of the confusion, you cannot help but notice the large black shape that has just trampled over a young man in the crowd and seems to be headed directly toward you. It is practically upon you before you realize that it is a large bull in full charge.

The PCs have the opportunity to try to overcome the animal(s).

APL 2 (EL 2)

👉 **Prize Bull:** hp 45; see *Monster Manual* page 194 (Bison).

APL 4 (EL 4)

👉 **Prize Bull:** hp 45; see *Monster Manual* page 194 (Bison).

👉 **Bull:** hp 37; see *Monster Manual* page 194 (Bison).

APL 6 (EL 6)

👉 **Prize Bull:** hp 45; see *Monster Manual* page 194 (Bison).

👉 **Bull:** hp 37; see *Monster Manual* page 194 (Bison).

👉 **Boars (2):** hp 22 each; see *Monster Manual* page 194.

The prized bull will charge at the nearest PC. If one of the PCs engages the bull, it will stop and fight the party; otherwise it will randomly attack anyone within a 15 foot radius. The area is still crowded with panicked festivalgoers so that at any time three festivalgoers are within 15 feet of the bull. Before the PCs have a chance to attack the bull, Channis Flint runs into the area screaming at them not to hurt the animal. Throughout the combat he will alternately implore them not to harm the animal and attempt to convince the crowd that everything is under control.

Around the combat some sheep and cows wander about. They are panicked but not harming anyone. A few sheep dogs are working at rounding up the other stray animals. Although the PCs are not aware of it, Muira is

present in the form of a sparrow, perched on one of the nearby buildings, and observes their actions.

If the PCs manage to render the bull and any other enraged animals unconscious or immobilize them for a minimum of three rounds, some mounted handlers and trained dogs show up. They handle the animals and bring them back to the animal enclosures.

At Tier Two, at the beginning of the second round of the combat, a second bull enters the area from the west, being herded by a sheepdog that is trying to move it back in the direction of the barn. If the PCs do not engage it, it attempts to overrun a PC. Because of the crowds, the PC may not move out of the way unless she makes a Ref save (DC 15). If she fails, it is as if she were blocking the second bull. If the PCs do not engage the second bull, the sheepdog keeps it in the area, unsuccessfully attempting to turn it toward the barn.

At Tier Three, also on the second round of the combat, two boars enter the area, about 40 feet from the PCs. They threaten a festivalgoer who pushes a child behind her and pulls out a dagger. They will continue to attack festivalgoers in the area until the PCs engage them.

Treasure: Channis Flint will offer the party a reward of 25 gp.

Development: The mayor, Channis Flint, introduces himself, thanks the PCs for helping with the animals and asks them for their names. He invites them to his house for lunch and to receive a reward for their service. He asks them to come by in two hours and hurries off to see that order is restored and to make arrangements for lunch. He is not sure what has happened here and he does not have time to answer any other questions.

Brother Amal comes to aid the injured. He helps any PC that is unconscious and then tends to the festivalgoers. He does not have any additional healing for the PCs today.

Although the PCs are not aware of it, Muira is present in the form of a sparrow, perched on a nearby bush, and has observed their actions and their discussion with the mayor. As the mayor walks off, she quietly flies away. She will not try to confront the PCs face to face.

The PCs may choose to investigate what happened with the animals. The commoners in the area know nothing more than the PCs. One of the workers at the barn, Hammond, has some information for them. Any information that he is reluctant to tell will require the PCs to make a diplomacy check against the stated DC. He may tell them any of the following:

- Hammond was filling a nearby water trough when the bull came running out of his stall, obviously upset, and then barreled through the fencing. Some of the other animals were panicked and also broke through the weakened fencing (No diplomacy check required).
- Steros was the only other worker on duty this morning, but Hammond has no idea where he is. Steros has been acting strangely lately (No diplomacy check required).
- Hammond believes the festival is cursed (DC 15).

- The road to Barrenford has been unsafe for the past three months. Carts carrying festival supplies have been attacked in an odd manner. Those manning the carts are usually left unharmed, but the carts are twisted into uselessness right beneath them. Travelers have learned to take as much as they can with them as they leave the cart behind because all of what gets left is smashed. Only the foodstuff is taken from the cart (DC 20).

If one of the PCs cast *Speak with Animals* they may question the bull. The bull tells them that he went in to eat and stinging bugs flew out of the hay and attacked him. He has no other information for them. If they continue to ask him about the bees, he begins to get angry again.

ENCOUNTER 3

The mayor's house is one of the nicer buildings in town. You notice a well-tended garden on the side of the house and Mayor Flint pacing within it. He notices your approach and walks quickly out to meet you saying, "Please come inside. I have something urgent to share with you." His tone implies that something is wrong, but as he takes a moment to smile and say hello to some passing festivalgoers you wonder if you imagined it.

Muira has been busy in the past two hours. Frustrated by the interference of the PCs, she is determined to get them out of her way. She will not confront them directly – she has learned the hard way to use a more circuitous approach. As she flies over the mayor's house she notices his two children playing outside and decides upon a plan. She lures the children into the nearby woods and entices them to take a ride on her awakened dire lion. Approximately 100 yards into the woods, she casts *Pass Without Trace* on the dire lion so that they cannot be tracked. She is later joined by some of her followers, and it becomes apparent to the children that she will not allow them to return to their home. She takes a moment to take the form of a blue jay and fly back over the Mayor's house, dropping a ransom note on the back doorstep. The children are taken to some caves approximately three miles north of the village and Steros and the dire lion are set to look after them. Muira takes some time to lay a short false trail leading into one of the adjacent caves that is home to a monstrous spider.

The children are still at home when the mayor stops by to make lunch arrangements. It is while their nanny, Verna Swallow, is preparing the meal that Muira lures them away. When the Mayor arrives home for lunch, shortly before the PCs arrive, he discovers the ransom note. It is addressed specifically to those PCs that gave their names to the mayor earlier. Verna collapses in tears when she realizes what has happened. The mayor insists she stay at the house. He does not want her causing a scene at the festival. Then mayor goes out to await the PCs in the garden.

The PCs may follow the mayor inside. The mayor will not discuss any of what is going on until he has entered the house.

The front door opens onto the main room of the mayor's house. The room is sparsely furnished, but those few items of furnishing are very well made. A modest table to the left is set for lunch. To your right are a few stuffed chairs placed around a fireplace. In one of those chairs sits a young human woman sobbing into a handkerchief. As soon as you are all in the room, the mayor shuts the door behind you and holds out an envelope. "This came addressed to you. Under the circumstances, I hope you will forgive that I have read it. It is important that you read it immediately."

The mayor hands the PCs the envelope, inside of which is the ransom note that was left by Muira. When the PCs open the envelope give them Player Handout #2. After the PCs read the letter the mayor says the following:

"Please do whatever you can to get my children back. It is important that you tell no one about what has occurred. I fear for my children if information gets out. There are so many strangers here; there is really no one we can trust. With the skills you have already displayed I am sure you would be able to win several prize tokens. Please come see me the morning before you go to the ransom site and let me know how you have fared in this regard."

The mayor does not mention that the real reason he wants them to keep the information to themselves is that he is very concerned about the success of the festival. Although he cares about his children, he is an extremely ambitious man and the success of the festival is only slightly less of a concern for him. He does not believe any good could come to his children from telling people about what has happened, but it would be just one more negative event for the festival.

The mayor's house has a simple layout. Other than the great room that is entered from the front door, there is a kitchen on the downstairs level. The kitchen is entered through a door on the left side of the far wall. It has a fireplace, some counters and cabinets, and a door on the right-hand wall that leads out to the garden. The stairs to the upper level are on the opposite side of the great room from the kitchen. Upstairs there are three small bedrooms off of a hallway. The largest of the three is the mayor's bedroom. It contains a wardrobe, a desk and chair and a double bed. The other two bedrooms belong to the children. They both contain toy chests, small wardrobes and beds.

Development: At this point, Mayor Flint will spend as much time as the PCs want answering questions, although he will not reveal much of what he knows. Depending on what the PCs ask him, he may tell them any of the following:

- His children were at the house when he came home to make lunch arrangements right after talking to the PCs earlier that day.

- He went out to get the children for lunch and they were gone. He found the note on the doorstep.
- He will be willing to discuss the attacks against the supply wagons that occurred before the festival, but he will only talk about this if the PCs bring it up. He will only give them the same information that Hammond was able to give them.
- He will claim that he has never previously heard the name "Green Wrath."
- He will not reveal any information about the notes he received before the festival, which were signed the "Green Wrath."
- If asked about the part of the ransom note that is addressed to him he will pretend ignorance.

Although the PCs may notice that the mayor is hiding things with a Sense Motive check (DC 20), he can not be convinced to reveal this information.

If the PCs question Verna Swallow, she tells them that the children were playing outside while she was preparing lunch. She was in the kitchen for about an hour and a half and does not know when they disappeared. She heard and saw nothing.

If the PCs attempt to find tracks, those with the Track feat must make a Wilderness Lore check at the northern edge of the yard, near the trees (DC 15). The tracks show only a set of large feline prints from the dire lion. They can follow the trail until it disappears 100 yards into the woods.

Before the PCs leave, the mayor gets them the reward money of 25 gp that he promised them earlier that day.

ENCOUNTER 4

The following is a list of some of the ways that the PCs may attempt to gain prize tokens:

- They may participate in the festival events and win tokens according to the event rules given in Encounter One.
- They may attempt to persuade token winners to give them tokens. This can be achieved through role-playing or with a standard Diplomacy check (DC 20). Circumstance bonuses will vary.
- They may attempt to pick the pockets of prize-token winners (DC 20). Because of the jostling crowds, the opponent's spot check will have a -5 circumstance penalty. If necessary, the mayor will quietly smooth things over with the victim.
- They may attempt to find the cache of prize tokens kept at the mayor's house. There is a bag of 20 tokens being kept in the desk in his bedroom. The desk has a simple lock (DC 15). The mayor will only be at home for lunch during the day. Verna Swallow will be at the house, in the kitchen. If she notices the PCs in the house, she is easily convinced that they are there to help the children and will let them go about

their task. She will probably tell the mayor about their presence.

The bag of tokens is in plain sight in the desk. If the PCs search the desk (DC 20) they may find a letter from the “Green Wrath” that the mayor received before the festival. Give them Player Handout #3.

Development: If the PCs fail to gain enough tokens when they go to see the mayor on the third morning of the festival, the mayor will reluctantly give them the needed tokens from his cache of tokens so that they have something to bring with them to the ransom site. Since Muira was really only interested in keeping the PCs busy, this will not actually affect how the encounter in the clearing goes.

Muira has been using scrying spells and small animal forms to occasionally keep an eye on the PCs, so she is familiar with what is going on.

ENCOUNTER 5

Around 4 a.m. on the morning of the third day of the festival, Muira spends some time casting *spike growth* (see *Player's Handbook*, page 255) around the clearing where the ransom exchange is to take place. She leaves the riverbank free of the trap so that the PCs may approach that way. Otherwise, she leaves only a small path for the dire lion to use in his approach and retreat from the clearing. See DM's Map of the Ransom Site. Since she has been keeping an eye on the PCs, she will not go to the clearing to do this if they are already there. The *spike growth* spell has a duration of 14 hours and can only be detected by rogues with a Search check (DC 28).

Shortly before noon, the awakened dire lion brings Dayla to the clearing to await the ransom. Muira and her followers have not harmed her and her brother, although they have been blindfolded for most of their time in captivity. Muira is hoping that Dayla will lead them back to the caves and her brother, Daylor, so Dayla's blindfold has been removed outside of the spider cave.

The PCs can easily find the clearing that was specified as the ransom site if they follow the river north. The trees crowd the river so that they can only walk two abreast along the river's bank. If the PCs choose not to walk along the bank, they find that the forest is dense and hard to travel through, slowing movement rates to one half.

After a half-hour hike along the Barren River's wooded bank, a clearing open up before you. On the far edge of the clearing you see a large feline standing beside a young girl. He looks like he could crush her head in his massive jaws, yet she seems oddly comfortable next to him, with her hand resting on his mane. They seem to notice you when you notice them. Amazingly, it is the cat that speaks, "Throw the bag of tokens into the field. Please don't try anything stupid. The boy's life is still at risk."

If the PCs refuse to throw the bag of tokens, the lion roars and the girl starts to cry and begs them to do as they are asked. If they stubbornly refuse, the lion pushes the girl into the clearing and turns to leave.

If the PCs throw the bag of tokens into the clearing, the lion and girl will advance. The lion picks up the bag and turns to leave the clearing. The girl is allowed to stay and runs to the PCs.

The dire lion will try to avoid combat but he will not passively allow the PCs to kill him. He will continue to try to leave as quickly as possible and attempt to convince the PCs that the boy will be harmed if they harm him. He will not tell them anything about where Daylor is or what they must do to recover him. He will leave a trail that leads along the safe path in the *spike growth* and directly to the spider cave.

Development: If the PCs kill the dire lion, Muira will kill Daylor before the PCs get to the spider caves.

If the PCs question Dayla she will tell them any of the following:

- She tells them how Muira enticed her and her brother into the woods.
- She does not know Muira's name. She describes Muira as a small woman wearing a hooded cloak. Dayla thinks she had dark hair, but she did not get a good look at her.
- Dayla will tell them that she and her brother were blindfolded, but she knows that they were in a cave and that the river was very close by.
- She and the dire lion traveled about a half hour from the caves to the clearing.
- She and her brother were treated well. They were fed. Her brother was only hurt a little when he tried to escape. She thinks he's okay, though.
- The dire lion stayed with them for most of the time. There was also a man in the cave with them. His voice was vaguely familiar, but she is not sure who he was.

When the PCs return to the mayor with his daughter he will thank them and beg them to find his son.

By the time the PCs have met with the dire lion and Dayla, Muira will have cleared all of her companions out of the caves near the spiders. She will leave Daylor alone and tied up.

If the PCs decide to go find Daylor, they can either track the dire lion north from the clearing to the spider cave or they can follow the riverbank. The caves are close enough to the river to be seen from the bank. If the PCs follow the riverbank, they may encounter some of the *spike growth* north of the clearing. The *spike growth* will be gone after 3 p.m. When the dire lion reaches the spider cave, he will attempt to disappear into the woods, covering his trail carefully (DC 29 to follow). He will notice if the party continues to follow him into the woods, and he will eventually attack if forced to so as to not reveal Muira's location.

ALL APLS (EL 8)

☛ **Theos, Awakened Dire Lion:** Male dire lion Rgr2; CR 8; Large animal; HD 10d8+30 (dire lion) plus 2d10+6 (ranger); hp 92; Init +6 (+2 Dex, +4 Improved Initiative); Spd 40 ft.; AC 15 (touch 11, flat-footed 13) [-1 size, +2 Dex, +4 natural]; Atk +14 melee (1d6+7, 2 claws) and +9 melee (1d8+3, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SA Pounce, improved grab, rake; SQ Scent, Favored Enemy (Human); AL N; SV Fort +12, Ref +8, Will +7; Str 25, Dex 15, Con 17, Int 13, Wis 12, Cha 12.

Skills and Feats: Animal Empathy +6, Hide +7, Intuit Direction +5, Jump +10, Listen +6, Move Silently +9, Search +6, Spot +6, Wilderness Lore +6; Improved Initiative, Track.

Pounce (Ex): If a dire lion leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the fire lion must hit with its bite attack. If it gets a hold, it can rake.

Rake (Ex): A dire lion can make two rake attacks (+14 melee) against a held creature with its hind legs for 1d6+3 damage each. If a dire lion pounces on its opponent, it can also rake.

Scent (Ex): The dire lion can detect other creatures within 30 feet by sense of smell. As a partial action, it can note the direction in which the scent lies. The dire lion can determine the exact location of any creature within 5 feet. It can track creatures by smell alone (Wis check DC 10).

Favored Enemy (Human): A ranger gets a +1 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks and damage against their favored enemy.

Theos speaks Common and Gnome.

ENCOUNTER 6

The land begins to rise and the forest thins. Soon the trees are gone and the steep slope you now climb is covered only in scrub. At the top of a rise you see more uneven ground ahead and clumps of trees. A large cave mouth is obvious 200 feet ahead of you.

The large cave the PCs see before them has a trail leading up to the entrance that can be detected by those with the Track Feat with a Wilderness Lore check (DC 15). The trail ends where the stone begins, just at the mouth of the cave. This is a false trail laid by Muira, consisting of many feline tracks, a set of small humanoid tracks and a set of medium-sized humanoid tracks.

The cave entrance opens on a natural passage roughly 30 feet wide and 10 feet high. Once a PC has entered the cave, the spiders are aware of their presence. The spiders will not allow the PCs to leave without attacking. The passage narrows slightly before opening into a large round cavern, roughly 60 ft in diameter and 30 ft high. At this point, there is a lip, 5 ft off the ground, that overhangs a 3 ft wide opening into a smaller cave.

This smaller cave narrows rapidly, becoming too small for the PCs to enter. It goes in a downward direction leading to a bat colony that the spiders feed on. There is a web stretching over the opening of the smaller cave. The PCs may make a Spot check to notice the web (DC 20). Only a careful attempt to climb around the web (Climb check - DC 20) by a PC that has spotted the web will allow the PC to avoid the web. About 15 ft into the cavern is a large pillar of natural stone that connects the ceiling and floor; there are more webs here, stretching from floor to ceiling and wall to wall on either side of the pillar. The spiders are within these webs. These webs cannot be avoided and require a Spot check (DC 20) to be seen.

APL 2 (EL 4):

☛ **Monstrous Spiders, Large (2):** hp 22 each; see *Monster Manual* page 210.

APL 4 (EL 6):

☛ **Monstrous Spiders, Large (4):** hp 22 each; see *Monster Manual* page 210.

APL 6 (EL 8):

☛ **Monstrous Spiders, Huge (4):** hp 55 each; see *Monster Manual* page 210.

If the PCs fight the spiders, Daylor hears the sounds of combat and begin to call out for help. There are two other caves in this area. Both require a Search check (DC 20) to find them. A small cave to the northwest of the large cave is empty except for the fragile remains of old spider webs. A small cave to the northeast of the spider cave contains Daylor, tied up on a sleeping pallet. He has a shallow wound on his leg, a nip from the dire lion, but is otherwise unharmed.

Treasure: A *potion of sneaking* and a *potion of spider climb* are found among the scattered remains within the spiders' lair.

Development: If the PCs question Daylor he will tell them the same thing that Dayla told them. The only difference is that he recognized the human voice as belonging to Steros.

When the PCs return to the mayor's house, they will find Brother Amal there looking after Dayla. The Brother may offer healing spells to the PCs at the DMs discretion. Shortly after the PCs arrive back in Barrenford, there is another disturbance on the event field.

ENCOUNTER 7

The sadly familiar sound of screams once again rings out from the event field. Looking in that direction, you see the crowd moving wildly away from the southern end of the field. In that area you can just make out a tree swaying violently and a large shape beneath it.

If the PCs move in that direction, they will make out the figure of a bear attacking several men with axes in their hands.

APL 2 (EL 4):

➤ **Farlow, Awakened Black Bear:** CR 4; Medium-size animal; HD 5d8+10; hp 31; Init +1 (Dex); Spd 40 ft.; AC 16 (touch 11, flat-footed 15) [+1 Dex, +5 natural (*barkskin*)]; Atk +6 melee (1d4+4, 2 claws) and +5 melee (1d6+6, bite w/ *greater magic fang*); SQ Active Spells, Scent; AL N; SV Fort +5, Ref +4, Will +2; Str 19, Dex 13, Con 15, Int 11, Wis 12, Cha 8.

Skills and Feats: Climb +6, Listen +4, Spot +7, Swim +8.

Active Spells: Farlow has the following spells cast on him by Muira (as 14th level druid) – *barkskin*, *endure elements* (electricity), *freedom of movement*, *greater magic fang*, and *resist elements* (fire).

Scent (Ex): The bear can detect other creatures within 30 feet by sense of smell. As a partial action, it can note the direction in which the scent lies. The bear can determine the exact location of any creature within 5 feet. The bear can track creatures by smell alone (Wis check DC 10).

Farlow speaks Common and Gnome.

APL 4 (EL 6):

➤ **Farlow, Awakened Brown Bear:** CR 6; Large animal; HD 8d8+32; hp 67; Init +1 (Dex); Spd 40 ft.; AC 15 (touch 10, flat-footed 14) [-1 size, +1 Dex, +5 natural]; Atk +11 melee (1d8+8, 2 claws) and +10 melee (2d8+8, bite w/ *greater magic fang*); Face/Reach 5 ft. by 10 ft./5 ft.; SA Improved grab; SQ Active Spells, Scent; AL N; SV Fort +9, Ref +6, Will +3; Str 27, Dex 13, Con 19, Int 11, Wis 12, Cha 7.

Skills and Feats: Listen +4, Spot +7, Swim +14.

Active Spells: Farlow has the following spells cast on him by Muira (as 14th level druid) – *endure elements* (electricity), *freedom of movement*, *greater magic fang*, and *resist elements* (fire, sonic).

Improved Grab (Ex): On a successful claw hit against a Medium-size opponent, the bear may attempt a grapple as a free action without provoking an attack of opportunity.

Scent (Ex): The bear can detect other creatures within 30 feet by sense of smell. As a partial action, it can note the direction in which the scent lies. The bear can determine the exact location of any creature within 5 feet. The bear can track creatures by smell alone (Wis check DC 10).

Farlow speaks Common and Gnome.

APL 6 (EL 8):

➤ **Farlow, Awakened Dire Bear:** CR 8; Large animal; HD 14d8+56; hp 118; Init +1 (Dex); Spd 40 ft.; AC 17 [-1 size, +1 Dex, +7 natural]; Atk +18 melee (2d4+10, 2 claws) and +17 melee (2d8+9, bite w/ *greater magic fang*); Face/Reach 10 ft. by 20 ft./10 ft.; SA Improved grab; SQ Active Spells,

Scent; AL N; SV Fort +12, Ref +9, Will +9; Str 31, Dex 13, Con 19, Int 11, Wis 12, Cha 11.

Skills and Feats: Listen +7, Spot +7, Swim +13.

Active Spells: Farlow has the following spells cast on him by Muira (as 14th level druid) – *endure elements* (acid, cold), *freedom of movement*, *greater magic fang*, *protection from elements* (fire), and *resist elements* (electricity, sonic).

Improved Grab (Ex): On a successful claw hit against a Medium-size opponent, the bear may attempt a grapple as a free action without provoking an attack of opportunity.

Scent (Ex): The bear can detect other creatures within 30 feet by sense of smell. As a partial action, it can note the direction in which the scent lies. The bear can determine the exact location of any creature within 5 feet. The bear can track creatures by smell alone (Wis check DC 10).

Farlow speaks Common and Gnome.

The bear is attacking the lumberjacks involved in the day's final competition. It is yelling at them to stop cutting down its trees - it will not let them take any more of its territory from it.

The bear will continue to attack the lumberjacks until a PC successfully attacks the bear, at which time it will turn on the party. Its main goal is to make an example of the lumberjacks and frighten the festivalgoers, but it is intelligent and will act accordingly.

If the bear gets below 10 hp it will attempt to flee. The PCs may try to chase it down and finish it off. It has left a trail from its lair that is fairly easy to follow (DC 12). The mayor will encourage them not to leave the bear alive.

Treasure: If the PCs follow the bear back to its lair they find some items that Muira accidentally left behind. They are *dust of tracelessness* and a scroll of *call lightning*.

Development: If the PCs ask questions about what happened, they will learn that the bear appeared during the lumberjack competition and began attacking the contestants. They may also learn that the town has indeed been growing in that direction, although no one was aware of the presence of the bear in the area.

CONCLUSION

Unknown to all, Muira was again observing the actions in the form of a woodpecker. She is daunted by the persistence and skill of the PCs and decides to give up any further attempts at disrupting the festival. She and her followers leave, for the moment, hoping that they have done enough damage.

The mayor will attempt to publicly honor the PCs, telling all that the bear has been defeated, in the hopes that no one will leave the festival early.

Privately the mayor may be encouraged to tell the PCs about the letters from the Green Wrath and his belief that this was an attempt by some avid nature-lover to stop the growth of the village.

PCs may trade in prize tokens for one gold piece each at the conclusion of the festival.

In gratitude for the actions of the PCs, the Vallarel ranch is willing to sell them Light Warhorses at 10% less than the standard price listed in the *Player's Handbook*.

Treasure: The PCs receive a 50 gp gem (jasper) from the mayor if they returned his children to him safely.

The End

EXPERIENCE POINT SUMMARY

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

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

Encounter Two

Defeating the rampaging animals	100 xp
No rampaging animals slain	50 xp

Encounter Six

Rescuing Daylor successfully	75 xp
Defeating spiders	100 xp

Encounter Seven

Defeating the bear	125 xp
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Total experience for objectives	450 xp
Discretionary roleplaying award	0-50 xp

Total possible experience	500 xp
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TREASURE SUMMARY

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

1. The item must be non-magical and specifically listed in the text of the adventure (e.g. armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs,

but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.

3. Theft is against the law, but may be practiced by some player characters. Items that are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

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

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

Encounter Two

- Reward of 25 gp.

Encounter Six

- *Potion of sneaking* (Cost: 150 gp; Item Size: 1 oz.; Uses: Once; Tradable: Yes; Rarity: Common; Weight: None): A *potion of sneaking* at caster level 2.
- *Potion of spider climb* (Cost: 50 gp; Item Size: 1 oz.; Uses: Once; Tradable: Yes; Rarity: Common; Weight: None): A *potion of spider climb* at caster level 1.

Encounter Seven

- *Dust of tracelessness* (Cost: 250 gp; Item Size: 8.5" x 11"; Uses: Once; Tradable: Yes; Rarity: Common; Weight: None): A pinch of *dust of tracelessness*.
- *Scroll of call lightning* (Cost: 375 gp; Item Size: 8.5" x 11"; Uses: Once; Tradable: Yes; Rarity: Common; Weight: None): A scroll of *call lightning* at caster level 5.

Conclusion

- Reward of 50 gp gem (jasper).

CREATURE APPENDIX

Encounter Five:

ALL APLS (EL 8)

➤ **Theos, Awakened Dire Lion:** Male dire lion Rgr2; CR 8; Large animal; HD 10d8+30 (dire lion) plus 2d10+6 (ranger); hp 92; Init +6 (+2 Dex, +4 Improved Initiative); Spd 40 ft.; AC 15 (touch 11, flat-footed 13) [-1 size, +2 Dex, +4 natural]; Atk +14 melee (1d6+7, 2 claws) and +9 melee (1d8+3, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SA Pounce, improved grab, rake; SQ Scent, Favored Enemy (Human); AL N; SV Fort +12, Ref +8, Will +7; Str 25, Dex 15, Con 17, Int 13, Wis 12, Cha 12.

Skills and Feats: Animal Empathy +6, Hide +7, Intuit Direction +5, Jump +10, Listen +6, Move Silently +9, Search +6, Spot +6, Wilderness Lore +6; Improved Initiative, Track.

Pounce (Ex): If a dire lion leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the dire lion must hit with its bite attack. If it gets a hold, it can rake.

Rake (Ex): A dire lion can make two rake attacks (+14 melee) against a held creature with its hind legs for 1d6+3 damage each. If a dire lion pounces on its opponent, it can also rake.

Scent (Ex): The dire lion can detect other creatures within 30 feet by sense of smell. As a partial action, it can note the direction in which the scent lies. The dire lion can determine the exact location of any creature within 5 feet. It can track creatures by smell alone (Wis check DC 10).

Favored Enemy (Human): A ranger gets a +1 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks and damage against their favored enemy.

Theos speaks Common and Gnome.

Encounter Seven:

APL 2 (EL 4):

Farlow, Awakened Black Bear: CR 4; Medium-size animal; HD 5d8+10; hp 31; Init +1 (Dex); Spd 40 ft.; AC 16 (touch 11, flat-footed 15) [+1 Dex, +5 natural (*barkskin*)]; Atk +6 melee (1d4+4, 2 claws) and +5 melee (1d6+6, bite w/ *greater magic fang*); SQ Active Spells, Scent; AL N; SV Fort +5, Ref +4, Will +2; Str 19, Dex 13, Con 15, Int 11, Wis 12, Cha 8.

Skills and Feats: Climb +6, Listen +4, Spot +7, Swim +8.

Active Spells: Farlow has the following spells cast on him by Muira (as 14th level druid) – *barkskin*, *endure elements* (electricity), *freedom of movement*, *greater magic fang*, and *resist elements* (fire).

Scent (Ex): The bear can detect other creatures within 30 feet by sense of smell. As a partial action, it can note the direction in which the scent lies. The bear can determine the exact location of any creature within 5 feet.

The bear can track creatures by smell alone (Wis check DC 10).

Farlow speaks Common and Gnome.

APL 4 (EL 6):

➤ **Farlow, Awakened Brown Bear:** CR 6; Large animal; HD 8d8+32; hp 67; Init +1 (Dex); Spd 40 ft.; AC 15 (touch 10, flat-footed 14) [-1 size, +1 Dex, +5 natural]; Atk +11 melee (1d8+8, 2 claws) and +10 melee (2d8+8, bite w/ *greater magic fang*); Face/Reach 5 ft. by 10 ft./5 ft.; SA Improved grab; SQ Active Spells, Scent; AL N; SV Fort +9, Ref +6, Will +3; Str 27, Dex 13, Con 19, Int 11, Wis 12, Cha 7.

Skills and Feats: Listen +4, Spot +7, Swim +14.

Active Spells: Farlow has the following spells cast on him by Muira (as 14th level druid) – *endure elements* (electricity), *freedom of movement*, *greater magic fang*, and *resist elements* (fire, sonic).

Improved Grab (Ex): On a successful claw hit against a Medium-size opponent, the bear may attempt a grapple as a free action without provoking an attack of opportunity.

Scent (Ex): The bear can detect other creatures within 30 feet by sense of smell. As a partial action, it can note the direction in which the scent lies. The bear can determine the exact location of any creature within 5 feet. The bear can track creatures by smell alone (Wis check DC 10).

Farlow speaks Common and Gnome.

APL 3 (EL 8):

Farlow, Awakened Dire Bear: CR 8; Large animal; HD 14d8+56; hp 118; Init +1 (Dex); Spd 40 ft.; AC 17 [-1 size, +1 Dex, +7 natural]; Atk +18 melee (2d4+10, 2 claws) and +17 melee (2d8+9, bite w/ *greater magic fang*); Face/Reach 10 ft. by 20 ft./10 ft.; SA Improved grab; SQ Active Spells, Scent; AL N; SV Fort +12, Ref +9, Will +9; Str 31, Dex 13, Con 19, Int 11, Wis 12, Cha 11.

Skills and Feats: Listen +7, Spot +7, Swim +13.

Active Spells: Farlow has the following spells cast on him by Muira (as 14th level druid) – *endure elements* (acid, cold), *freedom of movement*, *greater magic fang*, *protection from elements* (fire), and *resist elements* (electricity, sonic).

Improved Grab (Ex): On a successful claw hit against a Medium-size opponent, the bear may attempt a grapple as a free action without provoking an attack of opportunity.

Scent (Ex): The bear can detect other creatures within 30 feet by sense of smell. As a partial action, it can note the direction in which the scent lies. The bear can determine the exact location of any creature within 5 feet. The bear can track creatures by smell alone (Wis check DC 10).

Farlow speaks Common and Gnome.

Important Barrenford Residents & Visitors:

➤ **Brother Amal:** Male human Clr3; CR 3; Medium-size humanoid; HD 3d8; hp 18; Init +0; Spd 30 ft.; AC 10; Atk +3 melee (1d6/1d6/x2, quarterstaff) or +2 ranged (1d4/x2,

sling); AL NG; SV Fort +3, Ref +1, Will +5; Str 10, Dex 11, Con 10, Int 14, Wis 16, Cha 13.

Skills and Feats: Craft (Woodcarving) +11, Handle Animal +3, Heal +9 (with Healer's Kit), Knowledge (Religion) +5, Wilderness Lore +5; Ambidexterity, Skill Focus (Woodcarving), Two-Weapon Fighting.

Possessions: Masterwork quarterstaff, sling, 20 sling bullets, wooden holy symbol, healer's kit.

Spells Prepared (4/4/3; base DC = 13 + spell level): 0—*cure minor wounds, guidance, light, mending*; 1st—*sanctuary**, *cure light wounds* (x2), *endure elements*; 2nd—*locate object**, *cure moderate wounds, lesser restoration*.

*Domain spell. **Domains:** Protection (Generate a *protective ward* by touch once per day as abjuration effect, grants subject a resistance bonus on next saving throw equal to your level that lasts for 1 hour); Travel (Act as if under *freedom of movement* for 1 round per cleric level as spell-like ability).

☞ **Channis Flint:** Male human Com5; CR 4; Medium-size humanoid; HD 5d4+5; hp 18; Init +0; Spd 30 ft.; AC 10; Atk +2 melee (1d6/1d6/x2, quarterstaff); AL LN; SV Fort +2, Ref +1, Will +3; Str 11, Dex 10, Con 12, Int 12, Wis 10, Cha 13.

Skills and Feats: Diplomacy +5, Handle Animal +5, Knowledge (law) +5, Listen +4, Profession (mayor) +10, Spot +4; Alertness, Iron Will, Skill Focus (Profession (mayor))

Possessions: 1d4 gp, a white masterwork quarterstaff considered the symbol of his office.

☞ **Festival-goer:** Male or female human Com1; CR 1/2; Medium-size humanoid; HD 1d4; hp 3; Init +0; Spd 30 ft.; AC 10; Atk +0 melee (1d4/1d4-20/x2, dagger); AL LN; SV Fort +0, Ref +0, Will +2; Str 10, Dex 10, Con 11, Int 10, Wis 11, Cha 10.

Skills and Feats: Craft (varies) +2, Handle animal +2, Listen +3, Spot +3; Endurance, Skill Focus (varies).

Possessions: 1d4 cp, dagger.

☞ **Lumberjack:** Male or female human Exp3; CR 1; Medium-size humanoid; HD 3d6+2; hp 18; Init +0; Spd 30 ft.; AC 10; Atk +5 melee (1d8+3/x3, logging axe); AL N; SV Fort +2, Ref +3, Will +5; Str 16, Dex 11, Con 12, Int 10, Wis 10, Cha 14.

Skills and Feats: Animal Empathy +7, Craft (Woodcarving) +5, Handle Animal +5, Knowledge (Nature) +6, Listen +4, Profession (Lumberjack) +7, Spot +4, Wilderness Lore +5; Iron Will, Skill Focus (Profession (Lumberjack))

Possessions: 1d4 gp, logging axe.

MUIRA & HER FOLLOWERS:

☞ **Deepdimples:** Male tiger (*reincarnated* gnome) Bbn5/Drd3/Rgr1; CR 13; Large Magical Beast; HD 5d12+3d8+2d10+20; hp 87; Init +6 (Dex, Improved Initiative); Spd 50 ft.; AC 14 (touch 11, flat-footed 14) [+2 Dex, +3 natural armor, -1 size]; Atk +17 melee (1d8+6, 2 claws) and +12 melee (2d6+3, bite); Face/Reach 5 ft. by 10

ft./5 ft.; SA favored enemy (human), rage 2/day, pounce, improved grab, rake; SQ uncanny dodge (Dex bonus to AC, can't be flanked), fast movement, nature sense, woodland stride, trackless step; AL N; SV Fort +17, Ref +9, Will +9; Str 23, Dex 15, Con 17, Int 12, Wis 16, Cha 12.

Skills and Feats: Animal Empathy +14, Balance +6, Climb +10, Handle Animal +7, Hide +5, Intimidate +9, Intuit Direction +7, Jump +14, Knowledge (Nature) +5, Listen +9, Move Silently +9, Spellcraft +4, Spot +5, Swim +11, Wilderness Lore +16; Cleave, Great Cleave, Improved Initiative, Power Attack, Track.

Pounce (Ex): If a tiger leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the tiger must hit with its bite attack. If it gets a hold, it can rake.

Rake (Ex): A tiger can make two rake attacks (+17 melee) against a held creature with its hind legs for 1d8+3 damage each. If a tiger pounces on its opponent, it can also rake.

Possessions: Collar with pouch of holly and mistletoe.

Spells Prepared (4/3/2; base DC = 13 + spell level): 0—*flare, know direction, light, resistance*; 1st—*detect snares & pits, entangle, obscuring mist*; 2nd—*hold animal, tree shape*.

Deepdimples speaks Common, Gnome, Sylvan, and Druidic.

☞ **Muirea:** Female gnome Drd11/Deepwood Avenger3; CR 14; Small humanoid; HD 14d8+28; hp 101; Init +1 (Dex); Spd 15 ft.; AC 18 (touch 12, flat-footed 17) [+1 size, +1 Dex, +5 armor, +1 shield, +1 ring of protection]; Atk +12/+7 melee (1d6+1/x2, sickle +1) or +12/+7 ranged (1d4/x2, dart); SQ Low-light Vision, +2 save vs. illusions, +1 attack vs. kobolds and goblinoids, +4 dodge vs. giants, cast the following arcane cantrips as 1st level caster once per day: *dancing lights, ghost sound, and prestidigitation*, use *speak with animals* with burrowing animals only as 1st level caster once per day as spell-like ability, nature sense, woodland stride, trackless step, resist nature's lure, wild shape (4/day, tiny to large animals), venom immunity; AL LN; SV Fort +12, Ref +5, Will +13; Str 10, Dex 12, Con 14, Int 12, Wis 17, Cha 14.

Skills and Feats: Alchemy +6, Animal Empathy +12, Concentration +10, Diplomacy +4, Handle Animal +10, Heal +7, Hide +6, Intimidate +3, Intuit Direction +5, Knowledge (Nature) +8, Listen +6, Move Silently +2, Perform (Singing) +6, Ride (Feline) +6, Scry +7, Spellcraft +4, Wilderness Lore +10; Combat Casting, Leadership, Tracking, Silent Spell, Still Spell

Civilized Enemy (Su): +1 bonus to weapon and damage rolls against civilized creatures (those who wield weapons or use armor prohibited to druids), with ranged weapons within 30 ft of target and with melee weapons.

Rusting Grasp (Sp): May cast *rusting grasp* as druid of 14th level, three times per day.

Lament to the Wounded World (Su): Twice per day, before entering battle, may sing for full round action; this grants any animal, plant, or elemental (in addition to the singer) within 30 ft a +2 luck bonus on attack rolls,

weapon damage rolls, saves, and skill checks for a duration of 1 round per caster level.

Possessions: 10 darts, charm bracelet (30 gp value), holly and mistletoe holy symbol, ironwood breastplate, ring of protection +1, sickle +1, small ironwood shield.

Spells Prepared (6/6/6/5/4/3/3/2; base DC = 13 + spell level): 0—Detect Magic, Light, Mending (2), Purify Food and Drink (2); 1st—Calm Animals, Endure Elements (2), Entangle, Faerie Fire, Pass without Trace (2); 2nd—Barkskin (2), Resist Elements (2), Soften Earth and Stone, Wood Shape; 3rd—Cure Moderate Wounds, Greater Magic Fang (2), Protection from Elements, Spike Growth; 4th—Cure Serious Wounds, Flame Strike, Freedom of Movement, Scrying; 5th—Animal Growth, Death Ward, Wall of Thorns; 6th—Antilife Shell, Ironwood, Transport via Plants; 7th—Heal, Summon Nature's Ally VII.

Physical Description: Muira is a gnome of average height and weight. She has brown hair and green eyes.

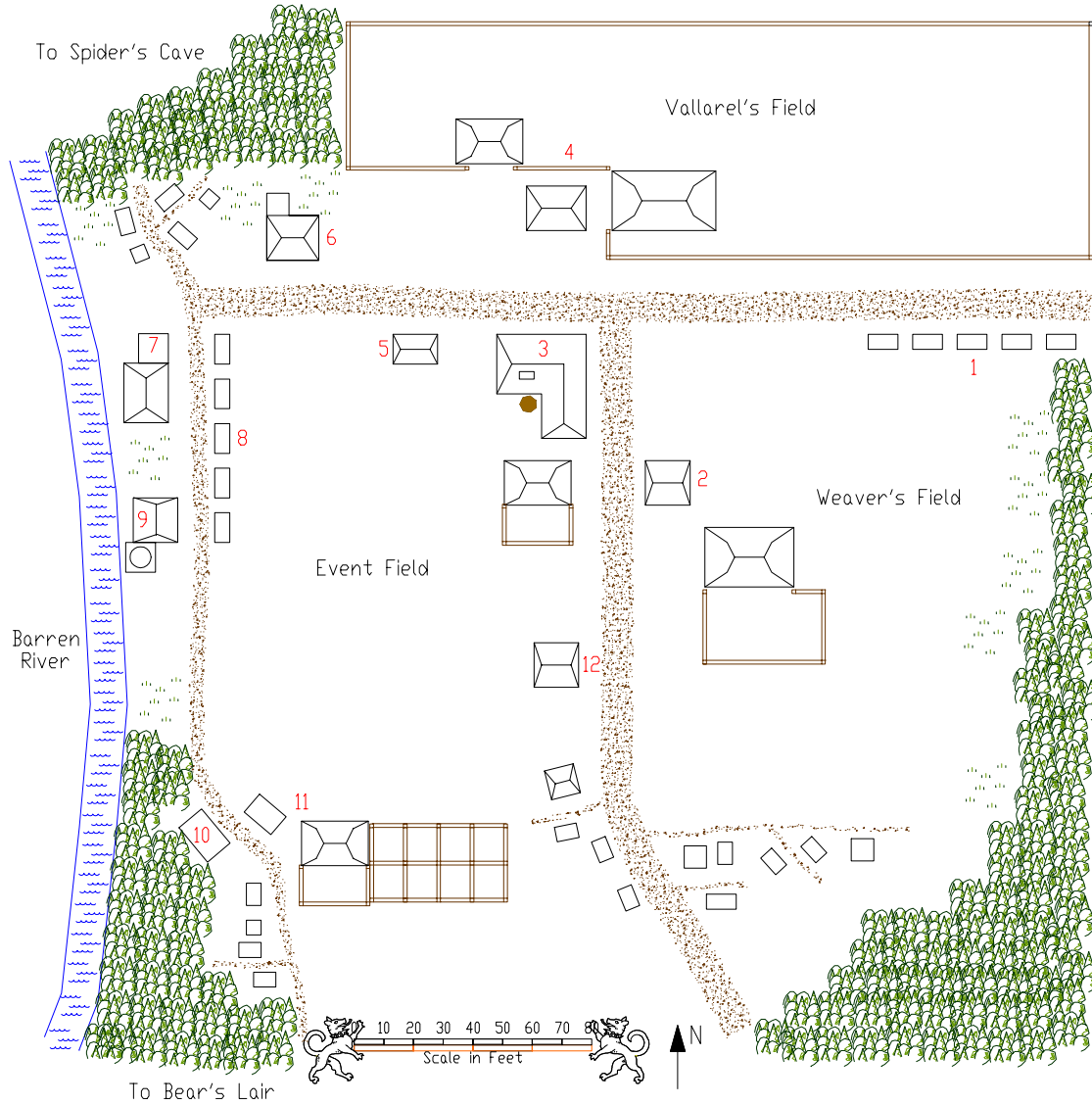
Muira speaks Common, Gnome, Sylvan, and Druidic.

♣ **Steros:** Male Com1; CR 1/2; Medium-size humanoid; HD 1d4; hp 3; Init +0; Spd 30 ft.; AC 10; Atk +2 melee (1d4+2/19-20/x2, dagger); AL CN; SV Fort +0, Ref +0, Will +2; Str 14, Dex 10, Con 11, Int 7, Wis 10, Cha 10.

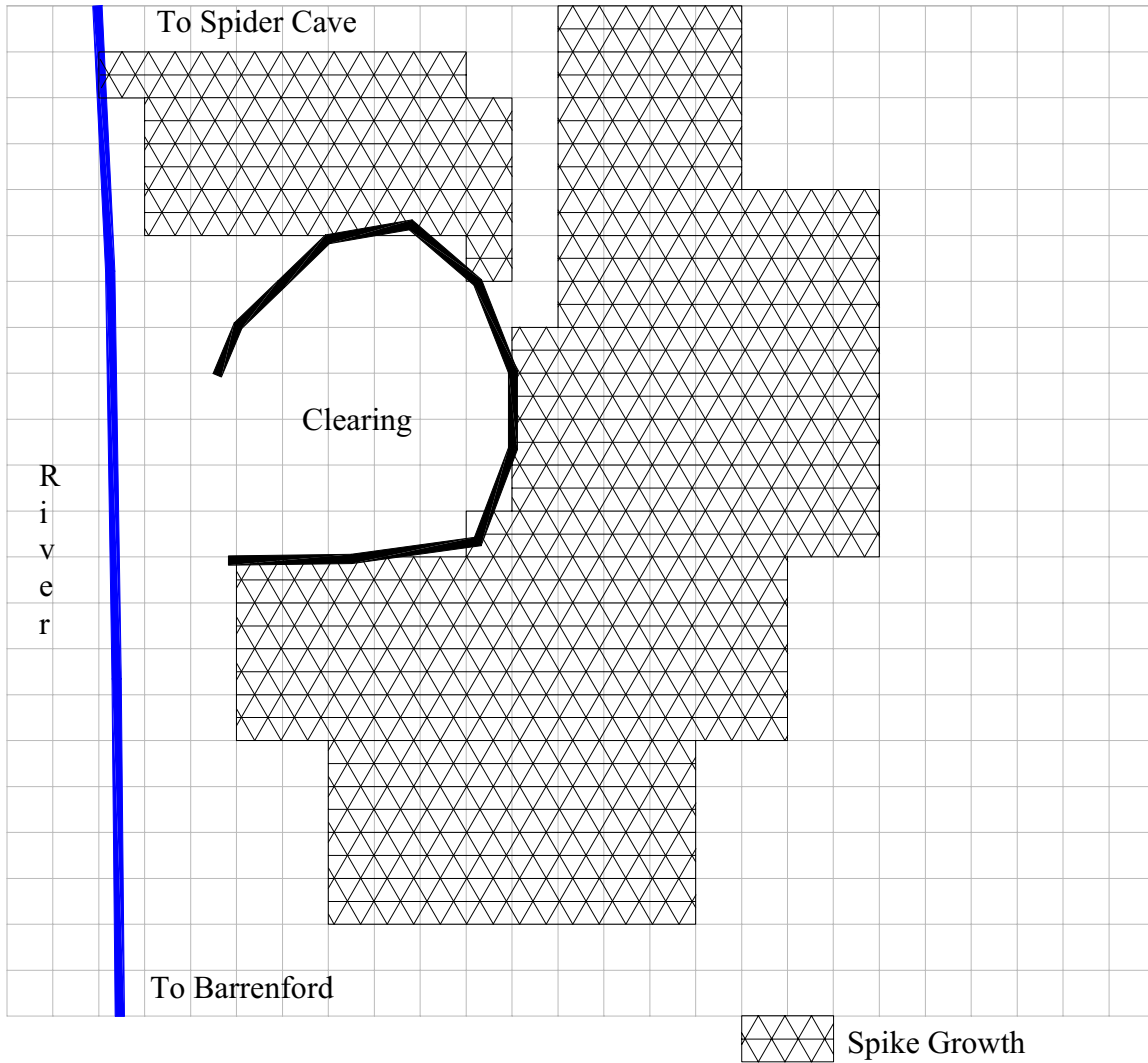
Skills and Feats: Handle animal +6, Listen +2, Spot +4; Endurance, Skill Focus (Handle animal).

Possessions: dagger.

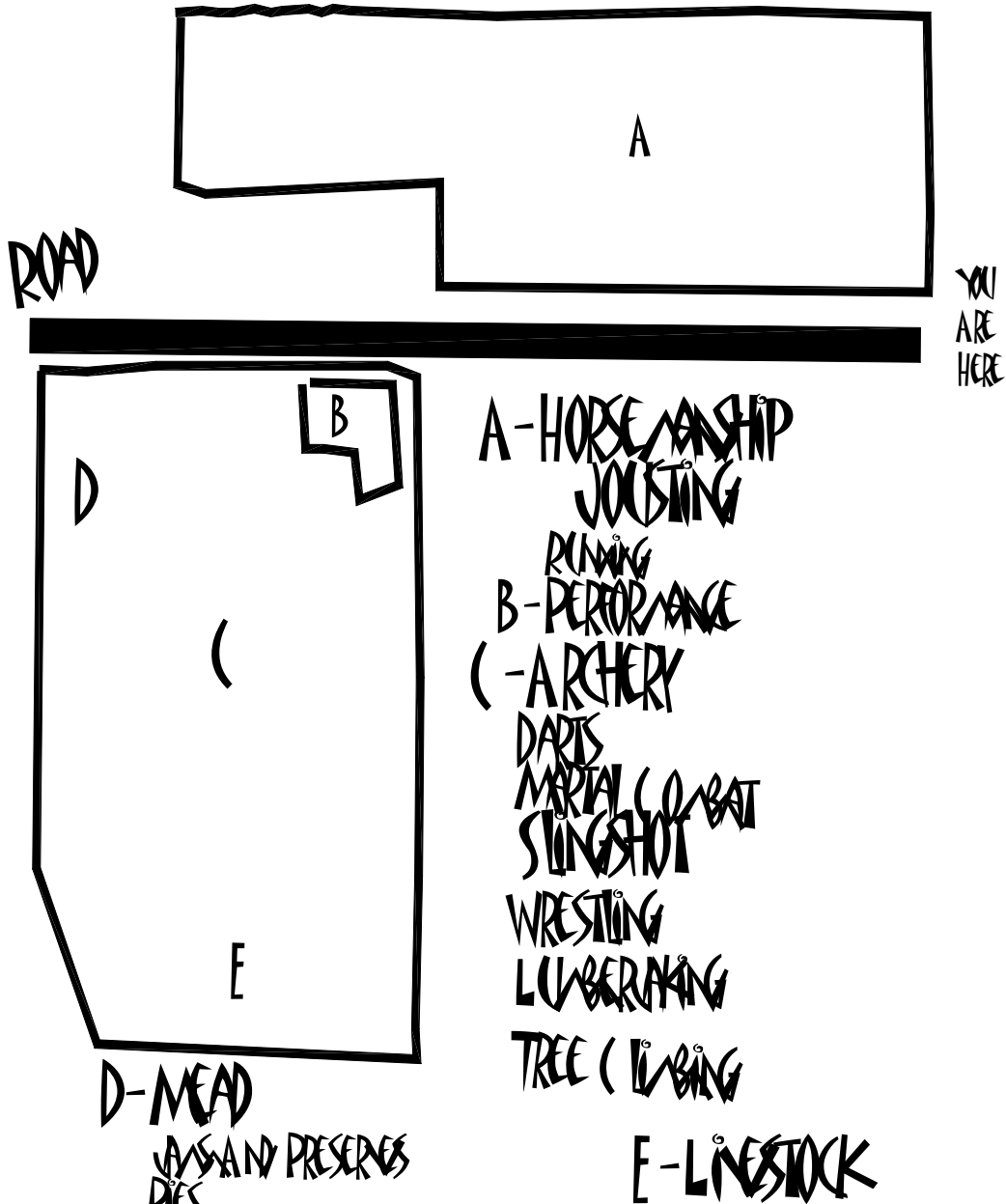
DM'S MAP OF BARRENFORD



DM'S MAP OF THE RANSOM SITE



PLAYER HANDOUT #1 – FESTIVAL PROGRAM



D - MEAD
 JAMS AND PRESERVES
 PIES
 QUILTING
 SCULPTURE AND WEAVING AND WINE AND WOODCARVING
 (ON DECK IN THE EVENTS AND WIN PRIZE TOKENS THE MOST TOKENS
 WIN THE BIG PRIZE. TRADE IN TOKENS FOR GOLD PIECES ON THE LAST DAY.

PLAYER HANDOUT #2

You vex me.

I have taken the children.

If you want them returned to you, you must acquire ten Prize Tokens and bring them to me two days hence when the sun is at its zenith. I will be waiting for you in a clearing on the east bank of the river, approximately one mile north of the village.

Ah, Mayor Flint! Shame on you – this letter was not addressed to you! Still, I knew you would read it. In many ways you have brought this on yourself. Do not attempt to hand these people the tokens they need - let them prove they are the heroes they pretend to be or you may never see your children again.

~The Green Wrath~

I will be watching you

PLAYER HANDOUT #3

Mayor Flint,

Why do you persist with this festival?

How can you continue to be blind to the animals and plants you thoughtlessly kill with your ambition?

If you continue along this path, more wagons will be attacked, more people will be harmed. Can your desire to dominate this land be worth it?

I will not warn you again.

~The Green Wrath~

ENLISTING THE ICONIC

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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