

Unexpected Enemies

M3 – Missing Scouts

Part of a Two-Round Dungeons & Dragons® Living
Greyhawk™
Sunndi Regional Special
Version 1.1

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With the lines of war drawn clearly across Sunndian soil things seem black and white. Good or bad, friend or foe, easy distinctions to make in such threatening times. Help is on its way from an expected source, but what if some fail to see it thus? Will adventurers once more shine their light into the darkness and clean away the sorrow? A 2-round regional special set in the kingdom of Sunndi - part battle interactive, part mini-adventure for levels 1 to 10 (APLs 2-8). Part of the Bullywugs War series.

Resources for this adventure [and the authors of those works] include *Players Handbook II* [David Noonan]

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ADVENTURE BACKGROUND

M1 Missing Scouts is a mini-adventure, the potential 2nd part of the Sunndi regional special *SND7-01M Unexpected Enemies*. It has mostly the same background as that adventure.

The Ahlissans are no fools, and completely surprising the caravan should have been nearly impossible had the scouts been properly deployed. The raiders came prepared, and they used one of their spies among the officers of the Grey Scouts to lure the scouts into an ambush. The traitor was not part of the team assigned to the Ahlissans. Instead he approached the sergeant of the scouts, the half-elf Doranna, as a messenger from the adventurers the Sunndian authorities sent out. Without revealing his presence to the other Grey Scouts he managed to lure them into an ambush and kill them with the aid of the raiders.

To prevent divination magic to speak with the corpse of Doranna, and reveal his identity, he ordered the raiders to dispose of the corpse in a spot where nobody could find it. He also left behind some false clues pointing towards Doranna as the traitor. While he himself then left for home, the raiders went to the north with the corpse. After a couple of hours a couple of them went to the lair of a local predator under the effect of a *pass without trace* were they dropped the corpse. Unfortunately for the raiders, they passed through a territory of two satyrs. It are these two satyrs that can tell the PCs about the corpse, and provide them with a chance to learn the actual name of traitor since the raiders themselves don't know him...

ADVENTURE SUMMARY

Introduction: The first step of learning about the fate of the scouts is to find them. A decent tracker is going to be a great boon, since it leads the PCs to the ambush site quick enough for a single scout to be still alive. Otherwise they need to search the area and they will arrive too late.

Encounter 1 [Gruesome Site]: Eventually the PCs find the place where the Sunndian scouts were massacred. A group of carrion eaters has been attracted to the area and they are not about to get chased away from their meal without a fight.

Once the carrion eaters are driven off, the PCs can investigate the area and perhaps rescue the life of one of the scouts.

Encounter 2 [Satyr's Game]: While following the tracks of the raiders, the PCs enter the territory of two satyrs. The two are looking for some fun, and decide to involve the PCs in one of their favorite games. Each one will step roughly 40 feet away from the road, and they attempt to chase the PCs to the other site across an imaginary line while defending their own line. Whoever forces the most adventurers across the line of the other wins the game. If

the PCs take it with grace, the two satyrs are willing to have a chat and tell about the 4 humans who were carrying a corpse. Otherwise they leave without saying a thing.

Encounter 3 [Predator's Lairs]: With the aid of the satyrs the PCs find the corps of Doranna before it is eaten. If they used the information from the raiders it is too late. In either case they need to face two angry bears who do not like the idea of competition for their food.

Encounter 4 [Raiders Caught]: Eventually the PCs could catch up with the raiders who killed the scout. They are not about to surrender without a fight, although if the PCs do not contain Ahlissans they are willing to talk. They cannot give an accurate description of the person that aided them. They made sure that they never got a good look at the person. If pressed they can tell where they hid the corpse, comfortable in the knowledge it is destroyed.

Conclusion: At some point the PCs will end the hunt, either with the corpse of Doranna, the captured raiders or because they have lost their tracks. Once they return to Pitchfield they gain their rewards as promised, and they quickly learn the implications of their success or failure.

PREPARATION FOR PLAY

A central part of the adventure involves following the tracks of a group of raiders. Hence it is a good idea to make sure you understand the tracking rules. Remember that the PCs can 'take 10' on the Survival checks to follow tracks. While 'taking 20' is theoretically possible this is impractical if done to follow actual tracks. They might use it to find the clues in Encounter 1. Note that only PCs with the Track feat can actually assist in any Survival check used to find and follow tracks.

REST

It is unimportant whether the PCs start on this adventure immediately after the battle, wait until the next morning or rest after Encounter 1. The adventure assumes that they will rest at least once during this part of the regional special. Just keep in mind that the DCs for finding the tracks and clues are 1 higher for each day after the battle. The PCs on this table will not face the carrion eaters if they spend the night among the Ahlissans, instead running across them in Encounter 1.

Note that sleeping in the Silent Valley has some peculiar effects. More information can be found in Appendix 3.

NEW RULE ITEMS

Core adventures often utilize new rules items –including new classes, prestige classes, races, feats, spells, and equipment (including magic items) – that do not appear in any of the three core D&D books (*Player's Handbook*,

Dungeon Master's Guide, or Monster Manual). The full write-up of any featured feats, spells, or equipment appears in Appendix 3. Information on featured classes, prestige classes, and races appears in the relevant creature's stat block. This adventure includes all the information required to run these characters. The DM should double-check that he fully understands any new rule items presented in this adventure before play begins.

INTRODUCTION

To learn more about the fate of the missing scouts, the PCs need to search the area around the battlefield.

The most effective method would be to backtrack the caravan to the spot the scouts were seen last and follow their tracks from there. The Ahlissans can point out the spot, but they do not have a tracker available to do the tracking. The location is about 2 miles before the ambush site. Once at the site it requires a DC 15 Survival check to find the tracks. Once found the PCs can follow the tracks into the woods away from the road. The ambush site described in Encounter 1 is roughly 3 miles away, and hence 2 more DC 15 Survival checks are required to get at that site. Creatures with scent cannot find the tracks, but they can follow them once found. In this case the PCs also realize the scouts came together in a small group 1 mile later, had a short discussion and then proceeded to the south-west. If they spend some time tracing the tracks of the individual scouts back they realize that one of the persons walked around in small circles as if thinking about something or discussing something with somebody. There are no tracks of another person.

Another method would be to circle the battlefield in a spiral and hope for the best. Since the PCs do not know what happened such a tactic is a gamble. If the scouts didn't leave any obvious signs behind (which is likely considering their profession) than the PCs will not find anything. In this case they arrive at the murder site after having traversed roughly 10 miles and succeeded at a DC 25 Survival or Search check. In this case the survivor (see Encounter 1) is dead.

Read aloud or paraphrase the following the first time the PCs leave the caravan:

The Silent Valley is wide, gently sloped and lightly forested. Tall green silver-barked trees reach into the sky. Sunrays break through the canopy shining upon the grassy undergrowth. Patches of honeysuckle grow everywhere. Combined with the sun it has a nearly fey and gentle appearance.

You quickly realize though that appearances deceive though. As soon as you leave the noises of the caravan and your fellow adventurers you realize there is something odd about it. Not a sound can be heard, but that of the wind rustling through the leaves and the noises your fellows make. Not even the buzzing noise of insects shatters the silence that lies like a thick blanket over the land. Even the

sounds made by you and your companions seem somehow dampened. Now that you are in a much smaller group, the sense of loss and sadness you felt in the corner of your mind since you first entered the valley becomes much more dominant and more difficult to ignore.

Once the PCs leave the safety of the Ahlissan soldiers, you should determine their marching order and whether or not they have specific spells running. The Silent Valley is an eerie place and besides the wind there are few sounds. More information on the Valley can be found in Appendix 3. Once ready proceed with Encounter 1.

1: A GRUESOME SITE

The carrion eaters rummaging around at the murder site are noisy and they are not particularly alert. The PCs should roll a Listen check with the result x 10 being the distance in feet away before they hear the grunting noises of the beasts. At the same time the beasts have a chance to hear the PCs. Assume that they 'take 10' and have a -5 circumstance penalty due to being distracted. So for example, if the PCs are not trying to be silent, the krenshar hear the PCs at 80 feet distance and the dire boars at 130 feet. If they hear the PCs, they become alert and hide on the scene. Use the normal surprise rules once the PCs get closer, and remember that some of the carrion eaters have the scent ability.

Assuming the PCs surprise the carrion eaters read aloud or paraphrase the following:

There is not much that sets this part of valley apart from the rest of the forest. There are some gentle slopes and minor hills as well as several tall trees and patches of honeysuckles. The only distinct landmark is a large fallen tree trunk next to a couple of large boulders and overgrown with a hazelnut, honeysuckles, ferns, and other weeds. A large part of the weeds and bushes have been flattened and brown-red spatters cover the whole area. It is difficult to miss several arrow-riddled corpses and the smell of blood and metal is strong. Some of the corpses have been ripped apart by some kind of beasts, although it is unclear whether it happened before or after death. A group of beasts are eating from some of the corpses, oblivious to the surrounding area.

At a first glance no survivors can be seen and to get additional clues one has to get on the small clearing. The PCs could in theory wait for the animals to retreat, but each round they are left alone they destroy more of the clues.

Terrain: Most of the area is considered lightly forested. See the Dungeon Master Guide page XX for more details. The fallen tree is roughly 60 feet long and the tree trunk

has a diameter of 5 feet and the top sticks out above the light undergrowth under it (offering concealment, costing double movement to travel through). Getting on the trunk requires a DC 15 Climb check. At the treetop end it is one big tangle of plants, and the area is considered heavy undergrowth (4 times normal movement costs, 30% concealment). At the feet of the trunk the area is overgrown with normal weeds and grass. While it is 3 to 4 feet high, providing some measure of concealment to kneeling people, it does not hinder movement or provide cover. The heap of boulders is considered difficult terrain and offers some opportunities to gain higher ground and cover.

Creatures: The exact nature of the carrion eaters depends on the APL you run this adventure. In all cases it are relatively normal creatures who stumbled across a rich food source and they are not about to leave the site alone without a fight. They have enough food though, and they do not chase away any fleeing PCs for more than a few dozen feet. At the same time, they are not going to fight to the death and they flee once at 1/3rd or less of their hit points, or when more than half of them are slain/chased away. Characters with wild empathy can try to calm the beasts as normal. Their initial attitude is Hostile and for the PCs to be able to investigate the area safely it needs to be changed to Indifferent. The attitude needs to be made Friendly to get at the corpses the beasts are eating at the moment. A description can be found in the *Monster Manual*.

APL 2 (EL 4)

☛ **Krenshar** (4): hp 11 each; Listen +3, Spot +1; see *Monster Manual* 163.

APL 4 (EL 6)

☛ **Ankheg** (3): hp 28 each; Listen +6, Spot +3; see *Monster Manual* 14.

APL 6 (EL 8)

☛ **Dire boars** (4): hp 52 each; Listen +8, Spot +8; see *Monster Manual* 63.

APL 8 (EL 10)

☛ **Digesters** (4): hp 68 each; Listen +6, Spot +6; see *Monster Manual* 59.

Tactics: The tactics of the beasts are simple and straight forward. They try to chase away the PCs, focusing their attacks on the opponent that poses the biggest threat in their minds. Due to their intelligence that is the person that deals the most damage which is standing within reach. It takes time to realize where ranged attacks are coming from. If a PC backs up, they follow the character once before returning their attention to somebody else on the scene. The beasts are too stupid to use the terrain to their advantage.

Treasure:

None.

Development: Once the PCs have dealt with the carrion eaters, they are free to investigate the clearing. While the beasts disturbed the scene, it is still possible to learn a couple of things. The following items are automatic:

- There are 4 corpses, two are grey elves (one female) and the other 2 are humans (both males). They wear leather clothing in forest colors except for their grey cloaks. A DC 15 Knowledge (local – the Splintered Suns) recognizes it as the uniforms of the Grey Scouts. Sunndians gain a +5 circumstance modifier on this check and can make it untrained. Members of any Sunndi military MO recognize the uniforms automatically.
- There are 2 scouts missing.
- There is nothing of value left behind.

Heal check on the corpses (the DC increases by 5 for each day after the ambush):

- DC 5: All the scouts were killed by black feathered arrows. The wounds caused by the beasts were post mortem.
- DC 10: They died just before the big battle. The corpses show bruises and scratches all over their body as if they were grabbed by the plants and tried to get out of it.
- DC 15: Considering their location, and the fact that their hands show no signs of having drawn weapons suggest they were taken by surprise.
- The elven lady was killed by what appear to be wolf bites (lion at APL 8).

Search check on the clearing (the DC increases by 1 for each day after the ambush):

- DC 10: The ambushers were hiding among the heap of boulders, and the bushes behind the tree trunk.
- DC 15: Hidden between the top of the fallen tree they find an unconscious survivor (or in case they do not have a tracker a corpse). The human male has written the word or name Doranna with his own blood on a branch above his head.

Survival check on the clearing (the DC increases by 1 for each day after the ambush):

- DC 10: The ambushers were hiding among the heap of boulders, and the bushes behind the tree trunk.
- DC 15: There were 5 ambushers. 3 were human sized, the 4th was slightly smaller and heavier and there are tracks of a large dog or wolf. At APL 4+ there are **no** tracks of the 4th person and the wolf.
- DC 15: Apparently one of the scouts survived, and dragged himself into the top of the fallen tree sometime after the battle.

- DC 20 (APL 2 only): The wolf tracks actually change into the tracks of the 4th ambusher, suggesting that person is a shapeshifter.
- DC 20: The ambushers took one of the scouts with them.

✦ **Hanter, surviving Grey Scout:** Male human (Oeridian) expert 2 (NG) (Survival +8 for tracking).

Appearance: Hanter is a tall, lean clean-shaven man with long braided brown hair, a sun tanned skin and brown eyes. He has a broad nose and big eyebrows. He wears the cloths of a forester, but has no weapons.

Personality: Hanter is a man of few words, more of an observer than a talker. He loves the woodlands, and Sunndi and he has a strong sense of duty. He feels terrible about the incident, but he cannot believe Doranna betrayed them. He assumes she was tricked.

If the PCs heal him and provide him with a dagger or hand axe and a bow, he is willing to help him track down the ambushers and either rescue or arrest Doranna.

Hanter, or with the right spell the dead, can tell the following:

- Doranna, their leader, called them together and told them to follow her. She had seen something suspicious and considering the warning about the raiders she wanted some backup while checking it.
- As is standard, two of them remained slightly behind the rest in case of an ambush. Hanter was one of them as was the elven lady Siophan.
- When they entered the clearing, they suddenly heard spellcasting. The plants came to life, making it impossible to flee, and they were quickly killed by a rain of arrows.
- Hanter and Siophan were to the back and in cover of the trees. While Hanter got shot by what appeared to be an expert archer, they were also attacked by a large vicious black furred wolf (vulture at APL 8). Perhaps the animal companion of a ranger or druid among the ambushers...
- None of them had a clear view of the ambushers.
- **Only Hanter knows this:** The ambushers took the body of Doranna with them. Hanter is not sure whether she was dead or not.

Once the PCs are finished at the clearing, they can either return to the caravan or follow the tracks of the ambushers. If they return, and decide to stick with the caravan with their trip to Pitchfield you should switch to the mini M5 Guiding the Caravan without Encounter 1. If on the same day as the ambush they can rest for the night. If 1 day already has passed, they can still decide to follow the tracks, but Doranna's corpse has been eaten by the bears (see Encounter 3) and the raiders are long gone (so no Encounter 4). Regardless of when they follow the tracks, following them takes the PCs to Encounter 2.

2: SATYR'S GAME

The DC to follow the tracks of the raiders is 15. The PCs need to make a new check for every 1 mile they follow the tracks. The DC increases by 1 for each day past the battle, or when done by a creature with scent by 1 for each hour. Tracking is done at half speed unless the tracker takes a -5 penalty at the check. Tracking at double speed induces a -20 penalty. Tracking during the night increases the DC by 6.

Regardless of their speed, after roughly 2 miles the tracks enter the territory of 2 satyrs named Brithgar and Hallith. Allow the PCs to make a DC 29 Spot check to check for surprise. If successful read aloud or paraphrase the following:

It is a beautiful day, and you have been following the tracks of the raiders as fast as possible. By now you have left the Silent Valley and the sounds of the forest abound all around you. Suddenly you note a flash of red in the corner of your eyes. Quickly turning your head in that direction you see a man-like creature with the legs of a red-haired goat, the upper body of a half-elf, small jet-black horns and a small goatee. It glances across you to the other side where you see another creature with brown hair instead of red. It also has a panpipe.

If nobody succeeded at the Spot check read aloud or paraphrase the following:

It is a beautiful day, and you have been following the tracks of the raiders as fast as possible. By now you have left the Silent Valley and the sounds of the forest abound all around you. All of a sudden you hear the shrill sounds of panpipes coming from both the left and right. The sounds cause the hair in your neck to rise and you are suddenly overcome by a sense of deep dread and fear.

Roll initiative as normal, and see how the PCs react. The PCs must succeed at two DC 13 Will saves against a fear effect (it is not a spell-like effect). If the PC succeeds at both rolls, they can act normally. If they fail at one check determine which satyr induced the effect and that PC should move away from that satyr. If a PC fails both saves, that character should run away from both sources of music.

Terrain: Standard lightly forested.

Creatures: Brithgar and Hallith are typical satyrs who have decided to involve the PCs in one of their favorite games. Each of them picks another side of the PCs opposite of one another, taking up a position 60 feet away from the PCs. Here they draw an imaginary line horizontal from the PCs. The goal of the game is to chase the PCs across the line of the other satyr using anything except physical force. Of course, the satyrs never even consider the fact that the characters might not agree with

being in the game, let alone that it might be constituted as an attack and result in a physical attack. If this happens they will be horrified, accusing that character of cheating, never considering the fact the characters do not even know they are in a game. If on the other hand, the PCs realize what is going on and start playing the game as well they are positively delighted, especially if the PCs start tackling one another in an attempt to defend the line.

All APLs (EL 6)

🐉 **Brithgar, Hallith:** male satyr (with pipes); hp 22 each; see *Monster Manual* 219.

Personality: Both satyrs are rude, lewd, boastful and constantly flirting with any woman regardless of race or appearance. They love war-stories, although they have a tendency to belittle the characters in the story. They would have done it differently. They have difficulties shutting up, but threatening to stop telling the story helps at least for a few moments.

Treasure:

PCs who make a good impression on the satyrs gain the “Fey Wine” entry – see the AR and treasure section for more details.

Tactics: The satyrs have no intention to kill the PCs. They are playing a game that involves getting the characters to run towards the other satyr and cross an imaginary line 60 feet away from the trail the PCs were following. Once the satyrs have used their *fear* effect, they switch to *charm* first and finally *sleep*. If that has no effect they switch to simple barter, trying to get the characters to run in the other direction, even going so far as to barter (although they have very little to barter with except for information – see the development section below). If a character gets close while panicked without any non-panicked character nearby they try to tackle that character and prevent him from crossing the line.

If the PCs use physical force against them, even if nonlethal, they are absolutely horrified. The satyr attacked will scream to the other satyr “Foul play! Your team has broken the rules. One point for me!” The satyr then turns to the character in question and shouts: “You are out!” If the PCs keep using force both satyrs flee as quickly as possible, all the while shouting what a terrible losers the PCs are. If they cannot flee, they turn on the PCs and fight for their lives, not giving any quarter and begging for mercy if it is apparent they are about to lose. If the character stops using force, they ignore that character focusing on the others instead until finally everybody crossed one of the two lines.

Development: The encounter is finished once the PCs have disposed of the satyrs or the game is finished.

If the PCs finished the game the winning satyr is dancing and singing, while the other satyr is sulking. Characters who are good sports about the whole ordeal get compliments and the winning satyr proposes a toast,

offering some of his wine as compensation for the PCs service. Astute PCs should realize that if they accept the wine, the satyr does not have to keep any of the other bargains. The PCs accepted the wine after all. A DC Knowledge (nature) or Bardic Knowledge also causes a character to realize this. If this happens the PCs will have to barter something else for the information on the raiders. For example, the PCs could offer the story of the battle they just fought and why they are here. Both satyrs absolutely love stories about battles. So even if the PCs insist on getting the information, they will offer the wine in return for a story. Note that the wine is ordinary wine, although of a very good quality, and not fey wine. It is not poisoned, and characters suggesting something like this will insult the satyrs.

The satyrs can tell the following:

- Three humans and a wolf passed through.
- The humans wore chain shirts and were armed with bows, including some silver arrows. Each of them carried a package, apparently containing weapons, bloodied armor and some other stuff.
- The wolf was carrying a corpse of a half-elf woman killed in battle.
- It turned into a dwarf in leather armor who quickly discussed something with humans, before turning back.
- The wolf split off the group around here, going towards the cave of two bears living nearby (roughly 1 mile away) while the humans traveled on.
- The wolf returned shortly afterwards without the corpse, and quickly following the humans again.
- They can describe the two bears – see Encounter 3 for details.

Once the PCs are ready, proceed to Encounter 3 if they go to the bears, or Encounter 4 if they keep following the tracks of the raiders.

Troubleshooting: If the PCs captured the satyrs alive, they offer the above information in return for their freedom. If the PCs chased the satyrs away or killed them there is no way to gain it. In that case all they can do is to follow the tracks. At APL 2 they can spot the wolf tracks with a DC 20 Survival check. At APL 4+ Larg does not leave any tracks. If they do spot the tracks, they can decide which to follow. The wolf is clearly carrying something heavy.

3: PREDATOR’S LAIR

The two satyrs provide the PCs with a rough description on where to find the lair of the two bears. They do not come along to act as guides nor can they offer a good map. The leading PC should roll a DC 25 Survival check to see whether they found the lair. PCs with the Track feat gain a +2 circumstance bonus on this check. A check can be made each hour with a cumulative +1 for each hour of searching. Members of the Grey Scouts, the

Royal Warders of the Rieuwood or the Eliastrair automatically find the lair in 1 hour of searching. Remember that PCs with ranks in survival or Knowledge (geography) can assist in the search as per the normal rules.

Read aloud or paraphrase the following once the PCs have found the lair:

Fey have a different way to look at the world and their directions have always been difficult to follow. The two satyrs were not exception to this and for the past # [with # depend on the amount of Survival checks] hours you have been wandering through Rieuwood looking for the rocky hill that fitted their description. Fey are notoriously unreliable, and it remains to be seen whether you have fallen for a prank or that they were speaking the truth. Finally you see the three large slabs of stone on the top of a small rock hill that the satyrs told you formed the roof of the bears' lair. What do you do?

Allow the PCs to come up with a tactic on how to approach the lair of the bears. The bears are active during dusk and dawn, and sleeping by night. Check as per the core rules if the bears are aware of the PCs approach and remember that they have scent in case the PCs approach with 30 feet of the entrance.

The bears dragged the corpse into their lair. While using force against the bears is one method, the PCs could come up with various other tactics to get at it. Use your judgment, just don't make it too easy to too difficult if they opt for something creative. Just remember that the bears have enough food for the moment, and they are not going to waste energy on chasing away other prey (competition in the form of a druid wildshaped in bear-form is another matter).

Terrain: The hilltop is considered light forest while the rest is medium forest. There are a lot of bushes in the region, pierced by various small winding trails made by the bears creating a certain maze-like area. The lair itself lays under three big slabs of stone laying on top of each other on the top of the hill. These slabs are roughly 10 feet high and can be climbed with a DC 20 Climb check. The opening of the lair is ~5 ft wide, quickly opening to a large chamber with the slabs forming a natural roof. The room is 15 feet high. It is roughly circular with a diameter of 15 feet. It is surprisingly dry due to stone slabs directing the water around it, making it a perfect lair the two bears jealously guard against any intrusion.

Creatures: The bears are natural predators. The black bears are relatively friendly, although they do not broker any intrusion into their lair. They will not give chase to PCs fleeing the direct area or trees. The brown and dire bears are much more territorial and aggressive. They are not hungry though and even they stop chasing PCs after a few hundred feet. Playing dead is another good tactic to stop them from attacking a character.

APL 2 (EL 4)

🐾 **Bear, black (2):** hp 19 each; see *Monster Manual* 269.

APL 4 (EL 6)

🐾 **Bear, brown (2):** hp 51 each; see *Monster Manual* 269.

APL 6 (EL 8)

🐾 **Dire bear, 15 HD (1):** hp 131; see Appendix 1.

APL 8 (EL 10)

🐾 **Dire bear, 15 HD (2):** hp 131 each; see Appendix 1.

Tactics: These bears are normal animals. Their tactics are simple and straightforward. Attack the nearest threat until it drops and then switch to the next. If there are multiple opponents they pick the ones that hurt it the most, being unable to differentiate opponents based on potential threat. They fear fire, and especially the black and brown bears can be chased away with the aid of fire (although the PCs do run the risk of starting a forest fire if they opt for this tactic).

Treasure:

None

Development: If the PCs have not spent one or more days on chasing the raiders, they find the corpse of Doranna relatively intact in the bears' lair. Otherwise it has been eaten almost completely, leaving nothing recognizable for a *resurrection* let alone a *speak with dead*. If the PCs did retrieve the corpse, they can now decide to return back to Pitchfield, or resume the chase. If they return to Pitchfield proceed to the Conclusion. If they resume the chase, proceed with Encounter 4. If there is not enough time, they automatically fail and they are forced to return to Pitchfield. Otherwise you can run the encounter as planned, although they do not get any additional experience points for it.

4: RAIDERS CAUGHT

The DC to follow the tracks of the raiders is 15. The PCs need to make a new check for every 1 mile they follow the tracks. The DC increases by 1 for each day past the battle, or when done by a creature with scent by 1 for each hour. Tracking is done at half speed unless the tracker takes a -5 penalty at the check. Tracking at double speed induces a -20 penalty. Tracking during the night increases the DC by 6.

The following information is needed to see whether the PCs have a chance of catching up with the raiders or not. It should be noted that they are not hiding their tracks, preferring speed to secrecy. They use a different route than the other raiders – this is done on purpose to increase the chance of at least some of the raiders returning with loot.

The NPCs have a base speed of 30 feet at APL 2 and 4, and on the first day 40 at APL 6 and 8 (the dwarf travels in wolf form). Movement is halved since it is in a forest and there are no trails.

- -15 minutes big battle: The scouts were ambushed.
- 0: Time of the big battle around the caravan.
- +4 hours (8 pm): The raiders hustle for 3 hours after the battle, covering a distance of 12 or at APL6+ 16 miles (taking 3 points of nonlethal damage in the process and becoming fatigued).
- +3 to +11 hours (8 pm to 6 am): The raiders rest for 8 hours.
- +11 to +25 hours (6 am to 10 pm): traveling towards the hills at their normal speed of 1.5 mile per hour (no *longstrider* active).
- +25 to +33 hours (10 pm to 6 am): resting at the edge of the forest.
- +33 to +49 hours (6 am to 10 pm): Travling through the Downs towards the Hollow Highlands.
- +49 hours: They reach the Hollow and there they disappear underground and out of sight.

Check the PCs speed, and ability to track against the above time table to see whether or not they are able to catch up with the raiders. If not, and they did not play Encounter 3, they run across two hungry bears on the way back. Otherwise the adventure is over.

If they do catch up, check at what time and whether or not either side is surprised as per the normal rules (opposed Listen/Spot vs. Move Silently/Hide check modified by distance). The NPCs are not trying to be particularly silent, and hence they are taking 10 with a -5 penalty because they are moving at full speed. During the night one NPC is at guard with the others sleeping. They try to pick out a densely forested region to make it more difficult to surprise them (-5 circumstance penalty) or completely open terrain (in the Downs). They do not use a fire. If they do hear somebody approach, they immediately spread out somewhat (roughly 40 feet between one another) and hide (if possible climbing in surrounding trees). Creatures that are not obvious following them are ignored unless they spot the raiders, otherwise the attack.

Terrain: The terrain of the encounter depends on the time the PCs meet the raiders. The Rieuwood is in general considered light forest in this region, while the Downs are the floodplains of the Greyflood River and the terrain is considered grassland with light undergrowth and many pools and reed fields. The region is riddled with the remains of old battlefield defenses, such as ditches, earthen walls and small pools. These have been abandoned for over 12 years now and many are hidden by dense patches of bushes. There are a few farms in the area on natural high ground, but both the flooding and the tense relation with Ahlissa to the north have kept settlers away from the otherwise fertile region. Note that the border between Rieuwood and the Downs is rather

abrupt, steeply sloped hill leading down to the lowlands of Ahlissa.

Creatures: The raiders are three human rangers, specialized in archery, and one dwarf druid. All four wear simple woodland clothing. The dwarf tends to travel in a black furred wolf form, only taking dwarven form when casting spells or when there is a need to communicate complicated stuff to the rangers. The dwarf is the leader of the group. They hate the Ahlissans, considering them all to be either power-hungry and corrupt or mindless brainwashed marionettes of the first group. They consider the recent friendliness being a ruse to help conquer Sunndi, and believe the Ahlissans are to blame for the attack by the Wastrians and the bullywugs. In their eyes making an alliance with the Ahlissans against the Wastrians is exactly what the Ahlissans want, and hence it should not happen regardless of appearances.

Two of the rangers are ex-convicts of the Calling Mines. They are truly insane and show the signs of their imprisonment. The dwarf and the other ranger are Hollow Highlanders although both have been banished from their clans due to their current activities. They all have little to loose, making them all the more dangerous.

APL 2 (EL 4)

🐾 **Larg:** male dwarf druid 1; hp 10 each; see Appendix 1.

🐾 **Raiders (3):** male human ranger 1; hp 10 each; see Appendix 1.

APL 4 (EL 7)

🐾 **Larg:** male dwarf druid 3; hp ?? each; see Appendix 1.

🐾 **Raiders (3):** male human ranger 3; hp ?? each; see Appendix 1.

APL 6 (EL 9)

🐾 **Larg:** male dwarf druid 5; hp ?? each; see Appendix 1.

🐾 **Raiders (3):** male human ranger 5; hp ?? each; see Appendix 1.

APL 8 (EL 11)

🐾 **Larg:** male dwarf druid 7; hp ?? each; see Appendix 1.

🐾 **Raiders (3):** male human ranger 7; hp ?? each; see Appendix 1.

Tactics: Their tactics are relatively straightforward: spread out, using the terrain for cover and use their bow at the enemies. They focus on opponents that are either quick, or have good ranged attacks on their own. They know the value of focusing on one opponent at a time, but have a tendency to forget this when directly threatened by an opponent. One of the rangers might try to remain hidden and ready an action against spellcasters. Since the raiders are focused on ranged attacks, Larg has no problem using *entangle* and similar spells to hinder the PCs. The rangers fight to the death. Larg tries to flee if 2 or more of the rangers are down, or he himself is at 25%

of his hit points, preferring his wolf or vulture shape (depending on the APL).

Note that all four really hate Ahlissans, and anybody recognizable as such can expect to be a prime target. They even go so far as to risk their lives to coupe-the-grace a downed opponent. Just remember though that an Ahlissan is not automatically recognized as such without some obvious outward sign such a military uniform – something most adventurers will not be wearing.

Treasure:

Looting the raiders:
[irrelevant]

Development: Once the PCs defeat the raiders, they can return to Pitchfield to claim their reward as long as they captured at least one raider alive or are alert enough to take a corpse with them for questioning. If they did capture one or more of the raiders alive, and try to interrogate them, they quickly learn that is easier said than done. The four are not good at lying, but they like to sprout their opinion about the Ahlissans and the treat they supposedly pose. It takes some convincing (Intimidate and Bluff being reasonably effective with Diplomacy being useless) to get them to reveal anything useful. At first they try to convince the PCs Doranna was the traitor, but that she went her own way using *pass without trace* when she left the raiders. If the PCs do not believe them (likely with their Bluff checks), and successfully get them to talk, they admit she was just a ruse. They have no idea who the real traitor is, except that it is a high ranking member of the Grey Scouts. They removed the corpse of Doranna as a ruse, and dumped her body near the lair of a couple of bears so that there is no way to resurrect her from the dead or speak with her. A bit more convincing gets them to reveal the location, although they are rightfully confident it is going to be too late.

Proceed with the Conclusion if the PCs return to Pitchfield. Proceed with Encounter 3 if the PCs decide to pay the bears a visit. If there is no time left though, you should summarize Encounter 3 otherwise you can play it out as written except that the corpse has been eaten.

CONCLUSION

Once the PCs return to Pitchfield, you should reference both to the first part (the battle interactive) and this adventure to decide upon the end results. The special rewards for the adventure come mainly from the battle interactive. See that part for more information. The consequences of this adventure are important for the campaign as a whole though.

Dependent on the actions of the PCs during the mini, they can earn the following (stacking with one another):

- The PCs learn of a traitor among the Greyscouts: APL 2 – 150 gp, APL 4 – 225 gp, APL 6 – 300 gp, APL 8 – 450 gp.

- The PCs recover Doranna's corpse: APL 2 – 75 gp, APL 4 – 100 gp, APL 6 – 150 gp, APL 8 – 200 gp; members of the Sunndi military also gain 5 additional recognition points.

CAMPAIGN CONSEQUENCES

This scenario has "Campaign Consequences"; that is the outcome of this module will directly affect future events in the course of the campaign. The answers to some of the questions below may seem trivial or pointless, but because of the complex nature of the back-story and campaign all information requested is vital.

Please send your answers to poc@sunndi.org as soon as possible. General comments about the module are also welcomed at this address. Don't forget to mention it is about the mini-module M1 Missing Scouts.

1. What APL did you play?
2. Did the PCs rescue Hantor?
3. Did the PCs learn of a potential traitor among the Grey Scouts?
4. Did the PCs recover the corpse of Doranna?
5. Did the PCs capture any of the raiders alive or brought a corpse with them?

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.

1: Gruesome Site

Defeat or calm the carrion eaters

APL 2	85 XP
APL 4	125 XP
APL 6	160 XP
APL 8	200 XP

2: Satyr's Game

Dealing with the satyrs, whether peacefully or with force

APL 2	30 XP
APL 4	50 XP
APL 6	80 XP
APL 8	100 XP

3: Predator's Lair

Retrieving Doranna's corpse in one piece

APL 2	85 XP
APL 4	125 XP
APL 6	160 XP
APL 8	200 XP

4: Raiders Caught

Defeating the raiders

APL 2	85 XP
APL 4	125 XP
APL 6	160 XP
APL 8	200 XP

Discretionary roleplaying award

APL 2	25 XP
APL 4	38 XP
APL 6	50 XP
APL 8	63 XP

Maximum Total Possible Experience

APL 2	225 XP
APL 4	338 XP
APL 6	450 XP
APL 8	563 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.

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

Conclusion

APL 2: 225 gp.

APL 4: 325 gp.

APL 6: 450 gp.

APL 8: 650 gp.

Treasure Cap

APL 2: 225 gp.

APL 4: 325 gp.

APL 6: 450 gp.

APL 8: 650 gp.

Total Possible Treasure

APL 2: 225+ gp.

APL 4: 325+ gp.

APL 6: 450+ gp.

APL 8: 650+ gp.

ADVENTURE RECORD ITEMS

Fey Wine: You have gained 1 bottle of magical fey wine. This golden clear liquid functions like a potion of heroism, but it is highly intoxicating. If quaffed the character should make a DC 18 Fortitude saving throw or take 1d3 Dexterity and 1d3 Wisdom damage. The bottle cannot be sold.

APPENDIX 1: APL 2

4: RAIDERS CAUGHT

LARG

CR 1

Male dwarf druid 1

CN Medium Humanoid (dwarf)

Init +1; **Senses** Darkvision 60 ft.; Listen +4, Spot +4

Languages Common, Druidic. Dwarf

AC 15 (15), touch 11, flat-footed 14 (14)

(+1 Dex, +2 (+0) armor, +2 (+0) shield, +0 (+4) natural); +4 dodge bonus to Armor Class against monsters of the giant type.

hp 10 (1 HD)

Fort +4 (+6 against poison), **Ref** +1, **Will** +4; +2 bonus vs. spells and spell-like abilities

Speed 20 ft. in leather (4 squares), base movement 20 ft., wolf form 50 ft.

Melee scimitar +2 (1d6+2/18-20) or

(**Melee** bite +4 (1d6+6))

Ranged sling +1 (1d4+2)

Base Atk +0; **Grp** +2 (+4)

Atk Options +1 racial bonus on attack rolls against orcs and goblinoids, spontaneous summon

Special Actions shapeshift (wolf)

Combat Gear *potion of cure light wounds*, *scroll of obscuring mist*, tanglefoot bag

Druid Spells Prepared (CL 1st):

1st—*entangle* (DC 13), *produce flame*

0—*cure minor wounds*, *detect poison*, *guidance*

† Already cast

Abilities Str 15 (19), Dex 12, Con 15, Int 10, Wis 14, Cha 6

SQ stability, stonecunning, wild empathy

Feats Stealthy

Skills Hide +5, Knowledge (nature) +6, Listen +4, Move Silently +5, Spot +4, Survival +8

Possessions combat gear plus scimitar, dagger, sling, 10 bullets, leather armor, heavy wooden shield, spell component pouch, wooden holy symbol.

Shapeshift (Su)* As a swift action a druid can shift into a wolf form. All equipment merges with the new form and becomes nonfunctional. The druid cannot cast spells while in this form. The druid has the following forms:

Predator: Wolf form; He gains 50 ft. land speed, +4 enhancement bonus to Strength, +4 natural armor and a bite attacks that deals 1d6 points of damage.

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hp 10 (1 HD)

Fort +4, **Ref** +4, **Will** +1

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.

Melee long sword +2 (1d8+1/19-20) or

Melee hand axe +2 (1d6+1/x3)

Ranged composite longbow +3 (1d8/x3)

Base Atk +1; **Grp** +2

Atk Options favored enemy (humanoid – human) +2, point blank shot, precise shot

Special Actions

Combat Gear 2x alchemist fire, 2x tanglefoot bag

Abilities Str 13, Dex 15, Con 14, Int 10, Wis 12, Cha 8

SQ wild empathy

Feats Point Blank Shot, Precise Shot, Track

Skills Climb +1, Hide +4, Knowledge (nature) +4,

Listen +5, Move Silently +4, Spot +5, Survival +5,

Swim -1,

Possessions combat gear plus long sword, hand axe, composite longbow, 40 arrows, 10 silver arrows, chain shirt

RAIDERS (3)

CR 1

Male human ranger 1

CN Medium Humanoid (human)

Init +2; **Senses** Listen +5, Spot +5

Languages Common

AC 16, touch 12, flat-footed 14

(+2 Dex, +4 armor, +0 shield)

4: RAIDERS CAUGHT

LARG

CR 3

Male dwarf druid 3

CN Medium Humanoid (dwarf)

Init +5; **Senses** Darkvision 60 ft.; Listen +4, Spot +4

Languages Common, Druidic. Dwarf

AC 16 (15), touch 11, flat-footed 15 (14)

(+1 Dex, +3 (+0) armor, +2 (+0) shield, +0 (+4) natural); +4 dodge bonus to Armor Class against monsters of the giant type.

hp 24 (3 HD)

Fort +5 (+7 against poison), **Ref** +2, **Will** +5; +2 bonus vs. spells and spell-like abilities

Speed 20 ft. in leather (4 squares), base movement 20 ft., wolf form 50 ft.

Melee mwk scimitar +5 (1d6+2/18-20) or

(**Melee** bite +6 (1d6+6))

Ranged sling +3 (1d4+2)

Base Atk +2; **Grp** +4 (+6)

Atk Options +1 racial bonus on attack rolls against orcs and goblinoids, spontaneous summon

Special Actions shapeshift (wolf)

Combat Gear *potion of cure light wounds*, 2x *potions of shield of faith*, *scroll of obscuring mist*, tanglefoot bag

Druid Spells Prepared (CL 3rd):

2nd—*barkskin*, *bull's strength*

1st—*cure light wounds*, *entangle* (DC 13), *produce flame*

0—*cure minor wounds*, *detect poison*, *guidance* (2)

† Already cast

Abilities Str 15 (19), Dex 12, Con 15, Int 10, Wis 14, Cha 6

SQ stability, stonecunning, trackless step, wild empathy, woodland stride

Feats Improved Initiative, Stealthy

Skills Hide +7, Knowledge (nature) +10, Listen +4, Move Silently +7, Spot +4, Survival +12

Possessions combat gear plus mwk scimitar, dagger, sling, 10 bullets, +1 *leather armor*, heavy wooden shield, spell component pouch, wooden holy symbol.

Shapeshift (Su)* As a swift action a druid can shift into a wolf form. All equipment merges with the new form and becomes nonfunctional. The druid cannot cast spells while in this form. The druid has the following forms:

Predator: Wolf form; He gains 50 ft. land speed, +4 enhancement bonus to Strength, +4 natural armor and a bite attacks that deals 1d6 points of damage.

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Languages Common

AC 17, touch 12, flat-footed 15

(+2 Dex, +5 armor, +0 shield)

hp 24 (3 HD)

Fort +6, **Ref** +6, **Will** +3

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.

Melee long sword +4 (1d8+1/19-20) or

Melee hand axe +4 (1d6+1/x3)

Ranged mkw composite longbow +7 (1d8+1/x3)

Base Atk +3; **Grp** +4

Atk Options favored enemy (humanoid – human) +2, point blank shot, precise shot, rapid shot

Special Actions

Combat Gear 2x alchemist fire, 2x tanglefoot bag

Abilities Str 13, Dex 15, Con 14, Int 10, Wis 12, Cha 8

SQ wild empathy

Feats Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Track

Skills Climb +3, Hide +7, Knowledge (nature) +8, Listen +7, Move Silently +7, Spot +7, Survival +9, Swim +2,

Possessions combat gear plus long sword, hand axe, mighty mwk composite longbow, 40 arrows, 10 silver arrows, +1 *chain shirt*, *cloak of resistance* +1

RAIDERS (3)

CR 3

Male human ranger 3

CN Medium Humanoid (human)

Init +2; **Senses** Listen +7, Spot +7

APL 6

3: PREDATOR'S LAIR

DIRE BEAR, ADVANCED

CR 8

N Large Animal

Init +1; **Senses** Low-light vision, scent; Listen +11, Spot +11

AC 17, touch 10, flat-footed 16

(-1 size, +1 Dex, +7 natural)

hp 131 (15 HD)

Fort +13, **Ref** +10, **Will** +10; Endurance

Speed 40 ft. (8 squares); Run

Melee claw +21/+21 (2d6+10) and bite +15 (2d8+5)

Space 10 ft.; **Reach** 5 ft.

Base Atk +11; **Grp** +25

Atk Options

Special Actions Improved grab

Combat Gear

Abilities Str 31, Dex 13, Con 19, Int 2, Wis 12, Cha 10

SQ

Feats Alertness, Endurance, Improved Natural Attack (claw), Run, Toughness, Weapon Focus (claw)

Skills Listen +11, Spot +11, Swim +12

Possessions combat gear plus

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

4: RAIDERS CAUGHT

LARG

CR 5

Male dwarf druid 5

CN Medium Humanoid (dwarf)

Init +5; **Senses** Darkvision 60 ft.; Listen +7, Spot +7

Languages Common, Druidic. Dwarf

AC 16 (15), touch 11, flat-footed 15 (14)

(+1 Dex, +3 (+0) armor, +2 (+0) shield, +0 (+4) natural); +4 dodge bonus to Armor Class against monsters of the giant type.

hp 38 (5 HD)

Fort +6 (+8 against poison), **Ref** +2, **Will** +7; +2 bonus vs. spells and spell-like abilities

Speed 20 ft. in leather (4 squares), base movement 20 ft., wolf form 50 ft.

Melee mwk scimitar +7 (1d6+3/18-20) or

(**Melee** bite +9 (1d6+8))

Ranged sling +4 (1d4+2)

Base Atk +3; **Grp** +5 (+7)

Atk Options +1 racial bonus on attack rolls against orcs and goblinoids, spontaneous summon

Special Actions shapeshift (wolf)

Combat Gear *potion of cure light wounds*, 2x *potions of shield of faith*, *scroll of obscuring mist*, tanglefoot bag

Druid Spells Prepared (CL 5th):

3rd—*protection from energy*, *spike growth* (DC 16)

2nd—*barkskin*, *bull's strength*, *hold animal* (DC 15)

1st—*cure light wounds*, *entangle* (DC 14), *faerie fire*, *produce flame*

0—*cure minor wounds*, *detect poison*, *guidance* (2)
‡ Already cast

Abilities Str 16 (20), Dex 12, Con 15, Int 10, Wis 16, Cha 6

SQ stability, stonecunning, trackless step, wild empathy, woodland stride

Feats Improved Initiative, (Mobility), Stealthy

Skills Hide +8, Knowledge (nature) +10, Listen +7, Move Silently +8, Spot +7, Survival +15

Possessions combat gear plus mwk scimitar, dagger, sling, 10 bullets, +1 *leather armor*, heavy wooden shield, spell component pouch, wooden holy symbol.

Shapeshift (Su)* As a swift action a druid can shift into a wolf form. All equipment merges with the new form and becomes nonfunctional. Natural attacks gain +1 enhancement bonus on attack and damage and count as magical. The druid cannot cast spells while in this form. The druid has the following forms:

Predator: Wolf form; He gains 50 ft. land speed, +4 enhancement bonus to Strength, +4 natural armor, a bite attacks that deals 1d6 points of damage, the Mobility feat. (The value between brackets is in wolf form.)

Aerial Form: Vulture form; talon attack 1d6 points of damage, +2 enhancement bonus on Strength and Reflex saves, +2 natural armor, fly speed 40 (good).

* PHBII 39

RAIDERS (3)

CR 5

Male human ranger 5

CN Medium Humanoid (human)

Init +3; **Senses** Listen +9, Spot +9

Languages Common

AC 18, touch 13, flat-footed 15

(+3 Dex, +5 armor, +0 shield)

hp 42 (5 HD)

Fort +8, **Ref** +8, **Will** +3

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.

Melee long sword +7 (1d8+1/19-20) or

Melee hand axe +6 (1d6+1/x3)

Ranged mkw composite longbow +10 (1d8+1/x3)

Base Atk +5; **Grp** +6

Atk Options distracting shot*, favored enemy (humanoid – human) +4, favored enemy (humanoid – orc) +2, point blank shot, precise shot, rapid shot

Special Actions

Combat Gear 2x alchemist fire, *potion of cure moderate wounds*, 2x tanglefoot bag

Ranger Spells Prepared (CL 2nd):

1st—*longstrider*

† Already cast

Abilities Str 13, Dex 16, Con 16, Int 10, Wis 12, Cha 8

SQ wild empathy

Feats Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Track

Skills Climb +5, Hide +10, Knowledge (nature) +8, Listen +9, Move Silently +10, Spot +9, Survival +11, Swim +4,

Possessions combat gear plus mwk long sword, hand axe, mighty mwk composite longbow, 40 arrows, 10 silver arrows, +1 *chain shirt*, *cloak of resistance* +1

Distracting Shot (Ex)* Whenever you hit an enemy with a weapon attack (whether melee or ranged), that enemy is considered flanked by you for the purpose of adjudicating your allies' attacks. This flanked condition last until either the enemy is attacked by one of your allies or until the start of your next turn, whichever comes first. This ability has no effect on creatures that can't be flanked.

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3: PREDATOR'S LAIR

DIRE BEAR, ADVANCED CR 8

N Large Animal

Init +1; **Senses** Low-light vision, scent; Listen +11, Spot +11

AC 17, touch 10, flat-footed 16
(-1 size, +1 Dex, +7 natural)

hp 131 (15 HD)

Fort +13, **Ref** +10, **Will** +10; Endurance

Speed 40 ft. (8 squares); Run

Melee claw +21/+21 (2d6+10) and bite +15 (2d8+5)

Space 10 ft.; **Reach** 5 ft.

Base Atk +11; **Grp** +25

Atk Options

Special Actions Improved grab

Combat Gear

Abilities Str 31, Dex 13, Con 19, Int 2, Wis 12, Cha 10

SQ

Feats Alertness, Endurance, Improved Natural Attack (claw), Run, Toughness, Weapon Focus (claw)

Skills Listen +11, Spot +11, Swim +12

Possessions combat gear plus

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

4: RAIDERS CAUGHT

LARG CR 7

Male dwarf druid 7

CN Medium Humanoid (dwarf)

Init +6; **Senses** Darkvision 60 ft.; Listen +10, Spot +10

Languages Common, Druidic, Dwarf

AC 17 (14), touch 12, flat-footed 15 (12)
(+2 Dex, +3 (+0) armor, +2 (+0) shield, +0 (+2) natural); +4 dodge bonus to Armor Class against monsters of the giant type.

hp 59 (7 HD)

Fort +7 (+9 against poison), **Ref** +4 (+6), **Will** +8; +2 bonus vs. spells and spell-like abilities

Speed 20 ft. in leather (4 squares), base movement 20 ft., wolf form 50 ft., vulture form fly 40 ft. (good)

Melee mwk scimitar +9 (1d6+3/18-20) or

(**Melee** talons +10 (1d6+4))

Ranged sling +7 (1d4+2)

Base Atk +5; **Grp** +8 (+9)

Atk Options +1 racial bonus on attack rolls against orcs and goblinoids, spontaneous summon

Special Actions shapeshift (wolf)

Combat Gear *potion of cure light wounds*, 2x *potions of shield of faith*, *scroll of obscuring mist*, tanglefoot bag

Druid Spells Prepared (CL 7th):

4th—*flame strike* (DC 17)

3rd—*dominate animal* (DC 16), *protection from energy*, *spike growth* (DC 16)

2nd—*barkskin* (2), *bull's strength*, *hold animal* (DC 15)

1st—*cure light wounds*, *entangle* (DC 14), *faerie fire*, *produce flame* (2)

0—*cure minor wounds*, *detect poison*, *guidance* (2)

† Already cast

Abilities Str 16 (18), Dex 14, Con 15, Int 10, Wis 16, Cha 6

SQ stability, stonecunning, trackless step, wild empathy, woodland stride

Feats (Flyby Attack), Improved Initiative, Improved Toughness, Stealthy

Skills Hide +9, Knowledge (nature) +10, Listen +10, Move Silently +9, Spot +10, Survival +17

Possessions combat gear plus mwk scimitar, dagger, sling, 10 bullets, +1 *leather armor*, heavy wooden shield, spell component pouch, wooden holy symbol.

Shapeshift (Su)* As a swift action a druid can shift into a wolf form. All equipment merges with the new form and becomes nonfunctional. Natural attacks gain +1 enhancement bonus on attack and damage and count as magical. The druid cannot cast spells while in this form. The druid has the following forms:

Predator: Wolf form; He gains 50 ft. land speed, +4 enhancement bonus to Strength, +4 natural armor, a bite attacks that deals 1d6 points of damage, the Mobility feat.

Aerial Form: Vulture form; talon attack 1d6 points of damage, +2 enhancement bonus on Strength and Reflex saves, +2 natural armor, fly speed 40 (good), and Flyby Attack. (The values in brackets are in vulture form.)

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RAIDERS (3)

CR 7

Male human ranger 7

CN Medium Humanoid (human)

Init +7; **Senses** Listen +11, Spot +11

Languages Common

AC 18, touch 13, flat-footed 15
(+3 Dex, +5 armor, +0 shield)

hp 42 (5 HD)

Fort +9, **Ref** +9, **Will** +4

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.

Melee long sword +10/+5 (1d8+3/19-20) or

Melee hand axe +10/+5 (1d6+2/x3)

Ranged mwk composite longbow +12/+7 (1d8+2/x3)

Base Atk +7; **Grp** +9

Atk Options distracting shot*, favored enemy (humanoid – human) +4, favored enemy

(humanoid – orc) +2, point blank shot, precise shot, rapid shot

Special Actions

Combat Gear 2x alchemist fire, *potion of cure moderate wounds*, 2x tanglefoot bag

Ranger Spells Prepared (CL 33d):

1st—*longstrider*, *resist energy*

‡ Already cast

Abilities Str 15, Dex 16, Con 16, Int 10, Wis 12, Cha 8

SQ wild empathy, woodland stride

Feats Endurance, Improved Initiative, Multishot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Track

Skills Climb +8, Hide +12, Knowledge (nature) +8, Listen +11, Move Silently +12, Spot +11, Survival +13, Swim +7,

Possessions combat gear plus mwk long sword, hand axe, mighty mwk composite longbow, 40 arrows, 10 silver arrows, +1 *chain shirt*, *cloak of resistance* +1

Distracting Shot (Ex)* Whenever you hit an enemy with a weapon attack (whether melee or ranged), that enemy is considered flanked by you for the purpose of adjudicating your allies' attacks. This flanked condition last until either the enemy is attacked by one of your allies or until the start of your next turn, whichever comes first. This ability has no effect on creatures that can't be flanked.

* PHBII 55

APPENDIX 2: NEW RULES ITEMS

FEATS

List alphabetically. Include source and page reference like so:

Scorpion's Resolve

Like the scorpion, you are not easily distracted.

Benefit: You gain a +4 bonus on saving throws against mind-affecting spells and abilities.

Source: *Sandstorm* 53

MAGIC ITEMS

List alphabetically; see above.

MUNDANE EQUIPMENT

List alphabetically; see above.

SPELLS

List alphabetically; see above.

THE SILENT VALLEY AND THE MOURNING TOWER

In the north of Rieuwood, along the road between Pitchfield and Axebjerg lies a wide, gently sloped and lightly forested valley. Tall green trees reach into the sky. Sunrays break through the canopy shining upon the grassy undergrowth, giving the valley a nearly fey and gentle appearance.

Appearances deceive though, and any traveler who enters the valley quickly realizes there is something odd about it. Not a sound can be heard, but that of the wind rustling through the leaves. Not even the buzzing noise of insects shatters the silence that lies like a thick blanket over the land. Even the sounds made by the traveler and his companions seem somehow dampened. The constant sense of loss and sadness that seems to perpetuate the place adds to the feeling of unease. Then one comes upon the first grave markers and the traveler knows that he has entered more than just another valley.

Description

Sunndi is a landlocked country with mountains blocking easy entrance to the north, east and the west and a vast swamp to the south. There are only a few passes that give easy access to the fertile central counties from lands to the north and the west. One of these passes lies entwined between the Hollow Highlands and the Glorioles. Its gentle slopes make it a natural road into Sunndi.

The slopes of the valley are not very steep, though near the Glorioles it can be quite rocky. The ground is relatively even, which makes it easy to ride upon even outside a road or path. The area is lightly forested, consisting mostly of tall silver barked trees common to Rieuwood. The undergrowth consists mostly of grass and shrubs. For some reason honeysuckle is especially abundant. The particular species seems to bloom nearly the whole year, giving the whole area a beautiful alluring fragrance during clear nights. At a first glance it all has an eternal aura, as if untouched by time.

Closer to the Glorioles the density of the trees lessen and there are more and more conifers, firs and juniper. The undergrowth becomes more abundant, though also more susceptible to the change of the seasons. During the summer and late autumn the grass and shrubs tend to be yellow and withered.

The whole valley would appear to be quite normal, were it not for the complete lack of animal sounds. Only the sound of the wind and now and then rain can be heard within the valley. Even the sounds a traveler makes seem somehow dampened as if the whole valley is covered by fog (which is quite common in the wet season during the night and early morning). This is because there simply are no animals within the valley and even though there are no animals the forest seems to be in balance and lush in plant life.

Added to this strange lack of animal life, is a feeling of deep melancholy that perpetuates the whole valley. Most people who enter the valley are quickly overcome by a solemn feeling that one feels so commonly when entering a holy structure. More sensitive people feel a sense of loss and melancholy as if the whole land is in mourning. At night the valley can suddenly be filled with strange noises as in contrast to the silence of the day. Travelers speak of the faint sounds of battle that can be heard in the distance, or the crying of the wounded or those left behind. While nights in the valley are restful, the dreams of most are haunted and strange, leaving the sleeper with a feeling of loss and sadness, though nobody ever remembers any details about the dreams. Elves are not immune to these haunting dreams, which also touch their reveries. Somehow their connection to the land makes them even more susceptible to the influence of the valley. In general they cannot stand to remain in the valley for long, which is why the elves abandoned it. Nobody has seen any actual apparitions though and no traveler has ever disappeared.

Of course, the many grave markers placed in remembrance of those who died during the Battle of Rieuwood (see below) at the place where their bodies were found add to this haunted feeling. There are hardly any grave markers at the border of the valley, but their number and density grows once one travels closer to the center near the Glorioles, until one gets the feeling of traveling through a graveyard, which is not far from the truth. At the far end of this graveyard, under the slopes of the Glorioles, one comes upon the 30 feet tall black tower. About 3 miles before that one already has passed the stone buildings of the nearby monastery.

The Mourning Tower

The black stone round tower is 40 feet high and it is apparently made out of one single piece of obsidian. Even if one examines the walls from nearby it looks like it just grew from the ground, not a seam can be found. At the door opening lays a large flat stone made out of white marble. In this marble are etched and filled with silver the following words:

*In Remembrance of those who paid the ultimate price for
their ideals of freedom and equality:*

Death

The Battle of Rieuwood, 583 CY

The Mourning Tower consists of the ground floor and three upper stories. It is currently uninhabited and the rooms are empty and cold. It has clearly been built though to be used as a home and there are strong

wooden doors and fireplaces. The outside doors are locked, but the Caretakers have the keys and since there is nothing worth stealing, they give the key to anyone willing to pay 1 gp security, which will be given back when the key is returned to the Caretakers. Around the tower within a few meters are three shrines dedicated to respectively Moradin (a small natural cave), Sehanine Moonbow (a stone circle that also functions as a moon calendar) and Pelor (a small white circular marble open building).

The Caretakers

Near the tower about 3 miles (1 hour walking for humans) are the stone buildings of what now is a monastery. It is a beautiful piece of architecture and it fits in perfectly with the surroundings. Inside one seems to be far away from the Valley. There is a sensation of calmness and in the gardens one can hear birds sing and insects buzz.

The monastery is the living place of a small group of mostly humans that take care of the monument. They also help pilgrims who traveled to the area by providing with a place to sleep and eat as well as by giving spiritual council. The monastery is jointly let by a cleric of Moradin, Pelor and Sehanine Moonbow. Inside the monastery one can also find a small but growing library. One of the more famous books, are those that contains the names of all known people who died during the battle of Rieuwood (including the soldiers of the Great Kingdom) as well as their rank and origins. These books are known as the Book of Soldiers (and it consists of multiple volumes).

History and Myths

The history of the valley is a bloody one. Many a battle and skirmish has been fought between the defenders of Rieuwood or Sunndi and foreign invaders from the north. The most recent of these battles was the Battle of Rieuwood, which proved to be the end to a long war of attrition that started 5 years before when Herzog Chelor of the Great Kingdom crossed the Greyflood River in 577 CY. It was here at this place that the much smaller army of Commandant Osson and his allies of Sunndian guerrilla forces humiliated the Glorioles Army of the Great Kingdom. In honor of this victory and in remembrance to those who gave their life the Mourning Tower was built.

Up until that time few people had paid much attention to the even older myths that surrounded the valley. Myths taking place so long ago that even the elves have forgotten much. When the tower was built though, using ancient magic that some people thought had been lost a long time ago, the strange effects started. This prompted a revival of interest in these old stories. Stories that tell that the valley was once a center of learning where the Flan of the kingdom of famous queen Ehliissa learned much of their magic under tutelage of the local Grey elves. According to myths one of the many towers that dotted the place

stood right where the Mourning Tower stands now. This might be true, since the Mourning Tower was built on the foundations of an ancient ruin, which had provided cover to Chelor's leaders during the Battle of Rieuwood. Stranger is the fact that nobody seems to remember who suggested the idea to build the tower in the first place or who actually built it. It makes one wonder why the tower was built: is it the cause of the haunted valley or is its presence coincidental.

Game Mechanics

Most of the effects described above are purely role-playing. Elves, druids and wild animals though feel highly uncomfortable in this place. Wild animals only enter under the cajoling of a good friend and even then they are skittish and act strangely (especially at night). Unless the wild animal, druid or elf succeeds at a Will save (DC 10) during sleep the character will act as if shaken (see DMG) for the whole next day.