

BIS3-01

Old Friends and Fens

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

Version 1.0

by Kevin P. Hogan

An undead menace in the Fetid Fens was defeated only to reveal a powerful item of Evard's evil creation. After the artifact is stolen, it appears the forces of evil are as active as ever and the signs point back to Arvenshire ... this can't be good? A Bissel two-round regional adventure for APLs 4-10 and Part Two in the Fetid Fens saga.

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. 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 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*.

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.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

4. If you are running a table of six PCs, add one to that average.

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

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

face 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 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 continuous two-round Regional adventure, set in Bissel. Characters native to Bissel 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.

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).

Adventure Background & Summary

This scenario is the second part of the Fetid Fens series. The evil necromancer Evard constructed a research laboratory in the Fetid Fens in the barony of Cullen Drae many years ago. There he performed strange and dangerous experiments and tested potent magic. In recent years, Sezarhanin, a black dragon, came to settle in the swamp. She found Evard's decaying tower, abandoned when Evard fled Bissel, and took it for her home. She also, unintentionally, placed a powerful magic item back into the hands of evil, *Evard's staff of withering death*.

At the conclusion of the previous scenario in this series (**All that Withers**), the staff was stolen back by agents of Evard. In this scenario, the PCs are back in Cullen Drae. The PCs are unaware that Evard's minions have also moved into the fens in search of the tower and any items left behind. The dragon used her great strength to hide the tower by sinking it deep into the swamp. The magic of the tower keeps it intact despite being almost completely submerged in the stagnant water. Under no circumstances will the PCs encounter the dragon in this scenario.

The PCs are in Cullen Drae because of rumors of adventure or because of their military service when a disguised agent of Evard contacts them. The agent is a relatively incompetent lackey and has mistaken the PCs for a band of adventurers hired to search for the tower. The agent knows relatively little about the operations of the others and presents the mission as a young nobleman who's down on his luck and looking to salvage a lost plot of titled land. He has a forged ancient looking title to some of the lands in the fens. He offers fifty percent of any treasure salvaged from the ruins and acreage on his lands to the south should they find his family's lost keep.

The PCs have a strange encounter when they come across Oz, an extraordinarily gifted ogre hermit. Oz left his clan after he caused some commotion experimenting with his

"gift" (Oz is a sorcerer.) He now lives in quiet contemplation in the fens (Oz is True Neutral) and on occasion visits with local priestesses of Geshtai. Oz often travels around the fens invisibly in order to observe nature without being seen and causing creatures to flee. He has seen humans in the fens recently and can describe them but he demands the PCs help before divulging too much information.

A pack of trolls has begun to intrude on his area and he fears that soon he will have to move. He asks the PCs to deal with the trolls so that he may stay in peace. If they do this, he will tell them anything they need to know.

About a mile from Oz's hovel, the fens are an area of small rolling hills covered with decaying trees and black murky water. Travel to the trolls' area is miserable and arduous. Once there, the PCs will find two distinct packs of trolls. One pack is working for the agents of Evard and has taken on the form of a cult, with each having a black skull tattooed on their forehead. The other trolls are simply denizens of the swamps and if left alone pose no threat to the PCs or Oz. If the PCs defeat the Blackskull trolls they can find clues to their involvement with Evard.

The PCs return to find Oz has been attacked by agents of Evard who found out about the mix up by their lackey and are looking to destroy the PCs. Oz was fortunate enough to turn invisible and escape shortly after the attack. He can describe the villains to the PCs and more importantly the presence of the staff in the group that attacked him. PCs may recognize the staff from their previous contact with it, based on the description given by Oz.

Should the PCs press on in the Fens, a particularly vicious denizen of the fens will beset them. After a few days of wandering about aimlessly in the fens, the PCs should be moving back to town to find some leads. The interior of a tendriculos or greenvise will reveal its last victims. The bones of two trolls are inside.

A number of possibilities are possible in town. The PCs may learn from various sources that a number of hobgoblins were seen outside town and a group of strange humans came into town with a hobgoblin in fine clothes. There are also reports that the hobgoblins were seen heading southwest and people believe the humans went with them.

As the PCs are wrapping up their investigations in town, a report comes to them of another group of hobgoblins camped just outside of town. These hobgoblins have been left behind to "discourage" anyone wishing to follow the group that left days ago. A confrontation with the hobgoblins reveals that they are part of the clan that fought at Arvenshire and are in league with the forces of

Evard. Something special is being planned according to their sub-chief. None of the hobgoblins here know what is going down but they know of a lot of activity in the area near Pellak.

Information regarding the hobgoblins of Arvenshire, the reappearance of Evard's staff, and the activity around Pellak will lead the PCs south to the capital township in round two.

In round two, the PCs will also run into some old friends and foes. The DM should survey which if any of the PCs took part in the *Battle of Arvenshire* (Bissel Interactive event from Weekend in Bissel CY591) and **BIS1-06 A Baron's Tax** (retired CY591 scenario.) This will help the DM determine some of the NPCs attitudes towards the PCs.

The PCs take up rooms at the Eagle's Nest. Shortly after their evening meal, a page of Sir Larin arrives and asks the PC's to join his master for lunch at highsun tomorrow at Falcon Hall.

PCs who ask locals about hobgoblin activities will learn that patrols were increased since the attacks against Arvenshire but little activity has been reported in recent days. Some believe the humanoids have been run off while others think they are regrouping.

The following day, the PCs are treated to a nice feast with Sir Larin. He tells of an encounter with Sareveris (the half-fiend who plotted his assassination while posing as his fiancé) while patrolling a few weeks past. Sareveris came to him and hinted of impending doom. She vanished before he could move or summon help.

Sir Larin can provide the PCs the approximate location of the encounter so they may investigate for themselves. He tells them a scout who knows the lands will meet them at the Eagle's Nest in the morning.

The PCs find that allies are not the only ones who remember them. Word of their arrival has also reached high-ranking members of the Ebon Claw in Pellak and a welcome is planned for them. During the night, two members of the Claw will be in disguise at the Eagle's Nest. One poses as a traveling bard looking for a room and meal in exchange for a night's performance. The other is disguised as a simple merchant. The merchant will offer to purchase a round of the house reserve ale for the "heroes" who have returned to town. He will lace the ale with a poison. PCs may be suspicious, as he does not stay to witness their enjoyment as the serving maid brings it over. The bard is present to watch the back of the merchant as he carries out the poisoning. PCs who manage to capture either the bard or the merchant will find that they are extremely loyal, fearing the guild more

than the PCs. They will not divulge information about guild activities but will make no mistake about letting the PC's know the Ebon Claw wants them dead.

The PCs are brought to the valley area about 10 miles west of Arvenshire. There, they find recent evidence of humanoid passing (hobgoblins). Following the tracks leads to a small wooded area in the foothills. The PCs encounter a passing hobgoblin patrol. It may be possible to hide from the patrol but the PCs are best served confronting the patrol and finding out what they are up against.

The morning after the patrol, the PCs can see wisps of smoke on the horizon. Some five miles east of them, the hobgoblins and agents of Evard have overrun the hamlet of Bensik, a small farming community. The folk of Bensik would have moved when the conflicts began except that Silverroot, a very aromatic spice they harvest, grows only in the limestone rich soil of the valley. The village has been burned badly, but a handful of Knights of the Watch have been stationed there and were able to run the intruders off. Of the four knights, two were killed. They fear the return of the hobgoblins and feel someone must return to Pellak with news of the attack immediately. If she is still alive, Sir Larin's scout will volunteer to go.

PCs will learn that the hobgoblins fought alongside some undead and there appeared to be a beautiful woman in black leather armor commanding them. The Knights were unable to approach her as the enemy overwhelmed them. If anyone asks, they do recall seeing her carrying a staff.

If the PCs stay in Bensik and help them rebuild, Sareveris' forces return. She sends in the undead first and then hobgoblins if the undead are being destroyed too quickly. If over ½ the hobgoblins are destroyed, she will fly away invisibly. Sareveris is not calculated in the EI as she will not take any active combat actions and the two Knights will make up for her actions outside of combat.

After the battle, the PCs can find the location of the hobgoblin lair. It is about two miles north of Bensik. There the PCs will find the remaining hobgoblins as well as a few of the humans working with them under Evard. When she flees the battle at Bensik, Sareveris leaves, taking the staff with her, to tell her compatriots of the PCs' interference in her attempts to find the tower and reclaim the staff. She will not return to the hobgoblin lair.

If the PCs save the hamlet and defeat the hobgoblin menace, the Knights of the Watch will be most grateful. Sir Larin will be happy to have thwarted the plot but

concern will be brewing as to the whereabouts of Sareveris and Evard's Staff. PCs should have sufficient cause to celebrate but also be wary of what is to come. Sir Larin asks them to speak before a special council of the Knights of the Watch and relate their experiences to better gauge the threat posed to Pellak. PCs who are under military service may receive a commendation if the DM feels their actions were of particular note and worthiness.

Introduction

Ah, Cullen Drae, one of the most breathtaking baronies in all of the March. Traveling the countryside once again, you can't help but be impressed by the pleasant meadows and crystal clear pools, brooks and ponds. The blessings of Geshtai are surely strong in this place. It would be one of the most pleasant places in all of Bissel to be if it wasn't for one small problem, the Fetid Fens.

The area is a blight on this region as well as the entire March. As you walk along the outskirts of the Fens, it is almost as if the place is saturated with evil. Just looking in the direction of the fens you see the mists whispering up among the stagnant fens and lifeless trees. It's been said that long ago this was a vibrant area, teeming with life, but now its only inhabitants are foul creatures of the shadows and fog that prefer to be unseen.

It was only a few months ago that the evil of the fens reared its ugly head once again. The peaceful lizardfolk of the nearby area were cursed by an object of evil crafted by Evard himself. Heroes of Bissel overcame the curse and took possession of Evard's staff of withering death.

But Evil never sleeps, and once word got out of the staff's discovery, it was stolen. Some believe Evard himself has reclaimed his property, while others think it was enemies of Bissel, seeking to keep any item of power out of the hands of the Margrave and the Knights of the Watch.

The machinations of Evil are a quandary for another day though as you near the end of your journey and approach the township of Shaeja, capital of Cullen Drae. The day has been long and a warm meal and bed are the first order of business in this town. A familiar sign greets you on the road at the edge of town. It reads "The Glades Inn."

Entering the inn you notice a number of men in hunting leathers sitting around the bar drinking large tankards of ale. Moments later they stand and cheer

their approval as the barkeep, accompanied by no less than four other people carrying trays of meat come in from the back door.

"What a beast!" One of the men shouts. "I thought it was gonna take my head off as it charged us." The smell of roasted pork and spices overwhelms your senses as the meat is brought in. The barkeep places the trays on the bar and bellows. "There's plenty to go around so be sure to grab something to wash it down with."

The men in leathers are a group of hunters who had the fortune of coming upon a dire boar and not only surviving, but also bringing the beast down. They have given much of the meat to Rensk, the Oeridian owner of the Glades Inn in exchange for several weeks of lodging.

The PCs may wish to make small talk and ask about local events, particularly the Fens or Evard's staff. Either role-play the information exchange or have the PCs make Gather Information checks (see below). Not all of the rumors given are true.

Rumors:

DC 10

- The sage who was studying the staff was killed with a serrated dagger coated in poison, a sign of Evard's minions.
- The town is much more heavily patrolled by the watch and units from the Grand Army.
- The agents of Evard have infiltrated the baron's personal guard and keep the black one informed of everything.

DC 15

- The Baron allowed the staff to be stolen
- Evard is hiding in an invisible tower deep in the fens.
- A huge man lives in the Fens.

DC 20

- There are strange plants in the fens that eat living creatures.
- The staff has the power to grant its wielder immortality.

DC 25

- A group of adventures left town yesterday talking about going into the fens. They were grumbling about a job that they got stiffed on.

- A village on the southeastern edge of Cullen Drae has been seeing more hobgoblin raids again, some feel that Evard's agents are back in the area working with the hobgoblins.

DC 30+

- A young boy from a nearby farm claims to have seen a dragon flying over his farm heading towards the Fens.

Encounter One: Mistaken Identity

As the night wears on, the meat is gradually devoured and word spreads to the nearby homes, causing townsfolk to drop by for some of the free bounty. The ales are flowing and the taproom of the Glades Inn is as lively as it has been in a decade.

As the crowd begins to diminish, you notice a man in a dark traveling cloak enter. It must have begun to rain, as he is dripping wet. As you look on, you note the intricate inlay of silver thread around the hood of his cloak, sewn into the pattern of dragon's head. As he pulls back the cowl, you see that he is an older man, with a not altogether pleasant looking visage. He shakes off the rain and scans the room as if looking for a familiar face before heading to the bar. After a brief moment you see the barkeep point your group out to the man, who sighs in relief and makes his way over to your table carrying a tankard of ale.

He takes a deep draw from the tankard as he approaches and then takes a chair from the next table, dragging it to yours. "I must truly apologize for my delay, but the bridge was washed out by Nereena's Pass and I had to cross on my horse. The creature drowned and I was forced to make the rest of the trip on foot. Are you ready for your trip into the fens?"

♣ **Jard, Male Human (OS) Sor1:** hp 8; see Appendix I.

Jard has mistaken the PCs for the group of adventurers he had lined up to search the fens for the tower. He is three days late, and the actual party has already moved on. At this point he is desperate and even if the PCs reveal that they are not the adventurers he is looking for, he will ask them to take the job anyway.

Jard gives the PCs his bogus story:

"I am a noble from the Reseford house in Bissel. Unfortunately, due to some back taxes and gambling debts, I stand to lose my estate if I can't pay up. I have discovered in the family archives that I own a plot of land in the fens that once housed a stone keep from

my great, great uncle Cheseter. Cheseter was a well-established adventurer and I believe he amassed a sizeable fortune. It is quite likely that his keep still sits on the plot and some of his fortune with it.

I ask that you travel to the fens and find the keep or whatever remains. In return I shall pay you a handsome share of whatever riches still reside within and acreage of your own on the land. Shall we say twenty percent?"

Jard's story is complete hogwash. He is a lackey of Evard but is portraying himself as a minor noble from the barony who is down on his luck and looking for a lost family plot of land in the fens. He has a forged official looking title (Forgery check [DC 28] to notice something is amiss).

Jard really needs the PCs to leave at once, for if word reaches back that he has yet to send anyone looking he will be in dire straits with his masters. His desperation will only help his ruse as the PCs can sense he is obviously desperate and really needs someone to look for this land. He is willing to offer as much as 50% of the take if the PCs will take the job but has no coin to advance the party.

If the PCs agree, he gives them general directions. From Shaeja, walk northwest until you reach the fens and the land should be about three miles due west. There should be stone markers every hundred yards or so marking the land's edge. He asks that they leave at first light.

Encounter Two: The Fens

The edge of the fens and the trail are about ten miles from Shaeja.

As you make your way through the fens, it's as if even the sun is powerless against the foul nature of this place. The mists thicken and the sky overhead becomes obscured in a gray haze. Your path thus far has only been about a mile but it seems like much more. A large black pool looms in your path ahead. As you approach, the lake of black water becomes larger and larger until you realize wading through is probably not an option.

A successful Wilderness Lore check (DC 5) will reveal that the water is leech infested and not very healthy to cross. The PCs will see that they are much closer to the southern shore of the lake than the north so that traveling south would be the quicker route.

The PCs will reach encounter three by going either way, though going south is quicker. Allow them to stew and

worry about the possible dangers (nonexistent) of going one way or another. Feel free to encourage their paranoia.

Encounter Three:

Oz

After circumventing the black lake you make your way back toward the west. After searching for the land markers for quite some time, you spy a rather large hovel on the other side. It appears well built and kept up. Wisps of smoke emanate from a small hole in the top.

The mud hovel is the home of Oz, a strange creature. Oz is an ogre with the gift of Sorcery. He was expelled from his home by his fellow ogres who feared his talents, so he makes his home here in the fens. Oz is not an aggressive creature but he is suspicious of outsiders.

🐉 **Oz, Male Ogre Sor5:** hp 65; see Appendix I.

🐸 **Wilthea, Toad Familiar:** hp 32; see Appendix I.

If the PCs approach cautiously and quietly, they can catch Oz unaware. He will not attack unless attacked first. If the PCs can demonstrate that they are peaceful Oz will help them however he can. They will most likely ask for directions, or if Oz knows about the keep. He will offer to provide whatever assistance he can if the PCs will do a favor in return.

“Oz has lived here for three years, no problem. This winter, things must have been changed. Troll gang with black skulls on heads started coming round. They mess up my house. Oz go invisible and they not notice, but mess up my house. If you help Oz get rid of troll gang, Oz help you find what you looking for.”

If the PCs agree, Oz will give them directions to the Blackskull trolls' lair below. If the PCs refuse to help, Oz will tell them, *“Oz never seen keep before, sorry,”* and pay them no more attention.

Encounter Four: The Blackskull Trolls

If the PCs decide to help Oz, he tells them the Blackskulls have a lair to the southwest around the fallen root of a great tree. Only a half-mile or so from Oz's dwelling, the PCs come upon the pack. Their first indication of the trolls is easy to find.

You work your way southwest among the moldy ponds and bizarre plants until a sight even more disheartening grabs your attention. The rotting head of a troll rests atop a makeshift spear protruding from

the mucky ground. A quick glance around reveals several more such skulls in the immediate area.

PCs examining the heads for the markings will note that they do not have the Blackskull tattoo. The PCs should be on their guard at this point but if not, allow the trolls to make a listen check to hear the PCs in the area. If the trolls hear the PCs they come to attack. If not, the PCs may surprise them if they approach their encampment quietly.

If the trolls are caught unaware:

As you approach cautiously, your eyes catch the protruding branches of the roots of a great tree that has been uprooted and nearly petrified long ago. At the base of the tree, two trolls seem to be wrestling over some creature. The argument quickly ends as whatever it was is snapped in half during the struggle and each begins to devour its' half.

The trolls are eating a lizard they found. At first sight of the PCs they move to attack.

APL 4 (EL 6)

🐉 **Trolls (2):** hp 63, 32; see *Monster Manual*.

One troll has lost one arm to a tendriculos, and is still wounded from the plant-creature's acid. This troll has the lower hp total and may only make one claw attack and cannot rend.

APL 6 (EL 8)

🐉 **Troll:** hp 63; see *Monster Manual* page 180.

🐉 **Troll Barbarian, Male Troll Bbn2:** hp 107; see Appendix I.

APL 8 (EL 10)

🐉 **Trolls (3):** hp 63 each; see *Monster Manual*.

🐉 **Troll Barbarian, Male Troll Bbn2 (2):** hp 107 each; see Appendix I.

APL 10 (EL 12)

🐉 **Troll Barbarian, Male Troll Bbn2 (3):** hp 107 each; see Appendix I.

🐉 **Troll Cleric, Male Troll Clr5:** hp 127; see Appendix I.

If the PCs defeat the trolls they will find a clue that things are not as they seem. The trolls have in their possession a crudely drawn map of the area. PCs examining the map closely may notice the area drawn is roughly the shape of the area they were sent to search.

Treasure: The treasure consists of the trolls' meager possessions.

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

APL 6: L: 5 gp; C: 0 gp; M: 0 gp.

APL 8: L: 10 gp; C: 0 gp; M: 0 gp.

APL 10: L: 15 gp; C: 0 gp; M: +1 *full plate* (221 gp).

Encounter Five: Where's Oz?

The PCs return to Oz's hovel, only to find that it has been ransacked and is burning:

Approaching where you expect to find Oz's hovel, you see the small dwelling ablaze. Suddenly, from thin air, the Ogre appears in front of you. "Oz home all gone. Strange men come and burn my home. Strange men these were! Oz lucky he was out for walk when they come or Oz probably be dead."

Oz's home was burned by agents of Evard looking for the PCs. Jard realized his mistake in asking the PCs for help when he reported the situation to his superiors. His boss was quite adamant about hiring a group of adventurers he knew he could push around. When he learned of the mix up, he insisted that they go into the fens and check on the PCs.

Fortunately, they missed the PCs and after no sign of them near the area where they believed the tower to be, they gave up and departed using a *teleport* spell. PCs with the Track feat who make a successful Wilderness Lore check (DC 10 + the APL) will be able to track them into the west until the tracks just disappear. If the PCs make a DC 30 on the check, they notice that the tracks are in an expanding circular pattern, indicative of a methodical search.

Oz can describe the men to the PCs. He noted six individuals. Three of the men looked like soldiers, another was a really fat man who sweated a lot and smelled like onions. Another man was smaller but had a strange cloak that looked like a dog to Oz. The last man looked really old but strong and carried a staff that made Oz feel uncomfortable just looking at it.

If the PCs discuss it further, Oz will agree to any suggestions that the silver inlaid cloak looked like a dragon rather than a dog. If asked about the staff, Oz describes it as resembling a long piece of black iron with a deep violet crystal on top that seemed to pulsate with energy. Oz overheard them talking about some "damned fools looking for a keep that isn't there." He also heard them say "tower can wait, the master will be pleased to see his staff returned."

After the fire, Oz will pack up what little he can salvage and tell the PCs that he is going to go see his friend, the priestess of Geshtai at a shrine in an old ruin in the fens. If the PCs wish to join him, they can get some meager healing from the priestess (if they were helpful to Oz). Her shrine is four miles to the south and not far from the edge of the fens. She knows nothing relevant to the PCs dilemma.

If the PCs stay in the fens to look around for another day, they will stumble upon the tendriculos in the following encounter, otherwise proceed to encounter seven.

Encounter Six: Fun in the Fens

The Fetid Fens are truly living up to the name. The stench of decay and stagnation pervades your senses. Sounds of bubbling gases, and creatures croaking, shrieking and moaning provide an uneasy symphony or rather cacophony that chills the spirit. The swirling mists of the fens provide visual deception as well. It is as if there is movement all around you.

As you move deeper into the fens, things begin to change. The noises begin to dwindle and it's almost as if the air has begun to stand still.

As is often the case in nature, the native creatures of the swamp are avoiding this area because of particularly nasty resident, a tendriculos (or greenwise(s) at higher APL). The omnivorous plant has settled in to rest for a bit after its last meal, a pair of trolls, but will be heading out in search of more food soon. Unfortunately for the PCs, it doesn't have to go very far.

Allow the PCs a Wilderness Lore check (DC 15 + the APL) to see the signs of the creature's presence and avoid being surprised by the lumbering plant.

APL 4 (EL 6)

🔥 **Tendriculos:** hp 94; see *Monster Manual*.

APL 6 (EL 8)

🔥 **Tendriculos, Advanced:** hp 228; see Appendix I.

APL 8 (EL 10)

🔥 **Greenwise:** hp 142; see Appendix I.

APL 10 (EL 12)

🔥 **Greenvises (2):** hp 142 each; see Appendix I.

The tendriculos/greenwise appears to be a large mound of moldy and overgrown earth not unlike other parts of the fens. It waits until the PCs come within its reach (15 ft.) and then attacks relentlessly devouring as much as it can.

If a PC is grabbed by the bite attack it will attempt to use the ability to swallow whole whatever is in its mouth.

If the creature is defeated and cut open, the devoured and half digested skeletal remains of two trolls killed a few days ago are found inside.

Encounter Seven: Back to Shaeja

After a rather miserable excursion into the fens, the PCs will most likely head back to town to follow up on the strange men and their would-be employer. Asking around town no one recalls details of the agents of Evard, other than vague recollections of a man with a dragon-cowled cloak. If the PCs drop back into the Glades Inn, there is no sign of Jard and his room is packed up and empty. The innkeeper recalls he met with an older man but doesn't recall seeing a staff. After a bit of thinking, he remembers the man walking out with a large walking stick covered over with burlap. He thought it might have been to make it softer on the hand but it did make a heavy sound when he walked with it, almost like metal striking the planks of the floor.

As the evening comes, the PCs overhear some commotion. A farmer is pleading with a town guardsman to go out to his farmland.

"I was bringing in my herd when I saw these fellows riding up the road. They mustn't have seen me but when Yardley, my farmhand hailed them to ask if they's lost, one of them shot out a bolt of magic and killed him dead. The cows went crazy and I crouched down with the herd so they wouldn't see me.

As I was getting back to the house I saw a bunch of them hobgoblins going into my barn. That was when I decided to run for it. You gotta get a militia together and get out there!"

The man is Rebuen, a farmer from the outskirts of Shaeja. His farm is about three miles east of town. The guardsman explains that he will go to his captain but it may take some time before there is a squad ready to go out to the farm, and probably not before first light. He suggests that the PCs might try and keep tabs on the farm and assess the enemy's strength.

Encounter Eight: Strangers in Town

The cool night air carries a light mist as the rains have begun to fall once again. As you reach Rebuen's property marker you sense spying eyes watching. A bloodcurdling scream confirms your suspicions.

The hobgoblins have been left behind to discourage anyone wishing to follow the group of Evard's followers. They fight relentlessly and if captured will not cooperate unless magically coerced. The hobgoblins are aware of the staff and its power. They are from the Nugak tribe from the Lortmils and their chieftain was part of the alliance at Arvenshire. PCs who fought at the Battle of Arvenshire (A Weekend in Bissel Interactive event from CY591) are allowed an Int check DC 12 to recognize the tattooing of these hobgoblins as matching those who fought at Arvenshire.

One of the hobgoblins acts as the lead and has in his possession an item of note, a rough drawn map of eastern Bissel with three conspicuous markings:

- The goblin words "kutak mus" are written near Cullen Drae. The words mean, "meet here."
- A circle is drawn around the township of Pellak.
- A crude object resembling a dagger or sword is drawn piercing the circle.

APL 4 (EL 4)

☛ Male Hobgoblin Bbn1 (4); hp 14 each; see Appendix I.

APL 6 (EL 6)

☛ Male Hobgoblin Bbn1 (4); hp 14 each; see Appendix I.

☛ Male Hobgoblin Bbn3 (2); hp 29 each; see Appendix I.

APL 8 (EL 8)

☛ Male Hobgoblin Bbn3 (2); hp 29 each; see Appendix I.

☛ Male Hobgoblin Bbn5 (2); hp 45 each; see Appendix I.

APL 10 (EL 10)

☛ Male Hobgoblin Bbn4 (3); hp 43 each; see Appendix I.

♣ **Male Hobgoblin Bbn6 (3);** hp 53 each; see Appendix I.

Treasure: The treasure consists of the hobgoblins' possessions.

APL 4: L: 44 gp; C: 0 gp; M: 0 gp.

APL 6: L: 66 gp; C: 0 gp; M: 0 gp.

APL 8: L: 110 gp; C: 0 gp; M: 0 gp.

APL 10: L: 216 gp; C: 0 gp; M: 0 gp.

Once the hobgoblins are defeated the PCs will probably think to investigate back in Pellak. If they are unsure of where to go next they will receive word of a caravan being ransacked by undead on the road south to Pellak a day or two after the followers of Evard leave Shaeja. Once again, the encounter includes a description of a man wielding a powerful staff and commanding the undead with its might.

If the PCs failed to defeat the hobgoblins, they will wait a day or two to ensure their human counterparts are not disturbed on their journey south.

Either way, the PCs are on their way to Pellak for round two.

End Round One

Introduction: Round Two

The road to Pellak is a lonely and wet one. A rainstorm grows stronger and stronger as you head south. A couple more miserable hours and you see the torch beacons of the Capital Township of Pellak glimmering in the murky night. The township walls stand an impressive 20 feet high and the gate is sealed up tight. Silhouetted against the stormy sky, archers and lookouts patrol the ramparts. They focus their attention at your approach. You call out your presence and a panel in the gate slides open for a watchman who asks your business.

Getting into Pellak is a simple affair. The watch is only looking for anyone or anything out of the ordinary. If the PCs ask the watch about anyone out of the ordinary or hobgoblins, they haven't seen or heard of much of anything lately. They've heard a rumor about a caravan that was attacked far north of the town. The watchmen suggest lodgings at the Eagle's Nest across the bridge in Old Town. It's cheap and has seen quite a boon these days.

Passing through the gate, you make your way towards Old Town. Old Pellak lies on the other bank of the Sudlor River across the Grand Pellak Bridge. The bridge spans the river nearly 250 feet across and at its'

highest span, allows even the tallest riverboats to pass beneath it.

Crossing into Old Town you can see the history of the town in the architecture. The streets are muddy and narrow, passing among simply build homes and shops. You spy the sign you're looking for but those who've been here before note that it is brand new. The carved figure of an eagle carrying a tankard foaming over sits atop the lettering, which reads "Eagles Nest Inn."

Encounter Nine: Welcome to the Eagle's Nest

Entering the Eagle's Nest you see it is a bustle of activity. A young woman sings to the accompaniment of a half-elven lyrist. Her voice carries over the pervasive noise of at least 50 rowdy patrons. The far wall houses an intricately carved oak bar with a number of tapped kegs racked behind it. Those who've been here before don't recall a taproom being here.

If the PCs played **A Baron's Tax**, Trendor the innkeeper will recognize the PCs as the ones who helped put his place back on the map. After word got out about the events that took place, the inn got very popular with adventurers and others passing through Pellak. It grew in popularity to the point where Trendor bought the building next door and built this taproom. He hired the brewer from the now defunct Boar and Brew that used to be across the street and business has been booming ever since.

Events in Pellak have been rather chaotic lately. Stories abound of Underdark caverns, the ever-growing influence of Evard, and a number of increasingly brazen crimes in the capital itself.

If the PCs wish to ask about Arvenshire or the hobgoblins, they learn that a number of patrols from the army have run into small numbers of them on occasion, but not in the numbers that would suggest anything other than the usual wandering bands. The area has been highly patrolled since the attacks of several seasons ago. The village of Arvenshire itself has been fairly quiet. A couple of farmers reported seeing some humanoids on the edge of their land but they didn't stay or cause any problems. Many people believe that the army has succeeded in driving off the creatures while some think that recent events only strengthen the position that evil is growing in Bissel.

As the PCs are enjoying the evening's festivities, a young man who appears to be an official page enters bearing the

standard of Sir Larin Tomwell, a high ranking Knight of the Watch, on his tunic. After surveying the room, he spots the PCs and approaches.

His liege has heard of their exploits from the Baron in Cullen Drae. If the PCs have an influence point with the Knights of the Watch in Bissel, Sir Larin orders the page to ensure that the PCs rooms are taken care of. (PCs are considered living one lifestyle better for this round of the scenario.) The page has been instructed to present a sealed message to the PCs (**Player Handout #1**).

If the PCs accept the invitation, the page will return in the morning and escort the PCs to Falcon Hall in Pellak. The page has no knowledge of his master's intent or why he wishes to speak with the PCs.

Encounter Ten: What a Nice Spread

The page arrives promptly, as scheduled. He is dressed more formally today and waits patiently until you are ready. Heading back across the bridge, you make your way up the broad cobble stoned street into the heart of Pellak. Atop a small hill, a number of official buildings mark the political center of the township.

One of these buildings is a large stone structure with great granite carved pillars. A set of wide steps ascend into the structure under the watching eyes of a pair of eight foot high-carved falcons that flank the entrance. You take a quick left once in the door, and the page ushers you to a small room where a finely lacquered oak table is laid out for a fine meal. The page gestures to the table and eight accompanying chairs and asks you to sit while he informs Sir Larin that you have arrived.

The table is already covered in dates, cheeses, fruits and other delights to pick at while the PCs await their host. A number of carafes are filled with wine as well. After about ten minutes, Sir Larin enters and greets the PCs. He informs them that he has much to talk about but it is rare that he can offer his hospitality to those who strive so hard for Bissel, so they should enjoy the meal first.

Sir Larin gestures to the room captain, who orders the main course brought in. The staff returns with a silver tray with twelve stuffed game birds on it. A number of other trays of potatoes, turnip, carrots and other dishes follow right after. The scent of the spices and roasted birds is overpowering and hard to resist. Sir Larin grabs a bird off the tray and proceeds to eat. He will make small talk but if the PCs ask about his problem, he will insist it wait until after they've eaten.

Once the main course is finished, the room captain brings out a tray of tea and another brings out a small plate of cakes. After he places them on the table, Sir Larin pours a cup of tea. He then nods at the page who rings a small bell. The servants quickly finish dropping off whatever they were serving and exit through the kitchen door. The page exits out the main door, closing it behind him.

Sir Larin offers the tea to anyone else and then sits back in his chair. "I am so relieved that you have decided to assist once again. I fear the situation may be more serious than was previously believed." The Knight then places his tea upon the table and looks stone faced as he continues.

"Just over a year ago, it was revealed that my fiancé had enspelled me and was in fact a half-fiend in the service of some unknown enemy. Shortly after, we were attacked at Arvenshire by a hobgoblin horde claiming to be in league with Evard. At first we believed it to be posturing but our agents soon learned the claims might have merit.

I had believed Sareveris gone forever after she fled the failed assassination attempt in the banquet hall, in this very building, but I was wrong. A few weeks past, I was leading a patrol in the nearby foothills when I was awakened from my camp. I heard her laughing wickedly. She said 'My love, your time will soon be at an end. You roam these lands to rid it of petty creatures when you are the true nuisances here. My father will soon show you the error of your ways. His time is coming. I leave you alive this night so you may witness the greatness you passed up when I offered it to you, but the next time we meet, mine will be the last face you see'.

I was unable to stop her before she left my tent and when I went outside she was gone."

Sir Larin then takes a moment to sip some tea and looks at the cake tray but doesn't take one. He wipes the corner of his lip with a napkin and continues. "I believe her appearance in the same area as the hobgoblins is no coincidence and that she is part of a larger plot against Bissel. I need you to investigate the area and see if there are any clues to this threat."

Sir Larin can provide the PCs with the approximate location of the encounter so they may investigate for themselves. It was in an area of wooded hills just east of Arvenshire. He can tell them that there was no contact with the hobgoblins during that patrol but two of his men were killed the night he saw Sareveris.

If the PCs have any questions about Arvenshire, the hobgoblins or Sareveris, he can will do his best to answer. What he knows follows:

Arvenshire:

A small village of less than 500 northeast of Pellak. It has no inn, but does have a boarding house for farm laborers. There is a spit and sawdust tavern called the "Ploughman's Feast" that has been frequented by off duty guards in the area. The village was overrun by a band of hobgoblins with some strange humans a little over a year ago. The raid came only days after the announcement of the forming of the grand army of Bissel. There are even those who think that somehow, it was a staged event to gather support for the army. Since the battle, the area has been heavily patrolled and very few encounters have taken place.

Hobgoblins:

The hobgoblins that attacked Arvenshire were exceptionally well disciplined. The hobgoblins were led by a chieftain who wore a mark resembling the black skull that has been associated with Evard. Hobgoblins usually keep deep in the Lortmils unless the weather gives them cause to seek food elsewhere but since the raid, a number of hobgoblins have been in the area.

Sareveris:

Sir Larin met Sareveris when she was performing at Castle Oversight calling herself Alharke. She was a member of a traveling troupe of performers from Greyhawk called the Azure Company. Sir Larin was smitten with her beauty and as she played the harp he could not take his eyes off her. During the reception that followed, he was introduced to her and he felt that they were meant for each other. When the company left three days later, she stayed behind. They were together for about two months before he asked her to marry him. A few weeks later at the reception for Baron Nanjari of Bandalar, he found out her true nature when she tried to kill him and implicate the Baron with his ceremonial jambiya. She escaped when her plot was revealed and flew off the balcony and into the night. After she was gone, Sir Larin began to realize his feelings had been manipulated magically.

Sir Larin will send a scout who knows the lands will meet them at the Eagle's Nest in the morning.

Encounter Eleven: More Old Friends

*Note: This encounter is as written assuming one or more of the PCs took part in **BIS1-06 A Baron's Tax** and thwarted the efforts of the Ebon Claw. If none of the PCs has interfered with any plots by the Ebon Claw, run the encounter as a simple warning from the Ebon Claw to stop investigating Sareveris and Evard.*

Word has reached Pellak of the PCs' activities in Cullen Drae and the Ebon Claw has once again been employed to dissuade the would-be heroes.

Back at the Eagle's Nest, the taproom is packed with patrons and no one has yet taken to the small riser that passes for a stage in an effort to entertain the locals. You see a svelte Oeridian man with a long braided blonde ponytail speaking to Trendor about performing some epic songs with his lyre, in exchange for a meal and room for the night. Since the house is full of reveling patrons, Trendor agrees for a spot in the common room and all the ales he can handle, to which the performer smiles widely, "For all the ales I can handle, I probably won't make it to the common room," he laughs and begins to tune up despite the clamor of the room.

The musician begins his performance with a tale of a hero from Geoff who traveled to the deepest caverns of the Barrier Peaks hunting giants. The story is rather heroic until he breaks into the verse where the hero is broken in two and used as an appetizer before some even juicier heroes are munched. The crowd applauds boisterously and a short, portly man brings an oversized tankard to the musician. After handing it off, the man spots your table and eagerly makes his way over.

"Oh, you! It's you! You must allow me to buy you heroes a round of ales, you must!"

The man is Daess, an assassin in league with the Ebon Claw. He is an expert in poisons and uses his lack of a threatening appearance to his advantage in gaining the confidence of his marks. Daess is posing as a merchant who is relieved that his shipments are in less danger.

If the PCs simply accept the tankards, he goes over to the barmaid and drops the poison in with one hand while offering her a tip with the other as a distraction. The barmaid brings the tankards over alone. Daess does not stick around to see the results. He will get that information later from his guild contact Hisuth, the performer, later. Daess gave the tankard to Hisuth to

establish a precedent to avoid suspicion when he offers it to the PCs.

PCs who manage to capture either the bard or the merchant will find that they are extremely loyal, fearing the guild more than the PCs. They will not divulge information about guild activities but will make no mistake about letting the PCs know the Ebon Claw wants them dead for their past indiscretions.

All APLs

☛ **Poisoned Tankards of Ale:** poison (dark reaver powder, Fort save [DC 18] resists, 2d6 Con/1d6 Con + 1d6 Str).

Encounter Twelve: East of Arvenshire

The faint whispers of the sun are breaking the darkness for dawn as you receive a knock on the door. The scout Sir Larin sent has arrived and he is not quite what you would expect from someone working with the highest echelon of the Knights of the Watch in Bissel. A gnomish woman wearing darkened leathers stands in front of her well-packed pony.

“Good morning to you. I trust you slept well after a meal at Falcon Hall?”

The scout is Vanderstankle, a member of the Company of the Brightpath in Bissel. She began to keep an eye on the foothills of the Lortmils after the attack last year. Vanderstankle was working in the Dim Forest previously, but has found that the hills are more to her tastes.

Vanderstankle has tracked several bands of hobgoblins in recent weeks and she knows the site where Sir Larin's camp was when he encountered Sareveris. She brings the PCs to the valley area about 10 miles west of Arvenshire.

If the PCs are without a tracker, Vanderstankle will offer to help for a short while but she has pressing concerns about a pack of wolves that have been feeding on local livestock at a farm on the edge of Arvenshire.

Recent evidence of humanoid passing is readily apparent in the area around the site (Wilderness Lore or Search check DC 8). A PC with goblinoids as a species enemy or the Track feat (who also makes a Wilderness Lore check DC 15) will recognize the tracks as hobgoblins. The tracks seem to head down a small lightly worn trail. Following the tracks leads to a small wooded area in the foothills. There is a roving patrol of hobgoblins in the

area. If the PCs are moving cautiously, they may be able to avoid the patrol since they are not expecting anyone inside the wooded area. (The army patrols hardly ever enter the forested area.) It may be possible to hide from the patrol but the PCs are best served confronting the patrol and finding out what they are up against.

APL 4 (EL 4)

☛ **Male Hobgoblin Bbn1 (4);** hp 14 each; see Appendix I.

APL 6 (EL 6)

☛ **Male Hobgoblin Bbn1 (4);** hp 14 each; see Appendix I.

☛ **Male Hobgoblin Bbn3 (2);** hp 29 each; see Appendix I.

APL 8 (EL 8)

☛ **Male Hobgoblin Bbn3 (2);** hp 29 each; see Appendix I.

☛ **Male Hobgoblin Bbn5 (2);** hp 45 each; see Appendix I.

APL 10 (EL 10)

☛ **Male Hobgoblin Bbn4 (3);** hp 43 each; see Appendix I.

☛ **Male Hobgoblin Bbn6 (3);** hp 53 each; see Appendix I.

Treasure: The treasure consists of the hobgoblins' possessions.

APL 4: L: 44 gp; C: 0 gp; M: 0 gp.

APL 6: L: 66 gp; C: 0 gp; M: 0 gp.

APL 8: L: 110 gp; C: 0 gp; M: 0 gp.

APL 10: L: 216 gp; C: 0 gp; M: 0 gp.

Encounter Thirteen: Smoking Hamlet

As you top a small hill, you can see through a break in the canopy of trees. The morning sun appears hazy as you look to the east. It seems there are wisps of smoke on the horizon in that direction. Judging from the time of season and the amount of smoke, it is unlikely to be from a controlled fire.

Some five miles east of them, the hobgoblins and agents of Evard have overrun the hamlet of Bensik, a small farming community.

As you head east, the sun has crested overhead and the winds are blowing the smoke in your direction. The haze begins to sting your eyes and breathing becomes laborious. You get no relief as you find the source of the smoke. A short distance up ahead, you see a small village ablaze. A number of people are running back and forth from the nearby brook with buckets in an attempt to put out the already nearly burned out buildings.

At your approach, a man on horseback, most certainly a Knight of the Watch by his dress challenges you. "Ho there, if your business here in Bensik be peaceable, I ask you to lend what hand you can."

The knight is Sir Purnell. He, along with three other Knights, has been detached to Bensik to patrol and keep Castle Oversight informed of any activity in the region. This area was attacked when Arvenshire was, just over a year ago, but only a small number of humanoids were here, compared to the horde that attacked to the west.

The folk of Bensik would have moved when the conflicts began, except that Silverroot, a very aromatic spice they harvest, grows only in the limestone rich soil of the valley. The village is badly burned but a number of structures still stand, leading Sir Purnell and Sir Holt to believe the hobgoblins will return at nightfall. The other two knights, Sir Warner and Sir Bulger were killed in the attack last night. They fear the attack, but also feel someone must go to Pellak with news of the attack immediately. If she is still around, Vanderstankle will volunteer to ride west to Pellak.

Shortly before nightfall, if the PCs have not questioned them already, Sir Purnell will brief them on the attack last night. The PCs will learn that the hobgoblins fought alongside some undead and there appeared to be a beautiful woman in black leather armor commanding them. The Knights were unable to approach her, as the enemy overwhelmed them. If anyone asks, they do recall seeing her carrying a staff.

Encounter Fourteen: Sareveris' Return

If the PCs agree to stay and help, Sareveris' forces do indeed return. Just before midnight, she commands her undead to enter the village. If the undead are being dealt with quickly, she will send the troops in right away, otherwise she bolsters the hobgoblins with her spells before sending them in.

Once over half the hobgoblins are destroyed, she will fly away invisibly. Sareveris is not calculated in the EL, as she will not take any active combat actions and the two

Knights will make up for her actions outside of combat. She will bolster the hobgoblins with spells such as *invisibility*, *protection from good* and *haste* before sending them into battle. Sareveris herself will go *invisible* as soon as the battle begins.

APL 4 (EL6)

☛ **Zombies, Medium (6):** hp 10 each; see *Monster Manual*.

☛ **Male Hobgoblin Bbn1 (5):** hp 14 each; see Appendix I.

APL 6 (EL8)

☛ **Zombies, Medium (8):** hp 10 each; see *Monster Manual*.

☛ **Male Hobgoblin Bbn1 (4):** hp 14 each; see Appendix I.

☛ **Male Hobgoblin Bbn4 (2):** hp 43 each; see Appendix I.

APL 8 (EL 10)

☛ **Ghouls (6):** hp 14 each; see *Monster Manual*.

☛ **Male Hobgoblin Bbn4 (6):** hp 43 each; see Appendix I.

☛ **Male Hobgoblin Bbn6 (2):** hp 53 each; see Appendix I.

APL 10 (EL 12)

☛ **Ghouls (10):** hp 14 each; see *Monster Manual*.

☛ **Male Hobgoblin Bbn4 (6):** hp 43 each; see Appendix I.

☛ **Male Hobgoblin Bbn6 (4):** hp 53 each; see Appendix I.

☛ **Male Hobgoblin Bbn7:** hp 73; see Appendix I.

ALL APLs

☛ **Sareveris, Female Half-Elf/Half Fiend Bard8;** hp 43; see Appendix I.

Treasure: The treasure consists of the hobgoblins' possessions.

APL 4: L: 55 gp; C: 0 gp; M: 0 gp.

APL 6: L: 116 gp; C: 0 gp; M: 0 gp.

APL 8: L: 304 gp; C: 0 gp; M: 0 gp.

APL 10: L: 392 gp; C: 0 gp; M: +1 *greataxe* (193 gp), +1 *breastplate* (113 gp).

Encounter Fifteen: Hobgoblin Lair

If the PCs choose to track the hobgoblins, it is not difficult to follow their trails back to their lair. The trails are well worn and even marked with primitive trail markings to help the hobgoblins find their way.

Following the well-worn trail is relatively simple. Crude markings on trees along the trail mark the way in a manner only the most ignorant would be unable to follow. After a couple of miles roughly north of the village, you come upon an area of granite outcroppings.

Among the granite outcroppings are a series of caverns, one of which is a roughly oval shaped 50 x 25 chamber that the hobgoblins have been using as a base of operations. The entrance is watched by a single guard who sits just inside the crevice and keeps an eye on the surrounding area. The outlying area is rough and difficult to watch because of the number of boulders and large rocks among the broken hills. It would not be difficult for PCs approaching cautiously to get within 40 feet before the guard has a chance to notice them.

Inside the cavern the PCs will find the remaining hobgoblins as well as a few of the humans working with them under Evard. When she fled the battle at Bensik, Sareveris left, taking the staff with her, to tell her compatriots of the PCs' interference in her attempts to find the tower and reclaim the staff. She will not return to the hobgoblin lair under any circumstances, since she knows the value of the staff and can't risk the PCs taking it back.

The cronies of Evard are part of a group sent to cause chaos in the area. If captured they will resist efforts to get information. They don't know where Sareveris went, but they do know she has the staff.

APL 4 (EL 7)

♣ **Male Hobgoblin Bbn1** (5): hp 14 each; see Appendix I.

♣ **Dipalt, Male Human (Oeridian) Ftr2/Rog1**: hp 23; see Appendix I.

♣ **Clay, Male Human (Suloise) Clr4**: hp 31; see Appendix I.

APL 6 (EL 9)

♣ **Male Hobgoblin Bbn3** (4): hp 21 each; see Appendix I.

♣ **Dipalt, Male Human (Oeridian) Ftr2/Rog3**: hp 33; see Appendix I.

♣ **Clay, Male Human (Suloise) Clr4**: hp 31; see Appendix I.

♣ **Wilhelm, Male Human (Oeridian) Nec3**: hp 16; see Appendix I.

APL 8 (EL 11)

♣ **Male Hobgoblin Bbn4** (6): hp 43 each; see Appendix I.

♣ **Dipalt, Male Human (Oeridian) Ftr2/Rog3**: hp 33; see Appendix I.

♣ **Clay, Male Human (Suloise) Clr7**: hp 52; see Appendix I.

♣ **Wilhelm, Male Human (Oeridian) Nec5**: hp 26; see Appendix I.

APL 10 (EL 13)

♣ **Male Hobgoblin Bbn4** (10): hp 43 each; see Appendix I.

♣ **Dipalt, Male Human (Oeridian) Ftr2/Rog5**: hp 44; see Appendix I.

♣ **Clay, Male Human (Suloise) Clr9**: hp 66; see Appendix I.

♣ **Wilhelm, Male Human (Oeridian) Nec7**: hp 36; see Appendix I.

Treasure: The treasure consists of the hobgoblins and lackeys' possessions, plus the spoils of their raids and attacks on the neighboring towns and villages.

APL 4: L: 93 gp; C: 700 gp; M: *potion of invisibility* (25 gp), +1 *breastplate* (113 gp), +1 *heavy mace* (193 gp).

APL 6: L: 93 gp; C: 700 gp; M: *potion of invisibility* (25 gp), +1 *breastplate* (113 gp), +1 *heavy mace* (193 gp), +1 *bastard sword* (195 gp), *wand of color spray* (63 gp).

APL 8: L: 255 gp; C: 700 gp; M: *potion of invisibility* (25 gp), +1 *halfplate* (146 gp), +1 *heavy mace* (193 gp), +2 *bastard sword* (695 gp), *wand of color spray* (63 gp), +1 *chain shirt* (104 gp), +1 *large steel shield* (98 gp), *bracers of armor* +1 (83 gp).

APL 10: L: 399 gp; C: 1,700 gp; M: *potion of invisibility* (25 gp), +1 *halfplate* (146 gp), +1 *shock heavy mace* (693 gp), +2 *bastard sword* (695 gp), *wand of color spray* (63 gp), +1 *chain shirt* (104 gp), +1 *large steel shield* (98 gp), *bracers of armor* +2 (333 gp).

Conclusion

If the PCs save the hamlet and defeat the hobgoblin menace, the Knights of the Watch will be most grateful. Sir Larin will be happy to have thwarted the plot but will continue to be concerned as to the whereabouts of Sareveris and Evard's Staff. PCs should have sufficient cause to celebrate, but also be wary of what is to come. Sir Larin asks them to speak before a special council of the Knights of the Watch and relate their experiences to better gauge the threat posed to Pellak. If any of the successful PCs is a member of Bissel's military and showed particular courage or ability (their actions were particularly noteworthy), they might be awarded a Joint Commendation by the Brigadiers of Snake and Falcon Battles (judge's discretion). If the PCs successfully provided Oz with assistance with dealing with his troll problem, he offers them access to a supply of Dwarfblind stones he possesses after the scenario.

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 Four

Defeat the trolls

- APL 4 – 180 xp;
- APL 6 – 240 xp;
- APL 8 – 300 xp;
- APL 10 – 360 xp.

Encounter Six

Defeat the plant creature(s)

- APL 4 – 180 xp;
- APL 6 – 240 xp;
- APL 8 – 300 xp;
- APL 10 – 360 xp.

Encounter Eight

Defeat the hobgoblins

- APL 4 – 120 xp;
- APL 6 – 180 xp;
- APL 8 – 240 xp;
- APL 10 – 300 xp.

Encounter Eleven

Avoid the poison or successfully save against it

- All APLs – 90 xp.

Encounter Twelve

Defeat the hobgoblin patrol (award ½ xp if the PCs simply avoid the patrol)

- APL 4 – 120 xp;
- APL 6 – 180 xp;
- APL 8 – 240 xp;
- APL 10 – 300 xp.

Encounter Fourteen

Defeat Sareveris' attack

- APL 4 – 180 xp;
- APL 6 – 240 xp;
- APL 8 – 300 xp;
- APL 10 – 360 xp.

Encounter Fifteen

Defeat the hobgoblins and lackeys of Evard

- APL 4 – 210 xp;
- APL 6 – 270 xp;
- APL 8 – 330 xp;
- APL 10 – 390 xp.

Discretionary Role-playing Award

Judge may allocate up to the following for good role-playing

- APL 4 – 270 xp;
- APL 6 – 360 xp;
- APL 8 – 450 xp;
- APL 10 – 540 xp.

Total Possible Experience

- APL 4 – 1,350 xp;
- APL 6 – 1,800 xp;
- APL 8 – 2,250 xp;
- APL 10 – 2,700 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 (sell value)

Encounter Four:

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

APL 6: L: 5 gp; C: 0 gp; M: 0 gp.

APL 8: L: 10 gp; C: 0 gp; M: 0 gp.

APL 10: L: 15 gp; C: 0 gp; M: 221 gp.

Encounter Eight:

APL 4: L: 44 gp; C: 0 gp; M: 0 gp.

APL 6: L: 66 gp; C: 0 gp; M: 0 gp.

APL 8: L: 110 gp; C: 0 gp; M: 0 gp.

APL 10: L: 108 gp; C: 0 gp; M: 0 gp.

Encounter Twelve:

APL 4: L: 44 gp; C: 0 gp; M: 0 gp.

APL 6: L: 66 gp; C: 0 gp; M: 0 gp.

APL 8: L: 110 gp; C: 0 gp; M: 0 gp.

APL 10: L: 108 gp; C: 0 gp; M: 0 gp.

Encounter Fourteen:

APL 4: L: 55 gp; C: 0 gp; M: 0 gp.

APL 6: L: 116 gp; C: 0 gp; M: 0 gp.

APL 8: L: 304 gp; C: 0 gp; M: 0 gp.

APL 10: L: 392 gp; C: 0 gp; M: 306 gp.

Encounter Fifteen:

APL 4: L: 93 gp; C: 700 gp; M: 331 gp.

APL 6: L: 93 gp; C: 700 gp; M: 589 gp.

APL 8: L: 255 gp; C: 700 gp; M: 1,407 gp.

APL 10: L: 399 gp; C: 1,700 gp; M: 2,157 gp.

Total Possible Treasure (Maximum Reward Allowed)

APL 4: L: 236 gp; C: 700 gp; M: 331 gp - Total: 1,267 gp (1,200 gp).

APL 6: L: 346 gp; C: 700 gp; M: 589 gp - Total: 1,635 gp (1,600 gp).

APL 8: L: 789 gp; C: 700 gp; M: 1,407 gp - Total: 2,896 gp (2,500 gp).

APL 10: L: 1,022 gp; C: 1,700 gp; M: 2,684 gp - Total: 4,384 gp (4,200 gp).

Special

Influence Point with the Knights of the Watch

This PC possesses an influence point with the Knights of the Watch in Bissel. Please contact the Bissel triad for additional information.

Bissel Military Commendation

The PC (a member of the Bissel military) is awarded a joint commendation by the Brigadiers of Snake and Falcon Battles. Please contact the Bissel Triad for details.

Dwarfblind

As thanks for your assistance dealing with the troll infestation in his area, Oz offers to sell your PC some dwarfblind stones he has lying around.

Dwarfblind stones are small stones treated with alchemical substances, giving them a faint, purple sheen. You can throw a dwarfblind stone as a grenadelike weapon. When it strikes a hard surface, it releases a burst of violet light. The light illuminates a 20-foot wide area for an instant and temporarily interferes with the darkvision of those caught in its effects. Creatures within a 10-foot radius of the stone's impact point must succeed on a Reflex save (DC 15) or

lose their darkvision ability for 10 minutes. Dwarfblind has no effect on normal and low-light vision.

Market Price: 50 gp; *Weight:* 1 lb.

From *Arms & Equipment Guide*, page 34.

🔪 *Wilhelm's Spellbook*

1st—[*cause fear, chill touch, color spray, expeditious retreat, magic missile, shocking grasp*]; 2nd—[*bull's strength, darkness, ghoul touch, scare, spectral hand*]; 3rd—[*dispel magic, fireball, magic circle against good, summon monster III, vampiric touch*]; 4th—[*enervation, Evard's black tentacles, fear, summon monster IV*].

Market Price: 470 gp; *Weight:* 3 lbs.

Items for the Adventure Record

Item Access

APL 4:

- ❖ *Dwarfblind* (*Adventure, see above*)

APL 6 (APL 4 Items plus):

- ❖ *Wand of Color Spray* (*Adventure, 1st level caster, DMG*)
- ❖ *Wilhelm's Spellbook* (*Adventure, see above*)

APL 8 (APL 4 & 6 Items plus):

- ❖ *+2 Bastard Sword* (*Adventure, DMG*)

APL 10 (APL 4 & 6 & 8 Items plus):

- ❖ *Bracers of Armor +2* (*Adventure, DMG*)
- ❖ *+1 Shock Heavy Mace* (*Adventure, DMG*)

Appendix I: NPCS

Major NPCs:

Jard Male Human(O/S) Sor1; Medium Humanoid ; HD 1d4+1 ; hp 8; Init +2; Spd 30 ft; AC 12 (flatfooted 10, touch 12); Atk Melee -1 (1d4-1, Dagger); +2 Ranged (1d8, Crossbow, light); AL LE; SV Fort +1, Ref +2, Will +3; STR 8, DEX 14, CON 13, INT 10, WIS 12, CHA 15.

Skills and Feats: Concentration+5, Spellcraft+4; Toughness, Spell Focus (necromancy).

Possessions: Light Crossbow, Dagger, Crossbow bolts x10.

Spells Known (5/4; base DC = 12 + spell level, 14 + spell level for necromancy spells): 0 – [*Disrupt Undead, Light, Ray of Frost, Resistance*]; 1st – [*Enlarge, Reduce*].

Oz: Male Ogre Sor5; Large Giant; HD 4d8+5d4+36; hp 65; Init +2; Spd 30 ft; AC 12 (flatfooted 12, touch 7); Atk +8 (1d8+4, Shortspear) or -2 (2d6, Crossbow, large heavy); AL N; SV Fort +9, Ref +0, Will +7; STR 18, DEX 6, CON 18, INT 10, WIS 10, CHA 14.

Skills and Feats: Concentration+12, Spellcraft+8; Improved Initiative, Iron Will, Toughness.

Possessions: Shortspear, large; Crossbow, large heavy, *scroll: Invisibility*(4); *Potion of Cure Moderate Wounds*(3).

Spells Known (6/7/5; base DC = 12 + spell level): 0 – [*Daze, Detect Magic, Disrupt Undead, Light, Ray of Frost, Resistance*]; 1st – [*Burning Hands, Enlarge, Ray of Enfeeblement, Reduce*]; 2nd – [*Flaming Sphere, Invisibility*].

Wilthea; Toad familiar ; CR 0; Diminutive Animal ; HD 1/4; hp 32; Init +1; Spd 30 ft; AC 18; AL N; SV Fort +2, Ref +3, Will +2; STR 1, DEX 12, CON 11, INT 1, WIS 14, CHA 4. Skills: Hide+20, Listen+5, Spot+5.

Sareveris, Female Half-Elf/Half Fiend Brd8: Medium Outsider; HD 8d6+8; hp 43; Init +8 ; Spd 30 ft, Fly 30 ft; AC 20; Atk Melee +12/+7 (Rapier +2, 1d6+4); SA: Spell-like abilities; SQ: Acid/Cold/Electrical/Fire Resistance 20, Bardic knowledge (+11), Bardic music 8/day, Elven Blood, Immune to poison, Immunity to sleep, save +2 vs enchantment spells, Low-light vision, Darkvision 60 ft.; AL: NE; Sv: Fort +3, Ref +10, Will +7; Str 14, Dex 18, Con 12, Int 16, Wis 12, Cha 20

Skills and Feats: Bluff +16, Disguise +16, Listen +7, Move Silently +10, Perform +16, Sense Motive +7, Spellcraft +14, Tumble +15; Improved Initiative, Spell Focus (Enchantment), Weapon Finesse (Rapier).

Spell-like abilities: 3/day *darkness, poison*; 1/day *desecrate, unholy blight*. As 8th level caster.

Possessions: Rapier +2, Studded Leather +2, Potion of Fly , Evard's Staff of Withering Death

Spells Known (3/5/4/2; base DC = 15 + spell level, 17 + spell level for enchantment spells): 0-[*Dancing Lights, Detect Magic, Fine-Tuning, Ghost Sound, Prestidigitation, Resistance*]; 1st-[*Charm Person, Hypnotism, Protection from Good, Sleep*]; 2nd-[*Tasha's Hideous Laughter, Invisibility, Hold Person, Suggestion*]; 3rd-[*Confusion, Dispel Magic, Haste*].

Trolls:

Troll Barbarian: Male Troll Bbn2; Large Giant; HD 6d8+2d12+56 ; hp 107; Init +4; Spd 30 ft; AC 23 (flatfooted 19, touch 13); Atk Melee +13/+13(1d6+8, 2 Claws) and Melee +8 (1d6+4, Bite) OR +14/+9 (1d10+12, Greatclub); SA: Rend; SQ: Regeneration 5, Scent, Darkvision; AL CE; SV Fort +15, Ref +6, Will +2; STR 27, DEX 18, CON 25, INT 6, WIS 10, CHA 4.

Skills and Feats: Climb+12, Jump+10, Listen+5, Wilderness Lore+5; Alertness, Iron Will, Weapon Focus: Greatclub.

Possessions: Greatclub, Studded Leather Armor.

Troll Cleric: Male Troll Clr5; Large Giant; HD 6d8+4d8+80; hp 127; Init +1; Spd 20ft.; AC 26 (flatfooted 25, touch 10); Atk Melee +12/+12(1d6+7, 2 Claws) and Melee +7 (1d6+3, Bite); SA: Rend; SQ: Regeneration 5, Scent, Darkvision; AL CE; SV Fort +17, Ref +4, Will +9; STR 25, DEX 12, CON 26, INT 6, WIS 14, CHA 8.

Skills and Feats: Concentration+15, Spellcraft+5; Alertness, Brew Potion, Iron Will, Scribe Scroll.

Possessions: Full Plate +1.

Spells Prepared (5/4+1/3+1/1+1; Base DC= 12 + Spell Level): 0 – [*Cure Minor Wounds, Guidance, Inflict Minor Wounds, Light, Resistance*]; 1st – [**Cause Light Wounds, Doom, Obscuring Mist, Protection from Good, Shield of Faith*]; 2nd – [*Bull's Strength*, Endurance, Hold Person, Sound Burst*].

*Domain Spell. *Deity:* Vaprak; *Domains:* Destruction (Smite +4 Hit/+5 Damage, 1xDay), Strength (+5 to Strength, 1xDay).

Tendriculos and Greenvise:

Tendriculos, Advanced: CR 8; Gargantuan Plant; HD 18d8+144; hp 228; Init -1 (Dex); Spd 20 ft.; AC 18 (touch 5, flat-footed 19) [-4 size, -1 Dex, +13 natural]; Atk +22 melee (4d6+13, bite) and +17 melee (1d8+6, 2 tendrils); Face/Reach 10 ft. by 40 ft./15 ft.; SA improved grab, swallow whole, paralysis; SQ plant traits, regeneration 10; AL NE; SV Fort +19, Ref +5, Will +5; Str 36, Dex 9, Con 26, Int 3, Wis 8, Cha 3.

Improved Grab (Ex): To use this ability, the tendriculos must hit with its bite attack. If it gets a hold, it automatically deals bite damage and can try to swallow the opponent. A tendriculos that hits with a tendril attack grabs as above. If it gets a hold, it picks up the opponent and transfers it to the mouth as a partial action, automatically dealing bite damage as above.

Swallow Whole/Paralysis (Ex): A tendriculos can try to swallow a grabbed opponent of Large or smaller size by making a successful grapple check. Once inside the plant's mass, the opponent must succeed at a Fortitude save (DC 19) or be paralyzed for 3d6 rounds by the tendriculos' digestive juices, taking 2d6 points of acid damage per round. A new save is required for each round in the plant. 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 piercing or slashing weapon to deal 25 points of damage to the tendriculos' interior (AC 15). Once the creature exits, the plant's amazing regenerative capacity closes the hole; another swallowed opponent must again cut its way out. The tendriculos' interior can hold two Large, four Small, 16 Tiny, or 64 Diminutive or smaller opponents.

Plant Traits (Ex): The creature is immune to poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits or mind-affecting effects. The creature has lowlight vision.

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 instantly.

Greenvise: CR 10; Huge Plant; HD 12d8+48; hp 102; Init +0; Spd 10 ft.; AC 16 (touch 8, flat-footed 16) [-2 size, +8 natural]; Atk +16 melee (2d4+9, 4 slams) and +11 melee (1d6+4, bite); Face/Reach 10 ft. by 10 ft./15 ft.; SA death fog, improved grab, swallow whole; SQ acid immunity, plant traits, woodsense; AL N; SV Fort +12, Ref +4, Will +4; Str 29, Dex 10, Con 18, Int 3, Wis 11, Cha 6.

Death Fog (Su): Twice per day, a greenvise can emit an acidic fog that functions like an *acid fog* spell, except as follows. The death fog's area is a 40-foot-high spread with a 60-foot radius. Within this area, all sight, including darkvision, is limited to 5 feet. A creature within 5 feet has one-half concealment (attacks against it have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). Any creature attempting to move through the death fog progresses at one-tenth normal speed, and each of its melee attack and melee damage rolls incurs a -2 circumstance penalty. A death fog prevents effective ranged weapon attacks, except for magic rays and the like. In addition to obscuring sight, a death fog is highly acidic. Each round the fog deals 3d8 points of acid damage to every creature and object within it (no saving throw). A severe wind (31+ mph) disperses these vapors in 1d2 rounds; otherwise, the effect lasts for 3d6+1 rounds. The greenvise is not impeded by its own death fog, so it can move and fight within the fog freely.

Improved Grab (Ex): If a greenvise hits an opponent that is at least one size category smaller than itself with a slam attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +26). If it gets a hold, it can transfer the opponent to its maw with another successful grapple check, dealing automatic bite damage, then try to swallow in the next round. Alternatively, the greenvise has the option to conduct the grapple normally, or simply use its tendrils or maw to hold the opponent (-20 penalty on grapple check, but the greenvise is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals slam or bite damage, as appropriate.

Swallow Whole (Ex): A greenvise can swallow a single creature that is at least one size category smaller than itself by making a successful grapple check (grapple bonus +26) provided it already has the opponent in its maw (see Improved Grab above). Once inside the greenvise, the opponent takes 2d6+9 points of bludgeoning damage and 2d4 points of acid damage per round from the plant's stomach. A successful grapple check allows the swallowed creature to climb out of the stomach and return to the greenvise's maw, where another successful grapple check is needed to get free. Alternatively, a swallowed creature can try to cut its way out with either claws or a light piercing or slashing weapon. Dealing at least 20 points of damage to the stomach (AC 18) in this way creates an opening large enough to

permit escape. Once a single swallowed creature exits, muscular action closes the hole; thus, another swallowed opponent must cut its own way out. A greenwise's stomach can hold 1 Large, 4 Medium, 16 Small, or 64 Tiny or smaller opponents.

Plant Traits (Ex): The creature is immune to poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits or mind-affecting effects. The creature has lowlight vision.

Woodsense (Ex): A greenwise can automatically sense the location of anything within 60 feet that is in contact with vegetation, even objects or creatures that are not in contact with the same vegetation as it is.

Hobgoblin Barbarians:

Male Hobgoblin Bbn1: Medium Humanoid (Goblin); HD 1d12+2; hp 14; Init +3; Spd 40 ft; AC 17 (flatfooted 14, touch 13); Atk +5 Melee (1d10+4, Bastard sword) or +4 Ranged (1d6+3, Javelin); SA: Rage; SQ: Darkvision; AL NE; SV Fort +4, Ref +3, Will +1; STR 16, DEX 16, CON 15, INT 10, WIS 12, CHA 8.

Skills and Feats: Climb +5, Jump +5, Listen +5, Move Silently +5, Wilderness Lore +5; Weapon Focus: Bastard Sword.

Possessions: Bastard sword, Javelin, Chain shirt.

Male Hobgoblin Bbn3: Medium Humanoid (Goblin); HD 3d12+6; hp 29; Init +3; Spd 40 ft; AC 17 (flatfooted 14, touch 13); +7 melee (1d10+4 Bastard sword) or +6 Ranged (1d6+3, Javelin); SA: Rage; SQ: Darkvision, Uncanny Dodge (Dex to AC); AL NE; SV Fort +5, Ref +4, Will +2; STR 16, DEX 16, CON 15, INT 10, WIS 12, CHA 8.

Skills and Feats: Climb +7, Jump +7, Listen +7, Move Silently +5, Wilderness Lore +7; Dodge, Weapon Focus: Bastard sword.

Possessions: Bastard sword, Javelin, Chain shirt.

Male Hobgoblin Bbn4: Medium Humanoid (Goblin); HD 4d12+8; hp 43; Init +3; Spd 40 ft; AC 17 (flatfooted 14, touch 13); +8 Melee (1d8+4, Bastard sword) or +7 Ranged (1d6+3, Javelin); SA: Rage SQ: Darkvision, Uncanny Dodge (Dex to AC); AL NE; SV Fort +6, Ref +4, Will +2; STR 16, DEX 16, CON 15, INT 10, WIS 12, CHA 8.

Skills and Feats: Climb +8, Jump +8, Listen +8, Move Silently +5, Wilderness Lore +8; Dodge, Weapon Focus: Bastard sword.

Possessions: Masterwork Bastard sword, Javelin, Chain shirt.

Male Hobgoblin Bbn5: Medium Humanoid (Goblin); HD 5d12+10; hp 45; Init +3; Spd 30 ft; AC 18 (flatfooted 15, touch 13); +10 Melee (1d12+4, Greataxe); SA: Rage; SQ: Darkvision, Uncanny Dodge (Dex to AC, Can't Be Flanked); AL NE; SV Fort +6, Ref +4, Will +2; STR 16, DEX 16, CON 15, INT 10, WIS 12, CHA 8.

Skills and Feats: Climb+ 10, Jump+ 8, Listen+ 9, Move Silently +4, Wilderness Lore +9; Dodge, Weapon Focus: Greataxe.

Possessions: Masterwork Greataxe, Breastplate.

Male Hobgoblin Bbn6: Medium Humanoid (Goblin); HD 6d12+12; hp 53; Init +3; Spd 30 ft; AC 18 (flatfooted 15, touch 13); +10/+5 Melee (1d12+4, Greataxe); SA: Rage; SQ: Darkvision, Uncanny Dodge (Dex to AC, Can't Be Flanked); AL NE; SV Fort +7, Ref +5, Will +3; STR 16, DEX 16, CON 15, INT 10, WIS 12, CHA 8.

Skills and Feats: Climb +11, Jump +9, Listen +10, Move Silently +4, Wilderness Lore +10; Dodge, Track, Weapon Focus: Greataxe.

Possessions: Masterwork Greataxe, Breastplate.

Male Hobgoblin Bbn7: Medium Humanoid (Goblin); HD 7d12+12; hp 73; Init +3; Spd 30 ft; AC 19 (flatfooted 16, touch 13); +13/+8 Melee (1d12+7, Greataxe+1); SA: Rage; SQ: Darkvision, Uncanny Dodge (Dex to AC, Can't Be Flanked); AL NE; SV Fort +7, Ref +5, Will +3; STR 18, DEX 16, CON 15, INT 10, WIS 12, CHA 8.

Skills and Feats: Climb +11, Jump +9, Listen +11, Move Silently +5, Wilderness Lore +11; Dodge, Track, Weapon Focus: Greataxe.

Possessions: Greataxe+1, Breastplate+1.

Evard's Lackeys:

APL 4

Dipalt, Male Human (Oeridian) Ftr2/Rog1; Medium Humanoid; HD 2d10+1d6+3; hp 23; Init +7; Spd 30 ft; AC 17 (flatfooted 14, touch 13), Melee +7 (1d10+4, Bastard sword); SA: Sneak Attack +1d6; AL: CE; Sv: Fort +4, Ref +5, Will +0; Str 16, Dex 16, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +6, Hide +4, Jump +8, Ride +8, Tumble +9; Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Weapon Focus (Bastard Sword).

Possessions: Chain Shirt, Masterwork Bastard Sword, *Potion of Invisibility*.

Clay Male Human (Suloise) Clr4 of Erythnul: Medium Humanoid; HD 4d8+8; hp 31; Init +0; Spd 20 ft; AC 18 (flatfooted 16, touch 10), +7 Melee (d8+3, Heavy mace +1); SA: Rebuke Undead 4/day, Spontaneous casting; AL: NE; Sv: Fort +6, Ref +1, Will +9; Str 14, Dex 10, Con 14, Int 8, Wis 16, Cha 13.

Skills and Feats: Concentration +9, Spellcraft +6; Combat Casting, Iron Will, Spell Focus (Necromancy).

Possessions: Heavy Mace +1, Breastplate +1, large steel shield.

Spells Prepared (5/4+1/3+1; base DC = 13 + spell level, 15 + spell level for necromancy spells): 0 – [*Detect Magic, Guidance, Light, Resistance, Virtue*]; 1st – [*Bless, Command, Doom, Entropic Shield, *Protection From Good*]; 2nd – [*Aid, Bull's Strength, Hold Person, *Spiritual Weapon*].

*Domain spell. Domains: Evil (Cast Evil spells at +1 caster level), War (Free Weapon Focus in Heavy Mace).

APL 6

Dipalt, Male Human (Oeridian) Ftr2/Rog3: Medium Humanoid; HD 2d10+3d6+5; hp 33; Init +7; Spd 30 ft; AC 17 (flatfooted 17, touch 13); +9 Melee (1d10+5, Bastard sword +1); SA: Sneak Attack +2d6; SQ: Evasion, Uncanny Dodge (Dex bonus to AC); AL: CE; Sv: Fort +5, Ref +6, Will +1; Str 16, Dex 17, Con 12, Int 10, Wis 10, Cha 8

Skills and Feats: Bluff +7, Climb +6, Hide +9, Jump +8, Move Silently +4, Ride +8, Tumble +11; Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Weapon Focus (Bastard Sword).

Possessions: Chain Shirt, Bastard Sword +1, *Potion of Invisibility*.

Clay Male Human (Suloise) Clr4 of Erythnul: Medium Humanoid; HD 4d8+8; hp 31; Init +0; Spd 20 ft; AC 18 (flatfooted 16, touch 10), +7 Melee (d8+3, Heavy mace +1); SA: Rebuke Undead 4/day, Spontaneous casting; AL: NE; Sv: Fort +6, Ref +1, Will +9; Str 14, Dex 10, Con 14, Int 8, Wis 16, Cha 13.

Skills and Feats: Concentration +9, Spellcraft +6; Combat Casting, Iron Will, Spell Focus (Necromancy).

Possessions: Heavy Mace +1, Breastplate +1, large steel shield.

Spells Prepared (5/4+1/3+1; base DC = 13 + spell level, 15 + spell level for necromancy spells): 0 – [*Detect Magic, Guidance, Light, Resistance, Virtue*]; 1st – [*Bless, Command, Doom, Entropic Shield, *Protection From Good*]; 2nd – [*Aid, Bull's Strength, Hold Person, *Spiritual Weapon*].

*Domain spell. Domains: Evil (Cast Evil spells at +1 caster level), War (Free Weapon Focus in Heavy Mace).

Wilhelm, Male Human (Oeridian) Nec3: Medium Humanoid; HD 3d4+6; hp 16; Init +2; Spd 30 ft; AC 12 (flatfooted 10, touch 12); AL: NE; Sv: Fort +3, Ref +3, Will +5; Str 8, Dex 14, Con 14, Int 16, Wis 14, Cha 8.

Skills and Feats: Concentration +9, Knowledge (Arcana) +8, Knowledge (Local) +9, Knowledge (Undead) +9, Scry +9, Spellcraft +9; Brew Potion, Combat Casting, Spell Focus (Necromancy).

Possessions: Wand of Color Spray.

Spells Prepared: (4/3+1/2+1; base DC= 13 + spell level, 15 + spell level for necromancy (*) spells): 0-[*Daze, Light, Ray of Frost, Disrupt Undead*]; 1st-[**Cause Fear, *Chill Touch, Magic Missile x2*]; 2nd-[*Bull's Strength, *Spectral Hand, *Ghoul Touch*].

Spellbook: 1st—[*cause fear, chill touch, color spray, expeditious retreat, magic missile, shocking grasp*]; 2nd—[*bull's strength, darkness, ghoul touch, scare, spectral hand*]; 3rd—[*dispel magic, fireball, magic circle against good, summon monster III, vampiric touch*]; 4th—[*enervation, Evard's black tentacles, fear, summon monster IV*].

APL 8

Dipalt, Male Human (Oeridian) Ftr2/Rog3: Medium Humanoid; HD 2d10+3d6+5; hp 33; Init +7; Spd 30 ft; AC 18 (flatfooted 18, touch 13); +10 Melee (1d10+6, Bastard sword +2); SA: Sneak Attack +2d6; SQ: Evasion, Uncanny Dodge (Dex bonus to AC); AL: CE; Sv: Fort +5, Ref +6, Will +1; Str 16, Dex 17, Con 12, Int 10, Wis 10, Cha 8

Skills and Feats: Bluff +7, Climb +6, Hide +9, Jump +8, Move Silently +4, Ride +8, Tumble +11; Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Weapon Focus (Bastard Sword).

Possessions: Chain Shirt +1, Bastard Sword +2, Potion of Invisibility.

Clay Male Human (Suloise) Clr7 of Erythnul: Medium Humanoid; HD 7d8+14; hp 52; Init +4; Spd 20 ft; AC 21 (flatfooted 18, touch 10), +9 Melee (d8+3, Heavy mace +1); SA: Rebuke Undead 4/day, Spontaneous casting; AL: NE; Sv: Fort +7, Ref +2, Will +10; Str 14, Dex 10, Con 14, Int 8, Wis 16, Cha 13.

Skills and Feats: Concentration +12, Spellcraft +8; Combat Casting, Improved Initiative, Iron Will, Spell Focus (Necromancy).

Possessions: Heavy Mace +1, Halfplate +1, Large steel shield +1.

Spells Prepared (6/5+1/4+1/3+1/1+1; base DC = 13 + spell level, 15 + spell level for necromancy spells): 0 – [*Detect Magic, Guidance, Inflict minor Wounds, Light, Resistance, Virtue*]; 1st – [*Bless, Command, Doom, Entropic Shield, *Protection From Good, Shield of Faith*]; 2nd – [*Bull's Strength, Hold Person x2, Sound Burst, *Spiritual Weapon*]; 3rd– [*Blindness/Deafness, Bestow Curse, Deeper Darkness, *Magic Circle Against Good*]; 4th – [**Divine Power, Unholy Blight*].

*Domain spell. Domains: Evil (Cast Evil spells at +1 caster level), War (Free Weapon Focus in Heavy Mace).

Wilhelm, Male Human (Oeridian) Nec5: Medium Humanoid; HD 5d4+10; hp 26; Init +2 ; Spd 30 ft; AC 13 (flatfooted 11, touch 12); AL: NE; Sv: Fort +3, Ref +3, Will +5; Str 8, Dex 14, Con 14, Int 17, Wis 14, Cha 8.

Skills and Feats: Concentration +11, Knowledge (Arcana) +10, Knowledge (Local) +11, Knowledge (Undead) +11, Scry +11, Spellcraft +11; Brew Potion, Craft Wand, Combat Casting, Spell Focus (Necromancy).

Possessions: Wand of Color Spray, Bracers of Armor +1.

Wizard Spells Prepared: (4/4+1/4+1/2+1; base DC = 13 + spell level, 15 + spell level for necromancy (*) spells): 0– [*Daze, Light, Ray of Frost, Disrupt Undead*]; 1st– [**Cause Fear, *Chill Touch, Expeditious Retreat, Magic Missile x2*]; 2nd– [*Bull's Strength, Darkness, Endurance, *Spectral Hand, *Ghoul Touch*]; 3rd– [*Fireball, Summon Monster III, *Vampiric Touch*].

Spellbook: 1st—[*cause fear, chill touch, color spray, expeditious retreat, magic missile, shocking grasp*]; 2nd—[*bull's strength, darkness, ghoul touch, scare, spectral hand*]; 3rd—[*dispel magic, fireball, magic circle against good, summon monster III, vampiric touch*]; 4th—[*enervation, Evard's black tentacles, fear, summon monster IV*].

APL 10

Dipalt, Male Human (Oeridian) Ftr2/Rog5: Medium Humanoid; HD 2d10+5d6+7; hp 44; Init +7; Spd 30 ft; AC 18 (flatfooted 18, touch 13); +11/+6 Melee (1d10+6, Bastard sword +2); SA: Sneak Attack +3d6; SQ: Evasion, Uncanny Dodge (Dex bonus to AC); AL: CE; Sv: Fort +5, Ref +7, Will +1; Str 16, Dex 17, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Bluff +9, Climb +5, Hide +10, Jump +12, Move Silently +10, Ride +8, Tumble +12; Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Focus (Bastard Sword).

Possessions: Chain Shirt+1, Bastard Sword +2, Potion of Invisibility.

Clay Male Human (Suloise) Clr9 of Erythnul: Medium Humanoid; HD 9d8+18; hp 66; Init +4; Spd 20 ft; AC 21 (flatfooted 18, touch 10), +10/+5 Melee (d8+3+d6, Shock Heavy mace +1); SA: Rebuke Undead 4/day, Spontaneous casting; AL: NE; Sv: Fort +8, Ref +3, Will +11; Str 14, Dex 10, Con 14, Int 8, Wis 17, Cha 13.

Skills and Feats: Concentration +14, Spellcraft +10; Combat Casting, Improved Initiative, Iron Will, Spell Focus (Necromancy), Spell Focus (Transmutation).

Possessions: Shock Heavy Mace +1, Halfplate +1, Large steel shield +1.

Spells Prepared (6/5+1/5+1/4+1/2+1/1+1; base DC = 13 + spell level, 15 + spell level for necromancy and transmutation spells): 0 – [*Detect Magic, Guidance, Inflict minor Wounds, Light, Resistance, Virtue*]; 1st – [*Bless, Command, Doom, Entropic Shield, *Protection From Good, Shield of Faith*]; 2nd – [*Bull's Strength, Endurance, Hold Person x2, Sound Burst, *Spiritual Weapon*]; 3rd– [*Blindness/Deafness, Bestow Curse x2, Deeper Darkness, *Magic Circle Against Good*]; 4th – [**Divine Power, Inflict Critical Wounds, Unholy Blight*]; 5th– [**Flame Strike, Slay Living*].

*Domain spell. Domains: Evil (Cast Evil spells at +1 caster level), War (Free Weapon Focus in Heavy Mace).

Wilhelm, Male Human (Oeridian) Nec7: Medium Humanoid; HD 7d4+14; hp 36; Init +2; Spd 30 ft; AC 14 (flatfooted 12, touch 14); AL: NE; Sv: Fort +4, Ref +4, Will +7; Str 8, Dex 14, Con 14, Int 17, Wis 14, Cha 8.

Skills and Feats: Concentration +13, Knowledge (Arcana) +12, Knowledge (Local) +13, Knowledge (Undead) +13, Scry +13, Spellcraft +13; Brew Potion, Craft Wand, Combat Casting, Empower Spell, Spell Focus (Necromancy).

Possessions: Wand of Color Spray, Bracers of Armor +2.

Spells Prepared: (4/5+1/4+1/3+1/1+1; base DC = 13 + spell level, 15 + spell level for necromancy (*) spells): 0-[*Daze, Light, Ray of Frost, Disrupt Undead*]; 1st-[**Cause Fear, *Chill Touch x2, Expeditious Retreat, Magic Missile x2*]; 2nd-[*Bull's Strength, Darkness, Endurance, *Spectral Hand, *Ghoul Touch*]; 3rd-[*Dispel Magic, Fireball, Summon Monster III, *Vampiric Touch*]; 4th-[*Evard's Black Tentacles, *Enervation*].

Spellbook: 1st—[*cause fear, chill touch, color spray, expeditious retreat, magic missile, shocking grasp*]; 2nd—[*bull's strength, darkness, ghoul touch, scare, spectral hand*]; 3rd—[*dispel magic, fireball, magic circle against good, summon monster III, vampiric touch*]; 4th—[*enervation, Evard's black tentacles, fear, summon monster IV*].

Appendix II: *Evard's staff of withering death*

Evard's staff of withering death:

The PCs do not have the opportunity to possess this staff during this scenario. Not all of its powers are known at this time; the following are the known powers. Anyone who intentionally uses any of the powers of the staff immediately shifts to evil alignment and is struck by the curse of the staff (no saving throw); anyone touching this staff is immediately aware of the staff's evil. The wielder can rebuke or command undead as an evil cleric of 10th level, three times per day. The wielder gains a +4 profane bonus to Charisma while wielding the staff. Once per day, the wielder can *animate dead* as a cleric of 10th level. The staff surrounds the wielder with unholy energy, generating an effect as per an *unhallow* spell cast by a cleric of 10th level which emanates from and moves with the staff.

The staff bears a horrible curse. Anyone who holds the staff for more than 1 minute must make a Will save DC 25 or suffer the curse. Victims of the curse will never willingly relinquish the staff. Victims suffer 1 point of permanent Constitution damage after every 4 TUs spent (1 month of time) until the curse is lifted (even if they are separated from the staff). Attempts to raise or resurrect a character are impossible while the victim is under the curse. If a victim dies from Constitution damage, he immediately transforms into a staff-lich (see below). The curse can only be removed by a *remove curse* from a caster of 10th level or higher.

Staff-Lich: Staff-lich is a creature template that can be added to any humanoid creature provided they died from the curse of *Evard's staff of withering death* (see above). It is identical to the lich template in the *Monster Manual* with the following changes:

- Instead of the *Paralyzing Touch* special attack, the staff-lich has a *Withering* special attack (as per the Ghost template in *Monsters of Faerun*):
Withering (Su): The staff-lich's touch acts as a rod of withering, dealing 1d4 points of temporary Str damage and 1d4 points of temporary Con damage with a successful touch attack. If the staff-lich scores a critical hit, the damage is actually permanent ability drain instead. A Fortitude save (DC 10 + half the staff-lich's HD + its Cha modifier) negates the effect.
- A staff-lich has no phylactery and will not reappear if slain.

A creature slain by a staff-lich returns as a zombie in 24 hours unless it was slain by Constitution damage from the staff-lich's *Withering* special attack. In that case, it returns as a wight in 1d4 rounds.

Player Handout #1

The Invitation of Sir Larin Tomwell

Faithful heroes,

Your service to this great nation is not unrecognized. In these trying days, it is the strength of heroes that keeps the forces of evil at bay. The denizens of Iuz, the forces of the diabolic and the dark denizens of shadowy caverns within our own fair borders are an ever-present danger that we must be ever vigilant against.

It is from this sense of vigilance that I call upon you for help. Events have transpired recently that have given me cause for great alarm. A dark power I had figured out of my life has returned to torment me yet again. Whether this threat has basis or not, I cannot be sure, but prudence demands I investigate. Please come to my Falcon Hall on the morrow and I will discuss the details of my recent encounter.

If you choose to hear my plea, inform the page. He will return in the morning to escort you to Falcon Hall. I shall plan to receive you for lunch at highsun.

May Heironeous shine upon you,

Sir Larin Tomwell

Knight Champion of the Watch, Pellak