

TUSI5-03

Misplaced Childhood

**A One-Round D&D Living Greyhawk®
Tusmit Regional Introduction Adventure
by Jean-Philippe 'JP' Chapleau**

The Udgru is a dark and mysterious place. Until a ravening woman accosted you about her child being taken by some kind of huge elf, it would have been just another day. This adventure can be played by a party composed only of members of the Udgru Elves Meta-org, but can be played by all. This is an introduction wilderness adventure for 1st-level characters only.

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 four 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.

Reporting

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

Living Greyhawk

This is a LIVING GREYHAWK Adventure. As a LIVING 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.

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. 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.

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a One-round Regional Introductory adventure, set in Tusmit. Characters native to Tusmit pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

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

Adventure Background

The conflict between the nation of Tusmit and the Elves of the Udgru has intensified since the execution of Khellersorian. In the dying days of 594CY elven forces launched a massive attack on logging operations in the north. Because of the siege in Blashikdur, warmachines had to be constructed and ships able to withstand enemy attack had to be built.

Following Khellersorian's death, called "Murder" by the elves and his "Execution" by most others. Elohir, a known rebel was quickly crowned King of the Elves. Elohir ordered his troops to retreat in the forest, to allow his army to lick its wounds, and plan their next action. Obviously direct action on a large scale would not work, so Elohir had to think of something else.

With most of the Elves' best warrior lying dead on the forest floor, Elohir had very little battle-ready forces at his disposal. Therefore, he sent emissaries to many of the other non-evil creatures of the Udgru. According to ancestral treaties, the fae agreed to help the elves, so did a number of other magical beasts.

One of Elohir's best allies is the Forest Giant clans. They are big, strong and live for the hunt, and what is best, their abilities complete and are very similar to the elves. The giants and the wood elves always had cordial, but distant relations. To ally the giants to him, Elohir challenged their chief to a hunting challenge. The Chief stalked and kill a dire bear, a nice prize. Elohir used subterfuge, hiding, he slipped into the

chief's tent and put a dagger to the giant's throat while the giant was sleeping. Elohir woke the giant and called him his prey.

The giant was so impressed that he immediately declared the elf his friend and brother. Thus was born the alliance between the elves and the giants. The friendship has so far proved quite useful and stabilized Elohir's position on the War Council. Through his actions, the elves now have an army composed of various creatures that all supplement the elves, they all feel safer.

While in Tusmit, the people of Blashikdur are expecting an attack, the alliance of the Udgru is defensive in nature, although a number of elves call for such an attack. Elohir has not committed to such a course of action, yet.

Kwengai on the loose

One family of giants, allied to the Elohir has moved to some new hunting ground, near the edge of the forest. This area is one of those where the logging operations have stopped. Game is abundant here so the giants have found the place suitable.

The mated pair lives with their young baby daughter, named Kwengai in a small rocky recess. The baby is roughly 2 or 3 years-old in human terms, but she is already quite large. One day while her parents weren't looking, the adventurous giantess wandered off into the forest, eager to find some new toys to play with. The Udgru is filled with plaything little Kwengai never saw before.

Kwengai found a Halfling scout working for the Water Watchers. She played with her new doll quite roughly. The poor Halfling never had a chance to escape the giantess' grasp. Wanting to dress up her dolly, so when she saw a nice furry animal, she picked it up and tried to skin it, like her parents do. Unfortunately, she picked up a wolverine. When the creature went berserk, the giantess ran off into the woods.

While walking around the woods, she disturbed the local wildlife. Stopping to rest for a moment, when she woke up, she saw Terol, the young half-elf boy playing around his house. Not having a doll to play with, she decided to take him as her new doll. So she boldly strolled out of the woods, took the boy and returned to the safety of the Udgru.

While she has no ill-intent, her childish ways can be deadly for a lot of the indigenous folk of the forest, and that of outside the woods. She will wander the woods for about a day before her parents realize she is missing and start looking for her.

What it should look like

Until the heroes actually meet with Kwengai, keep them thinking they are looking for an ogre, a troll or something similar: a large dangerous somewhat savage creature. Don't hint out that whatever took Terol is anything but an evil creature or a large elf.

Timeframe

The entire adventure should take no more than an afternoon. If at the end of the afternoon, the heroes have not found Terol, he is dead. Kwengai's parents will have found their daughter and returned her home. Unlike the girl, they are very adept at hiding their tracks.

Inside the forest

The canopy is very dense in most parts of the Udgru, making the lighting conditions to be very difficult. Heroes with low-light vision can see normally while those without are considered to be in lighting similar to a lantern in the dark (30 feet + 30feet of twilight).

Due to the thick foliage at ground level, anyone without low-light suffers a -4 penalty to all Spot checks.

Also, it is not possible to charge unless one sees an enemy at START of their movement.

Yes, it is a very elf-friendly place!

Tusmit Loyalists

Throughout the adventure, the following groups or people should be considered loyal to Muammar Quaran.

- The Water Watcher spy
- Poreyin and his party

Tusmit Rebels

Throughout the adventure, the following groups or people should be considered rebels supporters.

- The Udgru Elves

Indifferent

Throughout the adventure, the following people should be considered neutral.

- The Forest giants
- Everyone else

DM Tips

The entire adventure takes place in the forest. It can definitely be good to prepare ahead of time a wooded area with mostly large-sized trees and more (10x10ft).

Adventure Summary

Introduction (Mixed Parties) Hired to serve as border patrolmen to keep an eye out for any elven offensive coming out of the Udgru, the party is out on patrol. As they skirt the forest, they can see a baklunish woman running towards them. She tells the heroes that her son, a half-elf, has been taken away into the woods by some large elf. She is too afraid to enter the forest on her own, and begs the heroes to help her.

Introduction (All-Elf Parties) If the party is composed of elves and half-elves, they were tasked with keeping the Tusman out of the forest. They see this woman running around the woods. When confronted, she begs for her life, and explains to the heroes that she loves the elves and that her husband died with them in the logging massacres. She explains her son was taken by some creature of the forest. She pleads with the elves to find him.

Encounter One: The trail The heroes try to find clues as to what happened and have an opportunity to look

Encounter Two: Dead spy The party comes upon a dead halfling, it was killed by a wolverine. After serving as Kwengai's playtoy for a while (and getting almost killed), the halfling was sacrificed to the enraged wolverine by the Giantess.

Encounter Three: Enraged As the party travels in the woods, they encounter a wolverine. It has been seriously roughed up by Kwengai who pulled its fur in many places, when the wolverine became enraged, the young giant ran off, leaving the wolverine with her previous toy (thus forcing her to get a new one!).

Encounter Four: Patrol The heroes encounter a patrol also looking for the young boy. How this plays out is entirely up to the heroes.

Encounter Five: The Spider The heroes cross the path of a hunting spider

Encounter Six: Kwengai Finally, the heroes find the little giantess near a pond. She is about to give a bath to her new dolly, which is very likely to be the end of the poor half-elf. The party has a number of options here on what to do with the giantess.

Encounter Seven: Mom & Dad Once the heroes have settled what they wanted to do with the giantess, Kwengai's parents arrive on the scene. As long as the

heroes did not kill or seriously harm the little girl, the parents left them go. Otherwise, very few heroes will leave the area alive. The giants' hunting nature will make sure of that.

Sequence of play

The numeric sequence of encounters supposes the heroes do not have a tracker with them, or at least that they failed their initial Track check.

If the heroes have a way to track Kwengai quickly, (such as by making a good Track check at the start), the encounters should be played in the following order: 1, 4, 5, 6, 7, 2 and 3.

Introduction

Non-Elven Party

Use this introduction if the party is not entirely composed of elves and half-elves.

At the end of 594CY, the elves of the Udgru sent an ultimatum to His Exalted Splendor, Pasha Muammar Quaran. It was very simple: stop all logging operations immediately or suffer the consequences.

The Pasha replied by sending a number of armed adventurers and army members to teach the rebellious elves a lesson. The strategy worked well and soon Khellersorian himself was captured by a group of brave and noble adventurers and brought before the Pasha. His Exalted splendor wasted little time in finding the elf guilty of treason and beheaded.

The new king of the elves, a known rebel and a wanted criminal named Elohir was crowned king of the elves. He ordered his army into the woods and sent warnings to all settlements near the forest that encroachment into the sacred lands of the elves would be seen as an act of war.

The Pasha, busy with other affairs in the south could not muster a force large enough to deliver the killing blow to the elves retreated his forces into Khalid, Dihn and Malimar.

However, the Tusman army has maintained a tight vigil around the forest. Parties of adventurers and militia units patrol the outside of the forest, looking for signs of the expected elven counterattack.

You have been hired by the local constable of the small village of Mereth el-Pawa, in the sheikdom of Khalid to patrol the area. While you have had a few encounters with occasional creature stepping out of the woods, even met the occasional elf merchant who

entered or left the forest. It seems the elves are happy to stay within the forest.

You are about halfway through your daily patrol and the rain has been your only friend. Cold and wet, you nevertheless persevere. For a number of weeks now you have patrolled this stretch of land and did very little. While not glamorous, you have been promised a nice pay, when your round ends.

Passing a bend in the road, you spot a woman standing in the rain facing the forest. As she sees you, turns towards you and rushes towards you.

Continue with Hysterical mother.

All-Elf Party

Use this introduction if the party is not entirely composed of elves and half-elves, whether they belong to the Udgru elves or not. If a single hero is neither, then do NOT play out this part.

At the end of 594CY, the elves of the Udgru sent an ultimatum to His Exalted Splendor, Pasha Muammar Quaran. It was very simple: stop all logging operations immediately or suffer the consequences.

The Pasha replied by sending a number of armed adventurers and army members to butcher the good folk of the Udgru. Murderous adventurers their eyes filled with hatred captured King Khellersorian himself and brought in chains before the Pasha. The Pasha of Tusmit wasted little time in murdering the King of the Elves without hearing his side of the story.

The new king of the elves, Elohir (Shadow in Wood Elf slang) was crowned by the remaining members of the council. King Elohir used to be an outcast and an extremist before Khellersorian's assault. He ordered the army into the woods and sent warnings to all settlements near the forest that encroachment into the sacred lands of the elves would be seen as an act of war. Since his coronation he has surprised everyone by taking cautious actions and forming secure alliances within the Udgru.

Now, the elves keep a close eye on the forest and its borders, the Tusman army has not yet tried a major push into the woods and have retreated deeper into the neighboring Sheikdoms. Many bands of elves, both from within and outside the Udgru have flocked to Elohir's banner.

You are such a young group, asked to keep a close eye on the forest border and repel any encroachment by the Tusmans. You had a few run-ins with the occasional creature and the occasional poachers, the Tusmans seem happy to stay outside the woods.

In exchange for a few weeks of your time, you have been promised a nice sum of gold. Your task is important as you are the first line of defense for the Udgru. The dense canopy provides good cover from the rain that has fallen all summer long.

On your patrol, you heard screams, investigating, you saw a Baklunish woman wandering around. She sees you, turns towards you and rushes towards you.

Continue with Hysterical mother.

Hysterical mother

The woman is in her late 20s and is dressed in the simple garment of a peasant. She is attractive without being a great beauty. She is rounded in all the right places. Her long copper hair she normally keeps in a tight knot, but the knot has loosened somewhat and her loose curls are now glued to her face with mud and rain.

She is a non-combatant and should be very easy to take down if the party decides to do so.

Borana is quite hysterical when first encountered, she babbles incoherently about monsters, the woods, her son and elves. When playing her, speak as fast as you can, and don't worry if the heroes understand you too well. Cry some and wail whenever mentioning your boy. Make sure they don't get much information from her while in this stage.

To calm her down, the party has to play it out. Finally making a Diplomacy check [DC15] but do assign a bonus for good role-playing, up to a +4 also any priests of Corellon Larethian or Al'Akbar receive a +2 bonus to their check. The heroes can retry as often as they want, but must role-play the scene of calming the mother down.

Once calmed down, she explains the following. Mix that into a conversation.

- Her name is Borona Cloudleaf. She was the wife of the wood Elf Torralieth Cloudleaf.
- Because of her wedding, she and her husband elected to live outside the human village, near the forest.
- She was tending to her garden harvesting some green radish and red pickles when she heard screams.
- Upon hearing the screams, she rushed back to the house, where she only managed to see a huge elf, or perhaps an ogre enter the woods with her son in hand.

- She has always had good relations with the elves and wonders why they would do something like that. A Knowledge (local-vtf) check [DC15] can confirm what she said.
- Her son's name is Terol Cloudleaf, he is a half-elf born to an elven father. Terol's father was murdered by blood thirsty adventurers in the battle of the logging camp.
- Terol has just turned 9 years old and is a vivacious and strong young boy.
- Neither she nor her husband had any known enemies. In fact most people were indifferent about the boy.
- She can give the heroes broad directions for where the "elf" left with her son.

She begs the adventurers to save her son. She cannot offer anything to them, but begs and pleads. The party is free to refuse, in that case, Borana heads into the forest alone and dies, her son is not rescued from Kwengai's grasp and dies also. And they call themselves "heroes".

Non-elf parties may balk at the idea of entering the forest. Similarly all-elf parties may refuse to help this human. Borana is desperate. If the party spends too much time deciding or drag out the encounter, she ups and begins the search for her son. This is the heroes' call to act.

If the party is all-elf, then she says that she doesn't mind if they kill her for trespassing in the woods as long as they take her son and raise him according to the elven way of life, and that he be taught about the Restorer of Righteousness.

Borana herself is a disciple of the True Faith, but understands and respects the teachings of Corellon Larethian.

Borona Cloudleaf: Baklunish female, Com1, hp4, NG.

Development: it is important that you impress on the players the urgency of the situation. They must act NOW. If they decide to report back to their superiors, then the adventure is over, and they receive **Incompetent** AR reward.

Once they decide to look for Terol, continue with Encounter One: The trail.

Encounter One: The trail

Now the party has a number of options. Borana does tell the heroes where the creature entered the wood with her son. That should be their starting point.

Make sure you have read and understand the flow of the adventure as described in Adventure Summary under Sequence of play. The adventure makes more sense that way.

Looking around Borana's house

The heroes may wish to look around Borana's house (maybe suspecting foul play). The house is but a few hundred feet from the edge of the woods. The house is a common log cabin with a straw roof. A holy symbol of the True Faith hangs over the door. The garden where Borana was working is about 300 feet from the house next to a small stream.

There is nothing of real interest to find here. However, if the heroes think of asking for one of Terol's outfits, Borana can easily get one for them.

The only major feature of the house is the large hole punched through the ceiling. There are large tracks around the back of the house. Due to the rain, there is little one can say other than "large tracks" the entry point is clearly the best point to start from.

Searching the entry point

The heroes may wish to search around the entry point. Have them make search checks and compare to the following chart. Note that if they are assisting for tracking, they are assumed to look for tracks and not "searching around".

DC5 Something large seemed to have passed through here not long ago

DC15 A bit of fur has been ripped from what seemed like the creatures' clothing (a Knowledge (arcana) check [DC16] identifies it as manticore fur). Whatever it was, it was dressed in animal fur.

DC20 It seems the creature stopped here for a while. From here, there is a great vantage point to Borana's house. The dense foliage provides decent cover. From the size it is easy to guess that the creature is one of large size. (Truth: Kwengai took a nap here, using the foliage to protect herself from the rain.)

[DC25] There are small traces of blood nearby. (The blood is the wound inflicted by the wolverine.)

Tracking

Parties with a Tracker have a big advantage in this scenario. Kwengai is not old enough to think of hiding her tracks so her trail is easy to follow.

Allow the heroes to make a Track check [DC15], make sure the rest of the party understand they can help the

tracker by making a successful Search check, each assistance thus give a +2 bonus to the roll.

If the tracker also succeeds at a Knowledge (nature) check [DC23], they can assess the tracks were made by a forest giant, but clearly not a fully-grown one.

We **STRONGLY** recommend the DM make this check in secret so the heroes don't know if they made it or if they failed. Enjoyment of this module can be greatly diminished if the heroes know or don't know the result of this check.

If the heroes fail the roll, they have still found the trail, but rather than going where Kwengai is going TO, they follow the trail where she came FROM. Somewhat lucky for them, the little girl is basically going around in circles.

Tracking with dogs

While dogs can track, the DC for them to follow is harder because they easily get confused with the mixture of scents in the woods. Dogs must succeed at a Track check [DC20]. If the heroes procure a piece of clothing from Terol or find something belonging to Kwengai (such as her clothing), the dog receives a +10 circumstance bonus.

Unlike with a sentient tracker, it is not possible to assist the dog.

Refer to the Tracking section for where the heroes are heading.

No trackers

If no one can track in the party, you can hint to them that they think they could follow the path left by the creature but that it may take sometime. If they do so, suppose they automatically fail their Tracking check in the Tracking section.

If they wish to back-track and get a dog or a tracker, have Borana insist there is no time, and that her son is in danger. If they still decide to head back, they were warned. Adventure over.

Refer to the Tracking section for where the heroes are heading.

Into the forest

When the heroes enter the Udgru, they find it dark, but sheltered from the rain. Refer to the Adventure Background under Inside the forest for the lighting conditions within the forest.

Encounter Two: Dead spy

Have each of them make a Spot check [DC10] to notice a small shape tangled up in some thorns. If none of the heroes see it, continue with Encounter Three: Enraged.

If they decide to investigate it, they can quickly ascertain that the body is not that of Terol, but that of a Halfling. His body is covered in bruises and completely covered in blood.

To get the body safely out of the thorns requires either a small character making an Escape Artist check [DC10] or a [DC20] for a medium-sized character. Otherwise the hero who fetch the body take 1 point of damage from the thorns.

Allow for Heal checks and compare the results with the following table:

DC5 The Halfling has been dead only for a few hours

DC10 He was killed by a creature with sharp fangs and claws. A Knowledge (nature) [DC13] can guess a large badger or a wolverine.

DC15 The Halfling also has a number of bruises indicating he took some non-lethal damage at some point.

DC20 The Halfling was unconscious from having taken too much non-lethal damage. Whatever killed him seems to have attacked him once he was down.

DC25 The bruises seem to have been made by a large hand.

The heroes can search his body. On it they find the following:

- A small-size shortsword scabbard, but no sword
- A ruined small-sized studded leather armor
- His coin pouch is still present and contains only a single diamond.
- In his back pack, they find a series of hand-drawn maps with the main elven patrol routes and the approximate power of each patrol. This information is highly valuable. (If the party is all-elf, they know the information is very accurate and spans a few days).
- Around his neck, he wears a small badge of office. Heroes who belong to the Water Watchers automatically know. Other Tusman heroes must make a Knowledge (local-vtf) [DC10]. For others,

the DC is 15. The Halfling was a Wakeel Raqeeb (sergeant) of the Water Watchers.

- He has a *wand of cure light wounds* on him, still fully-charged.

The party must decide what to do with the body of the Halfling. While the documents alone are valuable, the body is even more. Allow the heroes some time to think about what to do and reach a common decision. Once they are in agreement, proceed to Encounter Three: Enraged.

Treasure: L: 1gp; C: 200gp M: *Wand of cure light wounds* (62.5gp per character)

Encounter Three: Enraged

The heroes have either passed by or have finished discussing what to do with the Halfling's body. At that time allow a Spot OR a Listen check (hero's choice) [DC15] not to be surprised by the wolverine.

The wolverine having smelled the heroes comes charging in. It is already enraged and slightly hurt (although only with non-lethal damage). The wolverine attacks until dead.

APL2 (EL2)

Wolverine: hp28 (36 due to rage) (but has 4 points of non-lethal damage), see *Monster Manual*.

The wolverine's coat has a number of bald spots (that's where Kwengai pulled it).

Development: Once the heroes have dispatched the wolverine, they can continue with either Encounter Four: Patrol or Conclusion.

Encounter Four: Patrol

This encounter is basically the same depending on the heroes' point-of-view. The other patrol doesn't really wish to fight, but its members are ready to defend themselves. Continue with the appropriate sub-section.

All-elf party

Read or paraphrase:

It couldn't be more obvious. The level of noise generated could only be done by humans. Taking good positions behind the cover of trees, of can see them.

Six of them are dressed with thick wool clothing. They carry clubs and simple wooden shields. The seventh, however seems to be much better equipped. His scale mail seems to shine in the dark light of the Udgru.

The six farmers all stand around their leader who seems to be looking for tracks.

What happens next is up to the heroes; they can talk, fight or simply try to scare them away. Draw a map with a number of trees and the humans in a rough circle in the middle. The heroes definitely should have a tactical advantage.

Watching the humans Before initiating any form of contact, the party may wish to study what the humans are doing.

- With their armament (clubs), the farmers shouldn't prove very difficult, but there is safety in number. All of the farmers are older men.
- Any hero with a martial background (anyone with a BAB of +1) can immediately notice that the farmers are not combatants.
- Anyone who succeeds a Sense Motive check [DC10] knows the farmers are terrified. If anyone makes a [DC20], then they know the militiaman is also scared, but hides it better.
- The Tusman soldier is called Poreyin.

Talking to the humans The humans are more than willing to talk. Their leader, Poreyin speaks for the group. He is a no-nonsense hero who fought during the Fire War (siege of Vilayad). He is the only one with military experience.

- Poreyin and his party have been asked by a local woman (Borana) to find her son kidnapped by an ogre.
- They don't want to fight the elves
- If the elves promise to bring back the child (and back it with a Diplomacy check [DC15] (Poreyin is suspicious of elves)), the humans agree to wait for the elves outside the forest.

Poreyin does not respond well to threats and is likely to send his boys to attack if threatened. According to Tusman law, Poreyin does have the authority to investigate in the Udgru. Reality is slightly different. If the party threaten Poreyin or try to make an Intimidate roll, the humans attack.

Scaring the humans Scaring the humans is also possible. There are many ways a party can achieve this, use your judgment to decide the margin of success. Remember, the humans are already scared, so things like loud noises are likely to scare them back out of the Udgru. As long as they do not make themselves seen by the humans, they can easily succeed. If the humans see the elves and are threatened or scared, they attack.

Staying hidden The heroes may decide to stay hidden in the woods and to ignore the humans. That is probably the WORSE outcome for them. Their duty is to make sure no one enters the woods and they leave this band in the forest. If they do so, the humans look around to a while and head off in a random (but wrong) direction. The heroes do NOT get any xp from this encounter.

Other plans The party has an occasion to play a number of tricks on the humans. Again, apply common sense when determining what happens. Reward clever ideas with success.

Fighting the humans This can be deliberate or as the result of talks gone bad. The heroes can gain automatic surprise if they do not make their presence known.

Poreyin is quite a challenge in a fight. If he is taken down, the farmers run off as soon as they lose 50% of their hit points.

APL2 (EL4)

Poreyin the militiaman: War2, hp 22, see Appendix One.

Tusman Farmers (6): Com2, hp 16 each, see Appendix One.

Tactics: the farmers attack the nearest target and hit it. Poreying shouts orders to have the farmers move to flank. He tries to take on heroes who stay behind (such as wizards and bards). Because they are all certain the elves plan to kill them, the humans use lethal damage. Again, make sure you keep in mind the circumstances of combat in the Udgru found in Adventure Background under Inside the forest.

Treasure: L: 25gp C: 0gp M: 0gp

Development: If the heroes manage to leave on good term with the humans (basically not fighting them) they receive the **Spirit of friendship** reward on their AR.

If they fought the humans and let one run off, they receive the **Wanted in Khalid** on their AR

Non-elf party

Read or paraphrase:

You are now deep in the forest. Stopping to look for tracks, and make sure you're not going around in circles. Keeping a constant watch, you can't help but feel like a thousand pair of eyes looking at you. The hair in the back of your neck suddenly stands straight.

A single arrow whistles in the middle of your party and inserts itself deep in a nearby tree with a loud thunk!

"Toos-man! State your purpose in the Holy Sacred Ground of the Udgru!" A voice calls in Common, but with a thick elven accent.

Allow the heroes a chance to respond.

The elf is about 80 feet away, bow at the ready, with his dog sitting on the ground in front of him. The other elves are hiding behind trees all around the party (roughly 50 feet away from the party).

Here too, the heroes have a number of options open to them: they can fight or they can talk.

Talking to the elves The elf speaker is highly distrustful of humans and to believe anything a human says requires a Diplomacy check [DC15]. The following modifiers apply:

- +5 The party has an elf or a half-elf
- +5 If the heroes mention they are looking for Terol
- +2 The party has at least one rebel (wearing the white armband: no armband, no bonus).
- +2 The party has a druid or a priest of Corellon Larethian (or any deity of the Elven Pantheon)
- +2 If the heroes promise to leave as soon as they find Terol
- 1 The party has a priest of Al'Akbar
- 2 The party has a member of the Tusman army

If the roll succeeds, then the elves allow the party to continue on their quest, otherwise, combat ensues. The elves are also looking for Terol, but do not say it. It would really please them if this group of outsiders would take all the risks. At the worst case, they can simply follow them and face an injured creature.

The elves are willing to share the following information:

- A new creature has just moved into the area and been doing a lot of hunting.
- They don't know what it is, but it has taken down a number of the most dangerous creatures in the area such as manticores, bears, dire boars and monstrous spiders.
- Since yesterday, many animals have been roughed up: fur pulled, thrown in ponds.
- Someone told them that an ogre may be doing this.

Threatening the elves Unlike the human patrol, the elves prefer to withdraw rather than fight. If the heroes threaten the elves and back it up with an Intimidate

check [DC15], the elves simply withdraw in the forest and don't trouble the heroes any more. (But do ask for the occasional Spot or Listen check to give them the feeling that something is wrong.

Fighting the elves this may be dangerous for the party because the elves are able archers. They use the dog to occupy the fighters and fire arrows at the wizards and other lightly armored. Their goal is to thin out the ranks of the heroes as quickly as they can. If things are going poorly, they make a run for it. They are not stupid, not frenzied berserkers.

APL2 (EL4)

Elven warriors (3): War2, hp 20, see Appendix One.

Elven dog (counts as riding dog): hp13, see Monster Manual.

Treasure: L: 25gp C: 0gp M: 0gp

Development: If the heroes manage to leave on good term with the elves (basically not fighting or threatening them) they receive the **Spirit of friendship** reward on their AR.

If they fought the elves and let one run off, they receive the **Wanted in the Udgru** on their AR

Encounter Five: The Spider

As the heroes continue their trek in the forest, they are attacked by a large monstrous spider. Kwengai destroyed her lair by throwing stones in it. The spider is quite angry about that.

Allow for Spot checks against the spider's Hide to avoid being surprised by the spider.

Large Monstrous Hunting Spider: hp22, see Monster Manual

Tactics: Hunting spiders can not use webs in combat. Again the terrain should be a forested area.

Encounter Six: Kwengai

Read or paraphrase.

As you walk in the forest on this late afternoon, the forest gets darker and the shadows loom even closer. You have been following a small creek for the last few minutes.

Just as you are about to give up the search for the night, a single high-pitched voice comes to you through the cleared area formed by the stream. The voice is soft and rhythmic as if it was singing... yes singing! Something is singing loudly in the woods.

You approach cautiously, staying in cover from the brush. What you see in the clearing ahead, surprises you. Sitting, with her back to you appears to be a very large elf, about the size of an ogre! Her skin and hair have a green tint and are very dirty from mud, dirt, blood, leaves and twigs. Her clothes are made of leather and fur and are also quite dirty.

She seems to be singing to something she cradles in her arms, but you can't make out from here.

Kwengai is sitting there playing with her dolly. Anyone who speaks giant can easily understand the song. It's a lullaby talking about bad little people.

Any hero member of the Udgru Elf meta-org immediately recognizes Kwengai as a forest giant. Other heroes must make a Knowledge (nature) [DC23].

Again the heroes have a series of choice as to what they can do.

Kwengai

Kwengai is a typical young forest giantess. She likes the woods, she likes to throw rocks and she likes to play with the animals. On top of that, she likes to play with dolls (her baby) and explore the world around her.

She is neither malicious nor dangerous but due to her large size she can easily hurt or damage other creatures.

When playing her act like a young child discovering the world, she is fascinated easily by any new kind of stimuli, from a butterfly to a dancing adventurer to people speaking in bizarre languages. Anything she would not normally encounter in the forest is a distraction to her, and should make her happy.

Magic (and arcane magic in particular) is especially fascinating to her. She can easily be distracted by the use of magic with visual or sound effects such as *light*, *ghost sound*, *prestidigitation* and the like.

Things she doesn't like are things that hurt and sleep.

Kwengai only speaks giant. However, she does understand (but not speak) sylvan and elvish. She has not yet been exposed to common.

Speaking to her Kwengai speaks only a rudimentary giant anyway, but keeping things simple is the key here. She finds these new people to be funny because they all look like "dollies". Kwengai is ready to trade her old dolly (Terol) for a new one, if any hero volunteers, especially if that new dolly does more fun things. If more than one hero volunteers, she chooses the one with the most charisma. Animals she call food, as isn't really interested in them (so druids can't pawn their companions).

Singing her to sleep If one of the heroes ask, and makes a Sense Motive check [DC10], they can get that she is very tired and could easily be sung to sleep. Singing her to sleep requires either a Perform (any kind of music) check [DC5] or talking soothingly to her by making a Handle Animal or Diplomacy check [DC15]. When she falls asleep, proceed immediately to Encounter Seven: Mom & Dad.

Playing with her The heroes may try to play with her in a number of ways. As long as they don't try stealing her dolly without giving one (of them) back, she keeps playing.

Using non-damaging spells There are many spells that can be used to deal with her without hurting her. Spells like sleep, color spray and the like may easily take her out. As long as they do not hurt her, she doesn't do anything. She could receive 3 color sprays and still laugh and be amused. When taken out, proceed immediately to Encounter Seven: Mom & Dad.

Attacking her Confirm with them they are attacking the girl. If they wish to proceed, they have dug themselves into their own grave. Oh well, experience kicking in.

APL2 (EL3)

Kwengai: hp26 use stats for an ogre in Monster Manual

Tactics: Kwengai does not use a weapon and strikes who ever hurt her the most. She begins to cry loudly as soon as she is hurt. Five rounds after she starts crying proceed immediately to Encounter Seven: Mom & Dad.

Encounter Seven: Mom & Dad

This encounter can start one of two ways, either the parents come out hostile or they come out cautiously. If they attacked Kwengai, they are in for a VERY unfair fight, proceed to It's a flying cedar... no its an arrow! Otherwise There's always a Mom.

It's a flying cedar... no its an arrow!

Kwengai's parents finally find her, and when they do they're not happy.

Kwengai's father attacks with his bow from cover while the mother rushes in with her greatclub both aim to kill (and should do so quite easily). If the fight is still going on when they arrive, then both parents charge in with their club.

It makes little difference to the parents whether the heroes used non-lethal or lethal damage. They attacked and hurt their little girl, and they deserve to pay.

Forest Giant Parents (2): hp 136, see Appendix Two.

Development: The giants do not pursue heroes who manage to escape more than 100 feet from the clearing (basically only one or two may escape). Proceed to the Conclusion.

There's always a Mom

The parents do not find their daughter armed by the humans, so they are cautious.

From the woods, a huge woman looking vaguely like the young girl, but obviously much larger, towering over you on her back is a bow with gigantic arrows and she holds a large club in her hand. She is also dressed in furs and leather giving her a feral look.

As she steps into the clearing, walking straight towards the little giantess, you can see another of these giants, that one obviously male with an arrow cocked and ready to fire. The female examines her young before picking her up. The young giantess smiles as she recognizes her mother. Mother and daughter leave the clearing. The two adult giants speak to each other before the two female quickly disappearing in the forest.

If one of the hero volunteered to be Kwengai's dolly, that hero is scooped up with the girl and brought along. No matter what happens Terol is left in the clearing, unconscious from the non-lethal damage he took while being a play toy.

If the heroes have put Kwengai to sleep, if they were playing with her, had a volunteer to become a play toy or if they were simply talking to her when the parent arrive, (basically anything but knocking her out using spells) then the father step into the clearing.

A male giant, also whose skin is a deep green, with a thick beard steps into the clearing, put his bow away. The giant's face shows visible relief. Putting a knee down and pulls out something from his pouch made of manticore leather. Extending in huge hand toward you, you can see it is a series of small rings made of bone, thin leather laces tying a single feather to each.

"Teev, grashad bawayd Kwengai. Ourga Gihfh kaha Wrang. Kwengai Oorta zelte baruga. Grima eto goof. Atoua Udgru dekoua."

Gihfh speaks first in Giant then tries Sylvan and finally elven. If they speak neither language, he simply smiles and hands over the rings. He then points to an earring of his and smiles. The giant doesn't allow itself to be touched by any spellcaster who used magic in his presence.

Here is what Gihfh says: *“Little ones, you have helped us find our daughter Kwengai. I am Gihfh and that was my wife Wrang. Kwengai ran off while we were hunting. Take these gifts. Wear them in the Udgru, shows you are good hunters.”* Note in forest giant, the term for friend is “good hunter”, the forest giants live and gather together only for hunting, so our concept of friendship doesn’t apply to them, and they don’t understand it.

Ask which hero take the token and if any of them refuse.

Talking to Gihfh

If the heroes can speak to the giant (because speak any of the same languages the giant speaks: Giant, Sylvan and Elvan), they can learn the basic story of the alliance between the Elves and the giants (refer to the Adventure Background). Other than that, Gihfh knows very little, and to be honest, as long as it doesn’t interfere with his hunting, he cares not.

Conclusion

If the heroes bring back the body of the Halfling to the elven leaders, they receive the **Water Watcher Spy** reward on their AR. If they bring back his body to the Tusman military authorities, they receive the **Patriot** reward on their AR.

No matter what, the surviving heroes receive the payment for their services.

Treasure: L: 0gp C: 300gp M: 0gp

All dead

Use this conclusion if the heroes were all killed (a very distinct possibility).

The Udgru is a dangerous place. The elves are but one of its dangers. The forest teams with life, both predators and prey. Unfortunately for you, you became the prey. The Udgru is a place to thread carefully. Beware the forest, it can be your friend, but it can also be you tomb.

Giant bate

Use this conclusion if the heroes were attacked by the giants but fled. Very likely, only a few of the heroes are still alive.

The Udgru is a dangerous place. The elves are but one of its dangers. The forest teams with life, both predators and prey. Sometime something that looks

easy to take on has parents who frown upon someone touching their kids.

Careful now, for though you were wise enough to flee, you are marked. The Udgru has one hunter looking for you.

Because of you, a group of elves return the body of Terol to his grieving mother. There is nothing to be happy about.

They received **Hunted** on their AR.

Tall Friends

Use this conclusion if the heroes were attacked by the giants but fled. Very likely, only a few of the heroes are still alive.

The Udgru is a dangerous place. The elves are but one of its dangers. The forest teams with life, both predators and prey. Sometime something that looks easy to take on has parents who frown upon someone touching their kids.

You have seen some of the many forms of life the forest is filled with, and managed to make some friends in the process. At least some of the predators of the forest are not be after you anymore.

As you hand Terol, she is overjoyed. He quickly recovers and soon you can see him playing in the field again. Everyday as you pass nearby, he comes to offer you some freshly baked bread his mother prepared for you.

One day, Terol comes to you and says. “Tell me, what does it take to become a great adventurer like yourselves?”

They received **Friendship Token** on their AR.

Kwengai’s dolly

Use this conclusion if the heroes offered to be Kwengai’s play toy. This is supposed to be somewhat humorous.

You spend the next month in the cave with the giantess. Unlike her previous play things, she does take good care of you. She feeds you scraps of food her mom made. She bathes you in a pond. She changes your clothes with some she made with her mom. You hair sees all kinds of braids and crowns of flowers. When she goes to sleep she takes you with her and hugs you until you pass out and wake up from your wounds in the morning. She really loves you!

One day, Kwengai’s mother Wrang takes her outside for a well deserved bath. At that time, her father, Gihfh opens his bags and motions for you to enter.

Gihfh leaves the cave and leaves you where they found you. With a smile, he ends back into the forest and disappears.

For a second, you miss the giantess. But then reality hits you. You are now free!

Cowards

I sure hope that I'm writing this section for nothing. The idiots (sorry I can't say "heroes") have done nothing and deserve to live the boring lives they aspire to, surprise no one pays them anything and they do not receive anything. This ending should be used for heroes who flee out of the forest without Terol.

The Udgru is a dangerous place. The elves are but one of its dangers. The forest teems with life, both predators and prey. You, on the other hand, barely qualify as either.

They receive **Incompetent** on their AR.

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 Three: Enraged

Defeating the wolverine 60 xp

Encounter Four: Patrol

Dealing with the patrol
(through talk or combat) 120 xp

Encounter Five: The Spider

Defeating the spider 60 xp

Encounter Six: Kwengai

Dealing with Kwengai (even combat) 90 xp

Story Award

Leaving on good terms with the other patrol 45 xp

Not killing or fighting Kwengai 45 xp

Discretionary roleplaying award

Roleplaying 30 xp

Total possible experience:

APL2 450 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 Two: Dead spy

APL2: L: 1gp; C: 200gp M: *Wand of cure light wounds* (62.5gp per character)

Encounter Four: Patrol

APL2: L: 25gp C: 0gp M: 0gp

Conclusion

APL2: L: 0gp C: 300gp M: 0gp

Total Possible Treasure

APL2: 450 gp

Items for the Adventure Record

Tusman Rebel: Heroes who are members of the Udgru Elf meta-org also MUST become members of the Tusman Rebels (this counts as an invitation to join) OR cancel their membership in the Udgru Elf meta-org without refund.

Spirit of Friendship: You have dealt peacefully with a group of the Elves/Tusman (circle which one). This may have future game effect.

Kwengai's dolly: You offered to serve as Kwengai's playmate. She feeds you, bathe you and play with you for 4 TUs during which you do not have to pay upkeep. A friend for life, should you ever meet her again her reaction to you can be friendly at worse.

Friendship Token: You were given a token of friendship made of bone and feathers by the parents of the little Kwengai. The token must be worn as an earring. You gain a +2 circumstance bonus to any social roll involving Forest giants. You may also trade this token after any adventure set in the Udgru, Dihn, Khalid or Malimar to receive a *reincarnate* spell (but you must still pay the costs). A Forest Giant druid casts the spell. Cross off once used that way.

Hunted: Because you have killed their little Kwengai, her parents are after you. Whenever you fight a forest giant in the Udgru, you are their first target. No Udgru forest giant EVER gives you any quarter in combat (the rest of the party is not affected by this). Perhaps one day, they will forget you.

Water Watcher spy: for bringing back the body of a spy, King Elohir rewards you with his friendship. Should you meet him in the future, you get a +2 circumstance bonus to social rolls with the Elf King and the Elven War Council. This can be used as an influence point in the Udgru only. Cross of once used.

Patriot: for bringing back the body of the Water Watcher, you have earned the thanks of the Water Watcher's high command. You gain a +2 circumstance bonus to members of the Water Watchers. This can be used as an influence point. Cross of once used.

Incompetent: Because of you inaction, a young boy was killed uselessly. Because of this, until the end of 596CY, the gp and influence costs for joining any Tusmit metaorg (even promotion) are doubled for you.

Wanted in the Udgru The DM should write the crime & sentence in play notes.

Wanted in Khalid The DM should write the crime & sentence in play notes.

Appendix One: NPCs and Creatures

Poreyin the Militiaman: Male Baklunish War2; Medium Humanoid; CR 1; HD 2d8+6; hp 22; Init +2; Spd 20 ft; AC 18 (+4 armor, +2 shield, +2 dex), touch 12, flat-footed 16; Base Atk +2; Grp +5; Atk/Full Atk +5 melee (1d6+3, Scimitar), +4 ranged (1d8, Longbow); AL NG; SV Fort +6, Ref +2, Will -1; Str 16, Dex 14, Con 16, Int 10, Wis 8, Cha 8;

Skills and Feats: Handle Animal +4, Intimidate +4, Ride +9. Toughness, Track

Possessions: scimitar, longbow, 20 arrows, scale mail armor, heavy wooden shield, all his gear bear the symbols of Tusmit.

Tusman Farmer: Male Baklunish Com2; Medium Humanoid; CR 1/2; HD 2d4+6; hp 16; Init +2; Spd 30 ft; AC 13 (+1 armor, +1 shield, +1 dex), touch 12, flat-footed 12; Base Atk +1; Grp +3; Atk/Full Atk +3 melee (1d6+2, Club); AL NG; SV Fort +3, Ref +1, Will -1; Str 14, Dex 12, Con 16, Int 8, Wis 8, Cha 8;

Skills and Feats: Craft (Carpentry) +2, Handle Animal +4, Listen +2, Profession (Farmer) +7. Skill Focus(Profession (Farmer)), Toughness

Possessions: club, padded armor, light wooden shield

Elven Warrior: Male Elf (Wood) War2; Medium Humanoid; CR 2; HD 2d8+2; hp 15; Init +4; Spd 30 ft; AC 17 (+3 armor, +4 dex), touch 14, flat-footed 13; Base Atk +2; Grp +5; Atk/Full Atk +5 melee (1d8+3, Longsword), +6 Ranged (1d8, Longbow); AL CG; SV Fort +4, Ref +4, Will -1; Str 16, Dex 18, Con 12, Int 12, Wis 8, Cha 8;

Skills and Feats: Climb +7, Intimidate +4, Jump +7. Point-Blank Shot.

Possessions: studded leather armor, longsword, longbow, 40 arrows

Appendix Two: New Rules

Giant, Forest (from Monster Manual II)

Huge Giant

Hit Dice: 13d8+78 (136 hp)

Initiative: +5

Speed: 40 ft.

AC: 20 (-2 Size, +1 Dex, +11 Natural) Touch 9, Flat Footed 19

Base Attack/Grapple: +9/ +28

Space/Reach: 15 ft. / 15 ft.

Attack: Huge Greatclub +18 melee (3d6+16) or Huge Composite Longbow (+4 Str) +8 ranged (3d6+4) or rock +9 ranged (2d8+11)

Full Attack: Huge Greatclub +18/+13 melee (3d6+16) or Huge Composite Longbow (+4 Str) +8/+3 ranged (3d6+4) or rock +9 ranged (2d8+11)

Special Attacks: Poisoned Arrows, rock throwing

Special Qualities: Darkvision 60ft., rock catching

Saves: Fort +14, Ref +5, Will +7

Abilities: Str 33, Dex 12, Con 22, Int 14, Wis 16, Cha 21

Skills: Hide +5* (+9), Listen +5, Sense Motive +6, Spot +7

Feats: Improved Initiative, Point Blank Shot, Precise shot

Climate/Terrain: Any forest

Organization: Solitary, pair, gang or band (6-9 plus 35% non-combatant plus one 1st-2nd level druid) or hunting/raiding party (6-9 plus 35% non-combatant plus one 3rd-5th level druid).

Challenge Rating: 11

Treasure: Standard coins, double goods, standard items.

Alignment: Usually neutral

Advancement: By character class

Level Advancement: +16

Forest giants are amongst the tallest specimens of giantkind, and they live to be up to 200 years old. They are powerful hunters that pose a threat to all animals that dwell in the woods.

An adult forest giant stands 18 feet tall but weighs only 3,000 pounds. The lanky, muscular body resembles that of a wood elf but appears much sturdier. The creature has deep, earth-yellow skin and pale-green hair that is usually wild and unkempt. The typical clothing for either gender is made of fur or leather, and each forest giant also wears some bone jewelry, particularly collars or earrings.

A forest giant's bag contains everything needed to survive in the wilderness, including tools to make and repair weapons, 2d4 rock, 1d4+4 mundane items, and the giant's personal wealth. The items tend to be parts of things it killed for food, such as scraps of fur and hide, dried insects, and bones.

COMBAT

Forest giants target opponents from afar with their poisoned arrows. Though they are not adverse to attacking with their clubs, their poisoned-tipped, ranged weapons often end a battle quickly with few casualties for the giants. Forest giants use their natural camouflage abilities to hide among the trees and wait in ambush for the next creature that crosses their path. Their thrown rocks have a range increment of 120 feet.

Poison (Ex): Forest giants coat their arrows with poison (Fortitude DC 22); initial and secondary is the same (unconsciousness for 4d4 rounds).

Skills: A forest giant has a +4 racial bonus on hide checks. * In wooded areas, this bonus rises to +8.

Forest Giant Society

Forest giants live solely in the wooded areas regardless of the climate. These ravenous meat-eaters hunt nearly any kind of animal or beast for its flesh. Forest giants maintain friendly relations with fey, and they cooperate with other primitive woodland beings who enjoys the same hunting lifestyle as they do.

Forest Giant Characters

A forest giant's favored class is ranger. Many groups of forest giants include both druids and rangers.

Appendix Three: The law in Northern/Southern Tusmit

Generalities

Please note that the laws outlined here do not comprise of the entire list of laws in Tusmit. For a more complete list consult the Tusmit Gazetteer. For any crime not listed please contact the triad at tusmitriad@yahoo.com.

Horses

A horse qualifies as a person for the charges wherever it might be applicable (murder, assault).

Elves

Because of the current situation of the elves, assaults on rebellious elves are overlooked by the authorities of Khalid. Too many locals died in the woods that the local authorities want some revenge. This is an exceptional situation, and definitely NOT the norm.

Elven Justice

The elves have little qualms about killing non-elves in the woods. Elohir's ultimatum is known to all. A DM should draw a line between killing in self-defence and murder.

Most elves fire lethal arrows, but tend to allow their target to escape if they run for their lives. Those who are knocked unconscious are usually thrown outside the woods. Those who lay dying on the forest floor are sometimes healed and thrown out of the woods, if they hurt any elf they are usually left to die.

High Fines

If the guilty party cannot pay a fine, it can be worked off at a value of 50 fountains per week (one TU) in the mines.

Full responsibility of the law is expected and enforced by the Qadi and Mullahs, regardless of the circumstances.

The military and the nobles, however, understand the concept of excessive force used in self-defence.

The Self-Defense Clause

A clause of self-defence can be claimed and the good military or noble presiding official(s) will hear your plea.

A Diplomacy check (or Bluff) can be made, at 20 + the APL to convince the presiding official that the act was done in pure self-defence.

Failure to convince the presiding official (but the truth being that the crime was unintentional) will incur a penalty of one hundred fountains per death plus twenty-five fountains per point below the Bluff or Diplomacy DC. 1d10 lashes will also be given per point scored below the DC. The total penalty will be one time unit of imprisonment, lashes and a fine (as listed above) per death. Lashes and fines (as listed above) are still applicable to assault (major).

Ignorance of the law is no reason not to call upon this clause.

Assault (Major)

Threat or use of lethal force that results in major bodily harm reducing the victim's hit points to between 0 and -9.

Sentence: Confiscation of weapon used and imprisonment of up to six time units and 10d10 lashes.

Assault (Minor)

Threat or use of lethal force that results in major bodily harm without reducing the victim's hit points past 0

Sentence: Confiscation of weapon used and imprisonment of three time units and 5d10 lashes.

Assault (Negligible)

Threat or use of non lethal force against a victim.

Sentence: overlooked (left off with warnings).

Illegal use of magic

Any target or area effect spell that requires a save, causes any change in state, causes damage, or produces an otherwise unwanted effect by the victim.

Sentence: Fine of fifty fountains per spell level and 1d10 lashes per spell level.

Manslaughter

Use of lethal force that unintentionally results in major bodily harm reducing the victim to below -9 hit points.

Sentence: Sent to the mines for up to 10 years, plus loss of all property to be given to the family of the victim.

Murder

Use of lethal force that intentionally results in major bodily harm reducing the victim to below -9 hit points.

Sentences:

- Mass murder: torture in public and death.
- Other: Death.

Theft

Possession, sale, or acquisition of an object without permission.

Sentence: Imprisonment for one time unit and 4d10 lashes per one hundred fountains worth of goods, services, or information. As well a fine up to equalling up to five times the worth of the goods, services or information. 500 fountains worth or more.

Theft (Horse)

Possession, sale, or acquisition of a horse without permission.

Sentence: Death.

Appendix Four: Textes Français

Introduction

Non-Elven Party

A la fin de 594CY, les elfes de l'Udgru ont envoyé un ultimatum à sa Splendeur Exaltée, le Pacha Muammar Quaran. Son contenu était très simple : cesser immédiatement toute opération forestière ou souffrir les conséquences.

Le Pacha répliqua en envoyant des aventuriers armés et des troupes pour donner une leçon à ces elfes révoltés. La stratégie fonctionna et bientôt Khellersorian lui-même fut capturé par un groupe de braves et nobles aventuriers avant d'être amené devant le pacha. Sa Splendeur Exaltée ne perdit pas de temps de reconnaître l'elfe coupable de trahison et exécuté.

Le nouveau roi des elfes, un rebelle et criminel notoire nommé Elohir fut couronné roi des elfes. Il ordonna au reste de son armée de se retirer dans les bois et fit savoir à tous les villages près de la forêt que toute personne prise sur les terres sacrées des elfes serait traitée comme un acte de guerre.

Le Pacha, occupé par d'autres problèmes au sud se trouva dans l'impossibilité de porter le coup fatal aux elfes, retira son armée dans Khalid, Dihn et Malimar.

Cependant l'armée Tusman garde un œil constant sur la forêt. Des groupes d'aventuriers et de la milice patrouillent l'extérieur de la forêt, cherchant les signes d'une contre-attaque des elfes.

Vous avez été engagé par le constable du petit village de Mereth el-Pawa dans le Sheikdom de Khalid pour patrouiller la région. Bien que vous ayez eut quelques rencontres avec des créatures de la forêt ou des marchands elfes entrant ou sortant de la forêt, il semble que les elfes soient résolus à rester dans leur bois.

Vous êtes à peu près à mi-chemin de votre patrouille journalière, la pluie étant votre seule amie. Gelés et trempés, vous persévérez tout de même. Voilà déjà plusieurs semaines que vous patrouillez la même étendue de terre, sans qu'il ne se passe grand-chose. Ce n'est pas très glorieux, mais on vous a promis une bonne paie lorsque votre engagement sera terminé.

Passant un coude de la route, vous apercevez une femme qui se tient debout dans la pluie, face à la

forêt. Lorsqu'elle vous voit, elle se précipite vers vous.

All-Elf Party

A la fin de 594CY, les elfes de l'Udgru ont envoyé un ultimatum à sa Splendeur Exaltée, le Pacha Muammar Quaran. Son contenu était très simple : cesser immédiatement toute opération forestière ou souffrir les conséquences.

Le Pacha répliqua en envoyant des aventuriers armés et des troupes pour exterminer les bonnes gens de l'Udgru. Des aventuriers avides de sang, les yeux remplis de haine capturèrent le roi Khellersorian et le mettant aux fers le traînèrent devant le Pacha. Le Pacha de Tusmit ne perdit pas une seconde à le faire exécuter, sans écouter ce que le roi avait à dire.

Le nouveau roi des elfes, Elohir (« Ombre » en bas Elfe sylvain) fut couronné roi par les membres du conseil de guerre. Le Roi Elohir était un exilé et un extrémiste avant l'attaque de Khellersorian. Il ordonna à l'armée de se retirer dans l'Udgru bois et fit savoir à tous les villages près de la forêt que toute personne prise sur les terres sacrées des elfes serait traitée comme un acte de guerre. Depuis son ascension au trône, il a surpris tout le monde en agissant avec précautions et faisant de alliances avec d'autres créatures de l'Udgru.

Maintenant les elfes gardent l'œil sur la lisière de la forêt. L'armée Tusmane n'a pas encore lancé d'offensive majeure contre la forêt et on replié le gros de leurs forces dans les Sheikdom voisin de la forêt. Plusieurs petites bandes d'elfes à la fois de l'Udgru et d'ailleurs ont accouru à la bannière d'Elohir.

Vous êtes un tel groupe d'aventuriers, à qui on a demandé de garder un œil sur la frontière et de repousser tout envahisseur Tusman. Vous avez rencontré quelques créatures et quelques braconniers, mais dans l'ensemble, il semble que les Tusmans soient heureux de rester hors de la forêt.

En compensation pour quelques semaines de services, on vous a promis un beau montant d'or. Votre tâche est important car vous êtes la première ligne de défense de l'Udgru. L'épais couvert de feuillage loin au-dessus de vos têtes vous protège de la pluie qui est tombée tout l'été.

Vous avez d'abords entendus des cris de détresse. Approchant pour voir de quoi il s'agissait, vous

avez trouvé une femme Baklunienne se promenant dans les bois. Lorsqu'elle vous voit, elle se précipite sur vous.

Encounter Four: Patrol

All-elf party

Ce n'aurait pu être plus évident. Le niveau de bruit ne pouvait provenir que d'un groupe d'humains. Prenant de bonnes positions derrière les arbres, vous pouvez les voir.

Six d'entre eux ne sont vêtus que d'épaisses tuniques de laine. Ils portent des gourdins et de simples boucliers de bois. Le septième est mieux équipé. Son armure d'écailles (scale mail) semble briller dans la sombre lumière de l'Udgru. Les six fermiers se tiennent tous autour de leur chef qui semble chercher des pistes.

Non-elf party

Vous êtes maintenant profondément dans la forêt. Vous vous arrêtez un moment pour vous assurer que vous suivez la bonne piste et vous assurez que vous ne tournez pas en rond. L'œil constamment aux aguets vous ne pouvez faire autrement que d'avoir l'impression que des milliers de paires d'yeux vous observent. Les cheveux sur votre nuque se dressent soudain.

Une flèche unique siffle au milieu de votre groupe avant d'aller se planter profondément dans un arbre tout près avec un thunk!

« Toos-man! Annoncez votre but dans la Sainte Terre Sacrée de l'Udgru ! » La voix parle en commun mais avec un fort accent elfique.

Encounter Six: Kwengai

Continuant votre chemin dans l'Udgru en cette fin d'après-midi, les bois deviennent plus sombres et les ombres se rapprochent. Vous suivez le cours d'un ruisseau depuis quelques minutes.

Alors que vous vous apprêtez à abandonner pour la nuit, une unique voix aigue vous parvient par le tunnel de verdure formé par le ruisseau. La voix est douce et rythmée comme si elle chantait... oui, elle chante! Quelque chose chante tout fort dans les bois.

Vous approchez discrètement, restant à couvert des fougères. Ce que vous voyez dans la clairière vous surprend. Assise, vous tournant le dos est ce qui semble être un elfe de grande taille, aussi grande

qu'un ogre ! Sa peau et ses cheveux sont verts et très sales, remplis de boue, de poussière, de sang, de brindilles et de feuilles. Ses vêtements sont faits de cuirs et de fourrures et sont également très sales.

Elle semble chanter à quelque chose qu'elle tient dans ses bras comme un enfant, mais vous ne pouvez distinguer de quoi il s'agit d'où vous êtes.

Encounter Seven: Mom & Dad

There's always a Mom

Une immense femme qui porte une grande ressemblance à la petite, mais de stature beaucoup plus imposante vous dépasse de plusieurs têtes. Dans son dos est un arc avec des flèches immenses et elle tient un gourdin de dimension imposante dans sa main. Elle aussi est vêtue de fourrures et cuir qui lui donne une apparence sauvage.

Elle entre dans la clairière, se dirigeant droit vers l'enfant, vous pouvez apercevoir un autre géant, un homme celui-là de tient dans les feuillage une flèche encochée et prête à tirer. La femelle examine la petite avant de la prendre dans ses bras. L'enfant souris en reconnaissant sa mère. La mère et la fille quittent la clairière sans vous adresser la parole. Les deux géants échangent quelques mots avant que la femelle disparaisse dans la forêt, sa petite dans les bras..

* * *

Le géant dont la peau est d'un vert très sombre avec une épaisse barbe entre dans la clairière, mettant son arc dans son carquois. Son visage témoigne d'un certain soulagement. Mettant un genou à terre, il tire quelque chose de son sac fait de cuir de manticore. Tendait sa gigantesque main dans votre direction, vous pouvez voir qu'elle renferme une série de petites anneaux faites d'os et un mince lanière de cuir lie une plume à chaque anneau.

“Teev, grashad bawayd Kwengai. Ourga Gihfh kaha Wrang. Kwengai Oorta zelte baruga. Grima eto goof. Atoua Udgru dekoua.”

* * *

Voici ce que Gihfh dit: « Petites personnes, vous nous avez aidé à sauver notre fille Kwengai. Je suis Gihfh et c'était ma femme Wrang. Kwengai s'est sauvé alors que nous étions à la chasse. Prenez ces cadeaux. Portez-les, ils prouvent que vous êtes de bons chasseurs. »

Conclusion

All dead

L'Udgru est un endroit dangereux. Les elfes ne sont qu'un seul de ses dangers. La forêt est remplie de vie, de prédateurs et de proies. Malheureusement pour vous, vous étiez la proie. L'Udgru est un endroit où il faut surveiller ses pas. Prenez garde à la forêt, elle peut être votre amie, mais elle peut aussi être votre tombe.

Giant bate

L'Udgru est un endroit dangereux. Les elfes ne sont qu'un seul de ses dangers. La forêt est remplie de vie, de prédateurs et de proies. Parfois, ce qui semble facile à vaincre possède des parents qui n'apprécient pas qu'on touche leurs enfants.

Prenez garde, car même si vous avez eut la sagesse de fuir, vous êtes marqués. L'Udgru a un chasseur qui vous cherche.

A cause de vous, un groupe d'elfe ont retourné le corps de Terol à sa mère éplorée. Il n'y a rien pour se réjouir.

Tall Friends

L'Udgru est un endroit dangereux. Les elfes ne sont qu'un seul de ses dangers. La forêt est remplie de vie, de prédateurs et de proies. Parfois, ce qui semble facile à vaincre possède des parents qui n'apprécient pas qu'on touche leurs enfants.

Vous avez vu plusieurs formes de vie que contient la forêt, et êtes parvenus à vous faire des amis. Au moins maintenant, certains prédateurs de la forêt ne sont plus après vous.

Rendant Terol à sa mère, elle pleure de joie. Le petit se remet vite sur pied et vous le voyez jouer dans les champs a nouveau. Tous les jours, alors que vous passez devant sa maison, il vient vous offrir du pain fraîchement sorti du four que sa mère a préparé pour vous.

Puis un jour, Terol vous demande. « Dites-moi, que faut-il pour devenir un grand aventurier comme vous ? »

Kwengai's dolly

Vous passez le mois qui suit dans la caverne avec la petite géante. Contrairement à ses jouets précédents, elle prend bien soin de toi. Elle te nourrit de morceau de cuisine préparé par sa mère. Elle te baigne dans l'étang. Elle change tes vêtements avec ceux qu'elle et sa mère ont fabriqué. Tes cheveux sont tressés et re-tressés en plus des couronne de fleurs. Le soir lorsqu'elle se couche, elle te donne de grosses caresses jusqu'à ce que tu t'évanouisses et que tu te relèves le lendemain matin. Elle t'aime beaucoup!

Un jour, Wrang, la mère de Kwengai l'amène à l'extérieur pour un bon bain. A ce moment, son père, Gihfh ouvre son sac et te fait signe d'entrer. Gihfh quitte la caverne et te laisse où ils t'ont trouvé. Avec un sourire, il passe les fougères et disparaît.

Pendant un moment tu t'ennuies de la petite géante. Puis la réalité te frappe de plein fouet. Tu es libre!

Cowards

L'Udgru est un endroit dangereux. Les elfes ne sont qu'un seul de ses dangers. La forêt est remplie de vie, de prédateurs et de proies. Mais vous vous qualifiez à peine pour un ou pour l'autre.

The End