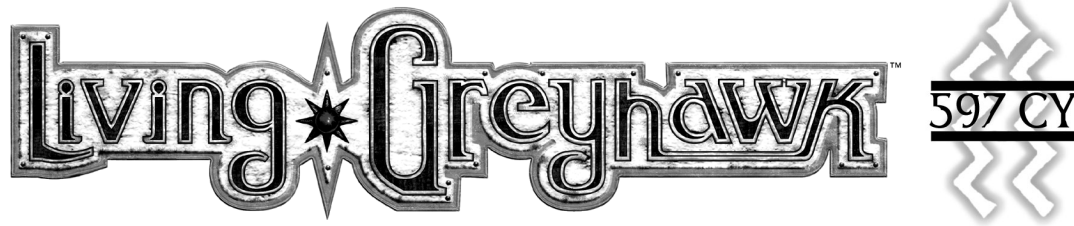


COR7-04



A Freak of Nature

A One-Round Dungeons & Dragons® Living Greyhawk™ Core Adventure

Version 2

by Eric Menge

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The Greyhawk soldier shows you the letter from home, which tells of a terror that grips the village of Mardin's Field. A horrific beast prowls in the night, gruesomely killing at random. The war against the Pomarj has called the militia from this hamlet on the edge of the Gnarley Forest, leaving it undefended. "Please help my family," the soldier begs. "I am not there to protect them." A one-round Core adventure set in the Domain of Greyhawk for characters level 1-11 (APLs 2-8).

Resources for this adventure [and the authors of those works] include the *City of Greyhawk* [Mike Breault], *Complete Arcane* [Richard Baker], *Complete Divine* [Mike Donais, Richard Baker, Andy Collins], *COR5-19 Retribution* [Christopher Wills], *Fiendish Codex I: Hordes of the Abyss* [Ed Stark, James Jacobs, Erik Mona], *Living Greyhawk Gazetteer* [Gary Holian, Eric Mona, Sean K. Reynolds, Federick Weining], *Lords of Madness: The Book of Aberrations* [Richard Baker, James Jacobs, Steve Winter], *Monster Manual IV* [Gwendolyn F.M. Kestrel, Jennifer Clarke Wilkes, Matthew Sernett, Eric Cagle, Andrew Finch, Christopher Lindsay, Kolja Raven Liquette, Chris Sims, Owen K.C. Stephens, Travis Stout, JD Wiker, Skip Williams], *Savage Species*, [David Eckelberry, Rich Redman, Jennifer Clarke Wilkes], *Player's Guide to Greyhawk* [Anne Brown], and the *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor].

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This adventure retires from RPGA-sanctioned play on December 31, 2008.

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PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in

this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs 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 and gold a PC can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

These APL calculation rules reference version 7.0 of the LGCS. If you are playing this adventure in 2008, check

the current version of the LGCS and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure, set in the Domain of Greyhawk. All characters pay 2 Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in Survival and succeeds on a DC 20 Survival check, he heals temporary ability damage as if he had Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). PCs may Take 10 on this roll.

Chapters 1 and 5 of the *Living Greyhawk Campaign Sourcebook* present more information on lifestyle and upkeep.

PREPARATION FOR PLAY

Animal Companions: The villagers of Mardin's Field allow animal companions into the village. Large or dangerous-looking beasts are not allowed into the inn or homes.

Centaur: Centaurs have no restrictions in Mardin's Field. As an Old Faith hamlet on the borders of the Gnarley, the villagers have dealt with centaurs before and know what to expect. Inside the City of Greyhawk, centaurs are allowed pretty much anywhere that horses are. Whether or not centaurs are allowed into private buildings is up to the establishment.

Phases of the Two Moons: When the PCs arrive in Mardin's Field, Luna is waning crescent and Celene is waxing crescent.

Rangers of the Gnarley: Members of this meta-org are respected by the villagers and given deference.

Ties to Tenh: During the adventure, PCs may speak with a group of refugees from Tenh. PCs who have earned esteem with that nation receive a bonus to their interactions with the Tenha, as described in encounter 4.

Weather: If the PCs use skill or magic to foretell the weather, they learn that each day throughout the adventure there is a 50% chance of a drizzle lasting an hour after dawn.

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 2. Information on featured classes, prestige classes, and races appears in the relevant creature's stat block. This adventure contains 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.

LAW AND ORDER IN THE FREE CITY

Refer to Appendix 4 for information on how the various laws of the Free City of Greyhawk and how they affect the PCs during this adventure.

ADVENTURE BACKGROUND

In the autumn of CY 596, a pack of Ravagers, zealous followers of Erythnul, terrorized Mardin's Field, a village near the Gnarley Forest within the Domain of Greyhawk. The absentee local lord did nothing, so Kinderly the Yarrow, an Old Faith druid who tended the grove near the village, gathered together volunteers from the village and hunted the Ravagers down. The villagers surprised the villains and overwhelmed them.

R'vell, leader of the Ravagers, was a half-fiend, and his demonic spirit did not rest. His lust for vengeance was so strong, that his spirit clung to his *staff of storms*, which Kinderly claimed for herself. Because she carried the staff, the demonic spirit slowly gained influence over her until he was able to possess her months later.

In the spring of CY 597, the demonic spirit began to use Kinderly's body and powers to sneak into the night and kill the villagers who hunted him down. Kinderly has no idea she is possessed.

The villagers were unable to identify, hunt, or track the beast. Even worse, the local lord was no help and most able-bodied men were conscripted by the Free City to fight against the hordes of Turrosh Mak. One of the villagers has written to her brother Tobe, a soldier in the City of Greyhawk, asking him to find some adventures to help them.

ADVENTURE SUMMARY

In the Introduction, the PCs meet Tobe Deritt, a soldier in Greyhawk's army. He shares a letter from home that tells of a horror plaguing Mardin's Field. He asks the PCs to the village and help out.

In Encounter 1, the PCs arrive in Mardin's Field and speak with Henric Mardin and Karri Lealin who explain the village's plight. The PCs can investigate the murder scenes or investigate the bodies at the Harrowstone.

In Encounter 2, the PCs attend the funeral for the most recent murder victims. They can talk with Kinderly and receive a vision from Beory promising aid.

In Encounter 3, the PCs meet Odar the Woodcutter who tells them of a beast in the woods. Later that night,

R'vell summons a storm and kills the Guthry family. He vanishes into the night but leaves a threat to the Deritt family written on the wall.

In Encounter 4, the PCs talk to the Tenha and learn how to make a dreamcatcher.

In Encounter 5, the PCs track down an owlbear that changes back to Kinderly's dog when it dies.

In Encounter 6, the PCs search the Tumbled Tower and encounter an Unseelie dryad. She tries to charm the PCs and drive them away. If the PCs can force her to talk to them, she tells them the villagers took the spirit of the demon with them.

Encounter 7 covers events after the first two days in the village.

In Encounter 8, the PCs confront R'vell and either exorcise the demon or kill Kinderly.

The adventure concludes with either Kinderly celebrating Growfest, Merleche marching into the village, or the villagers fleeing to Greyhawk.

INTRODUCTION

The adventure begins one evening in Coldeven in or near a gambling hall in the City of Greyhawk. The *Dice and Cup* is a prosperous place which appeals to commoners with games of chance and low-stakes card games. It is located in the outskirts south of the Highway Gate. The PCs should make up their own reasons for being in or near the gambling hall.

To fight the orcs of the Pomarj, Greyhawk has mustered its militia and hired mercenaries. The cityfolk call these new troops Coinswords – a reference to the six coins on the shield of Greyhawk for which they fight or the gold that drives of their loyalty. There are a good number of them at the *Dice and Cup*.

Ask the PCs whether they prefer to be inside the gambling hall or outside. The PCs inside the gambling den see events with Tobe Deritt unfold first hand.

Over the din of the crowd, you hear a young man shout, "The dice are loaded!" The crowd quiets down, and you turn to see a young soldier in the livery of Greyhawk at a nearby table. "Dirty cheat!" he screams at the stickman across from him.

Two heavily muscled bouncers grab the young man and haul him toward the door. The Coinsword twists but fails to escape their grasp "They load the dice. They're nothing but cheaters! Argh! That hurts!" The bouncers reach the door and toss him out into the street.

Outside the young man is still screaming. "I need that money to hire adventurers. Damn you, you rotting cheats. What's going to happen to my village!" One of the bouncers goes outside. There is a thump, and the shouting stops.

If the PCs react quickly, they can intervene before the bouncers pitch Tobe into the street, as discussed below.

The PCs outside the gambling den witness Tobe Deritt's ejection.

The door to the Dice and Cup gambling hall slams open and two bouncers appear carrying a young soldier in the livery of Greyhawk. He is screaming at the top of his lungs. "They load the dice! They're nothing but cheaters! Argh! That hurts!" The bouncers toss him out into the street.

The young man hits the ground hard but stands up and is still screaming. "I need that money to hire adventurers! Damn you, you rotting cheats! What's going to happen to my village!" One of the bouncers calmly walks over and slugs the Coinsword in the face. The young man crumples to the ground.

The bouncer's punch knocks Tobe unconscious. If the PCs don't intervene, he lies in the gutter until he wakes up in an hour. While he is knocked out, a few beggars work him over and take anything of value. Tobe makes his way back to his unit in disgrace.

If the PCs heal Tobe, he is extremely grateful –and begs them for aid for his village.

☛ **Tobe Deritt:** male human warrior 2 (Profession [gambler] +6).

Tobe is a good-looking 18-year-old of mixed Flan-Suel-Oeridian heritage who enjoys hunting and carousing. He loves his family and is deeply worried about them.

INTERFERING WITH THE BOUNCERS

If the PCs interfere, the bouncers tell the PCs that this is none of their business. If the PCs persist, the bouncers pull out brass knuckles and tell the PCs to shove off. If the PCs intervene, the bouncers call the Watch immediately; they know that fighting a whole group of adventurers is a bad idea.

☛ **Gambling Den Bouncers (4):** male human warrior 3, hp 16 (Strength 16, Intimidate +5).

The Watch arrives quickly. Because their income has been supplemented by the *Dice and Cup*, their initial reaction to the PCs is hostile.

If the PCs can improve their reaction to indifferent, the Watch allows the party to get off with a "fine" equal to the APL x 5 for the entire party. If the PCs can improve the Watch's reaction to friendly, they give the PCs a warning to not interfere with the *Dice and Cup* again.

Otherwise, the Watch arrests the PCs and Tobe for disturbing the peace. They spend the night in the nearest jailhouse. The PCs are put in the same cell with Tobe and can hear his plight. In the morning, they are summoned before a magistrate and fined. The fine is equal to the APL x 10 for the entire party.

TOBE'S PLIGHT

If the PCs have the opportunity to hear Tobe's plight, he tells them the following.

"My name's Tobe Deritt. I'm from Mardin's Field – a village near the Gnarley. I got a letter from my sister yesterday that's got me badly troubled. There's some sort of monster killing people out there. Me and several of the boys from the village got mustered, and we can't get leave to go back. I thought hiring some adventurers would do the trick.

"We didn't have enough money to hire the last adventuring party so I figured I would gamble a bit to improve our coin. I'm usually pretty good at dice and was doing fine and dandy, when I suddenly started losing horribly. That's when I noticed that the dice were different.

"Things got out of hand and now I'm out what little coin I had. I thank you for the kindness you've shown me so far."

Tobe is correct. The *Dice and Cup* did load the dice. However, they have paid their protection money to the Thieves' Guild and have bought off the Watch.

Hopefully, the PCs offer to help Tobe with his troubles. If not, Tobe realizes that they are adventurers and asks them for help. He doesn't have any money any more, but he says that his village should be able to reward them.

Tobe shares the letter from his sister with the PCs. Give them Player Handout 1. Tobe does not have more information than what is in the letter. Aimely is his twin sister and older by five minutes – something she rubs in all the time.

The adventurers Tobe tried to hire before were asking for 500 gold pieces apiece and there were six of them. The other villagers mustered with Tobe were Joam Guthry, Deneet Mardin, and Elleane Tamtran. His friends are covering kitchen duty for him so that he could slip off to the city to find adventurers.

If the PCs agree to help him, Tobe gives them directions to Mardin's Field. He tells them to talk to the Alderman, Henric Mardin.

1: THE FIRST DAY

The PCs can use whatever means they have at their disposal to get to Mardin's Field. The village is marked on the Greyhawk Area Map in DM's Maps. If the PCs are walking, it takes two-and-a-half-days to reach the village. If the PCs are mounted, it takes a day-and-a-half. The PCs arrive in the early afternoon.

For a complete description of the village, see Appendix 3.

Mardin's Field is a farming village on the edge of the Gnarley Forest. A covered bridge spans a fast-moving stream that runs through the heart of the hamlet. A dozen or so cottages made of fieldstone with thatched roofs cluster around a mill, the village green, and an inn.

The village is surrounded by farms and pastures. Hedgerows separate the fields. It is too early for planting so the farms are barren and gray. In a nearby field, you see a young woman digging rocks up and loading them into a wheelbarrow.

It is spring and most of the villagers are out in the fields, performing a host of chores necessary for the spring planting, including digging rocks out of the field.

Creatures: The woman in the field is Aimely Deritt. She is Tobe's twin and the relationship is obvious. Aimely is curious of strangers and hails the PCs, asking what brings them to Mardin's Field. If they say that Tobe sent them, she insists on taking them to the *Goose and Gander*. Aimely is described in Appendix 3.

🐉 **Aimely Deritt:** female human commoner 2.

If the PCs avoid Aimely, the villagers direct them to the *Goose and Gander* while someone runs to tell Henric Mardin that strangers are in the village.

The inn is a two-story building with a shingled roof and yellow glass in the windows. The interior is clean and inviting with a delightful aroma of cooking stew.

Aimely calls out, "Taemra, ya've got guests!" An elderly half elf with hair the color of freshly fallen snow emerges from the kitchen. Her sleeves are rolled up to her elbows. "Welcome to the Goose and Gander," she says.

The half-elf is Taemra Tallend. She sees to the PCs' needs, getting them a room and a meal. Meanwhile, Aimely heads off to get Henric. The PCs can talk to Taemra, but she tells them that they should talk to the Alderman who is on his way. After the PCs have had a chance to put their gear away, get a drink, and something to eat, Henric arrives at the inn.

A tall, lanky man enters the inn. His hair is a mop of white, and he is dirty and sweaty from working in the fields. Yet he carries an aura of confidence and authority.

With him is a half-elven woman in brightly colored garb. Her black hair reaches mid-back, and she is just starting to show a few strands of silver. Her green eyes sparkle.

"I'm Henric Mardin," the man says. "This is Karri Lealin. Aimely says Tobe sent you about the monster?"

Assuming that the PCs say yes, Henric and Karri sit down to talk about the monster that is plaguing Mardin's Field. Their description of the events is presented in Player Handout 2. You can either give this to the players or paraphrase the information.

Henric and Karri answer the PCs' questions to the best of their abilities. Likely questions and Henric's answers are discussed below.

- *Any connections between the deaths?* "Everyone killed so far was involved in the hunt for the Ravagers last fall." If the PCs ask who fought the Ravagers, give them Player Handout 3.
- *Ravagers? What's this?* "Last autumn, a group of worshipers of Erythnul were rampaging their way across the countryside. Kinderly led a group of villagers and put an end to them. These recent attacks are similarly random and gruesome."
- *You killed Ravagers. Why don't you handle this?* "Because many of our young men were summoned to Greyhawk's army."
- *Where are the bodies now?* "Jereth Kolm and the Vendrys have all been burned, as is our custom. The Langins are at the Harrowstone, being prepared for the funeral tonight."
- *Can we examine the bodies before they are burned?* "You will have to talk to Kinderly about that. I don't see why not."
- *Are we getting paid?* "You'd be helping a lot of people if you dealt with this problem. The village is being asked to contribute a lot of taxes for the war effort."
- *Really, what does it pay?* "I should be able to scrape together donations to pay you each 100 gold."

If the PCs don't demand payment, Taemra offers the PCs free room and board at the *Goose and Gander* during their stay.

When the PCs are done, Henric says that he will spread word to the other villagers to help the PCs in their investigation. Karri asks the PCs to each bring a stick to the funeral as is the village custom.

♣ **Henric Mardin:** male human aristocrat 2/expert 4.

♣ **Karri Lealin:** female half-elf bard 7, see Appendix 1.

Detect Magic Results: Karri's *cloak of charisma* +2 and Heward's *Handy Haversack* (faint transmutation and faint conjuration).

After the conversation with Henric and Karri, the PCs are free to start their investigation. It is mid-afternoon by this point. They have two-to-three hours until they need to arrive at the Harrowstone for the funeral. This gives the PCs time to do two of the following before the funeral, or all three if they divide up.

- Talk to the villagers, including Stammel.
- Investigate the scenes of the murders.
- Examine the bodies before the funeral.

TALKING TO THE VILLAGERS

The PCs may wish to speak to the villagers to get rumors and background information. See Appendix 3 for a list of the information that they can gather.

THE SCENES OF THE MURDERS

If the PCs investigate the scenes of the murders, Karri can show them the locations, which are marked on the Mardin's Field map in the DM's Maps.

The Gnarley Path is the site of the first murder discovered by the villagers. It is a well-traveled path into the Gnarley used by trappers, loggers, and those collecting herbs and firewood. Near the village where the attack occurred, it winds its way between farms and orchards.

Nine days have passed since Jereth Kolm was killed. The villagers have burned the body. There are no tracks, but if the PCs make a DC 15 Search check, they find one of Jereth's fingers. It is covered in maggots. With a DC 12 Heal check, they can tell that it was bitten off.

If the PCs talk to the Kolm family, Larett Kolm, Jereth's father, says his son was walking home late one evening in the rain and was attacked. What was left of his son's body looked like it had been mangled by a wild animal. He hasn't seen anything that horrific since the Ravager attacks last year.

If the PCs can improve Larett's attitude to friendly (it starts at indifferent), he reveals that Jereth was wooing Naimh's granddaughter Siobhan (Sheeow-van). The Tenha don't like socializing with the other villagers so the affair was kept quiet.

The Vendry Farm is the site of the second murder discovered by the villagers. The Vendry Farm includes a cottage, toolshed, barn, and chicken coop. Rendel Vendry lived here with his two sons. The bodies have been burned and their ashes spread into Harrow Creek.

Six days ago, the Vendrys were attacked by the beast during an awful storm. The evidence is a bit fresher than the Gnarley Path. With a DC 18 Search check, the PCs can tell that there was one fight outside near the chicken coop then a second fight near the back door to the cottage. Again, no tracks of the beast can be found.

The Langin Farm is the site of the third murder discovered by the villagers. The farmhouse is very similar to the Vendrys' in layout and scope.

Two days ago, the entire Langin family was massacred inside their cottage during a fierce rainstorm. The family consisted of father, mother, three kids, and a grandmother. The bodies have been taken to the Harrowstone in preparation of the funeral.

It is very obvious something burst in through the door and attacked the family in their beds in the loft. With a DC 12 Search check, the PCs can find numerous claw marks on the walls and on the splintered furniture, but nothing on the floor.

EXAMINING THE BODIES

If the PCs decide to go to the Harrowstone before the funeral, Karri can show them the way. Give the PCs the description of the Harrowstone from encounter 2.

Several villagers are building a bonfire near the altar in the druid's circle. A woman dressed in druid

vestments is nearby, preparing six bundles that are roughly human in shape.

The villagers are building a fire to burn their dead, which is an Old Faith custom. The druid is Kinderly the Yarrow. If the PCs want to examine the bodies, they should speak with her.

The druid, who was kneeling over the corpses, straightens as you approach. She has begun to acquire the ageless look of the druids, making it hard to say how old she is. Her hair is auburn with white at the temples and is woven into a single thick braid. She is dressed in druid vestments that are decorated with beadwork and feathers. She is barefoot.

Kinderly is described in encounter 2. She has much to do before the funeral and asks for any long conversations to wait until after the ceremony. She agrees to allow them to inspect the bodies.

There are six bodies: father, mother, three children, and a grandmother. Each body has been torn apart. The villagers have pieced them back together as best they can. With a DC 12 Heal check, the PCs can determine that the bodies were torn apart by tooth and claw. With a DC 18 Heal check, the PCs can determine that no significant body parts are missing.

Detect Magic Results: None on the bodies. Kinderly and the Harrowstone are covered in encounter 2.

2: THE FUNERAL

The evening of the first day, the villagers gather at the Harrowstone for the Lendry funeral. The Old Faith druidic site is a mile-and-a-half walk to the northwest of Mardin's Field. All the villagers encourage the PCs to attend. Karri personally invites them.

If the PCs are already at the Harrowstone because they were examining the bodies, skip the description.

The Harrowstone is an enormous rock, larger than the Goose and Gander. It is shaped like a plow and towers over the land around it. The two steep sides of the stone are carved. The western face has a carving of a unicorn, while the eastern has a stag.

A spring bubbles up from beneath the rock, forming the source of Harrowstone Creek. Willow trees ring the pool, their branches bare in the early spring.

A road to the village crosses the stream, leading to a small hill on which stand a circle of stones, each the size of an ogre. At the center of the circle are two apple trees.

A map of the Harrowstone is provided in the DM's Maps. For a picture of the funeral, please give the PCs Player Handout 4.

You cross the Harrowstone creek in the deepening dusk. The western sky is a fiery red, unmarred by clouds. Long shadows stretch from the trees, the stones, and the unlit bonfire near the center of the circle before the stone altar.

Now that you are closer you can see that the two trees are apple trees. One has a golden tint to its leaves and fruit. The other tree is tinted in silver.

If the PCs are here for the funeral enquire how they are approaching before continuing:

The villagers have gathered in a ring around the trees and the unlit bonfire. You notice a dozen or so of the villagers standing a bit separate from the others. Their bronze skin, thick black hair, and antiquated clothing mark them as Tenha.

Six bodies are wrapped in linen and laid atop the bonfire. A woman in druid's vestments stands nearby. She wears a mask that is shaped to look like snowflakes and icicles and hides her features.

In the Old Faith, the dead are cremated and the ashes thrown into running water. Karri can explain this to the PCs. She also identifies the druid as Kinderly the Yarrow. If the PCs ask about the Tenha, she explains that they are refugees who settled here after their country was destroyed by ether monsters.

The masked druid lifts a scythe and raps her sickle against it. The clang of metal on metal rolls over the assembly and the villagers quiet down. "The year turns and the seasons change," she says. "Today, we bid farewell to those who have embraced their final winter. Let those who would remember speak of them."

Kinderly in her winter mask falls silent as many of the villagers step forward and speak in praise of the Langins. Their words are simple and heartfelt.

When they are done, four of the men with torches approach the bonfire and set it alight. As the flames grow, the villagers file past, adding a stick to the fire and bidding farewell to the Langins. Karri strums a soft melody on her harp.

The PCs can walk forward and add their stick to the fire if they wish.

When the fire has burned down, the villagers gather the ashes with bowls and take them to the stream. As they cast the ashes into the water, Kinderly raises her hands to the twilight sky. "Father Winter, see them across the ocean. Guide them as they journey to their new spring."

After the funeral has ended, the villagers disperse back to their farms and the village. Karri introduces the PCs to Kinderly if they did not meet her earlier.

The druid has removed her mask. She has begun to acquire the ageless look of the druids, making it hard to say how old she is. Her hair is reddish brown with white at the temples and is woven into a single thick braid. She is dressed in druid vestments that are decorated with beadwork and feathers. She is barefoot.

"May the Balance be served," she says.

Kinderly is the Keeper of the Trees of the Harrowstone. She tends to the two trees and the stones. She maintains the rituals and blesses the fields and the animals. She has held this position for the past decade, since the last keeper passed on. She is barefoot so that she is always in contact with the Oerthmother.

She is a kind-hearted woman who cares passionately for the land, the Balance, and the Eternal Circle. However, she is often inscrutable, like many druids of the Old Faith.

Kinderly currently has no animal companion. R'vell saw her companion, a dog by the name of Ziel, as a threat, so he cursed it – turning it into an owlbear. He drove the transformed dog into the woods, where it is terrorizing the woodcutters in its agony. The PCs find out more in encounter 5.

🔮 **Kinderly the Yarrow:** female human druid (level varies), see Appendix 1.

Detect Magic Results: Kinderly's gear (varying strength and schools). Divination spells must make a DC 24 caster level check to succeed in detecting R'vell. R'vell allows Kinderly to talk to the PCs to avoid suspicion. He does not exert active control during this encounter, so the PCs may not use Sense Motive to determine that she is possessed.

- *What can you tell us about the monster?* "The monster is not a natural beast, but it attacks with its teeth and claws."
- *Why can't this creature be tracked?* "Stammel said that the monster left no trail or scent behind for his dogs to follow. I think the creature can fly or perhaps turns ethereal."
- *Where could the creature be hiding?* "Many dangerous creatures live in the Gnarley Forest. It is most likely that the monster is lairing there and coming out to feed."
- *Where is your animal companion?* "I don't know. He disappeared a while ago. I am afraid that the monster got him. With all the recent deaths, I haven't mentioned it to the villagers."
- *Tell us about the Ravagers.* Kinderly tells the PCs the following:

"They came last autumn, when the fields had been reaped and the last leaves were falling from the trees. They picked off a few villagers and did horrible things to them. When the Ravagers stuck a farm house and killed the entire Voight family, I knew we had to act.

"I gathered together a band to fight the marauders. The Ravagers left an obvious trail, which we followed to the Tumbled Tower. We took them by surprise and killed them all. We lost five of our number, but it was worth it. The Ravagers were led by a particularly vicious man, who had the taint of fiends. Horns grew from his head and his teeth were filed down to points. It took four of us to kill him."

When the PCs have finished asking questions, Kinderly tries to help the PCs in a way that R'vell doesn't notice.

"Come with me." Kinderly walks to the two trees.

"These trees are sacred to the Old Faith. We give the juice of the golden apples to infants to ensure their health. When villagers comes of age, they are given a silver apple to eat to bring wisdom."

Kinderly picks a silver apple and cuts it into slices. "Take and eat. May the Oerthmother give you wisdom."

Kinderly cuts enough slices for all of the PCs, but they don't have to take it. Give Player Handout 5 to any PC who eats an apple slice. The scene described in the vision is burned into their minds for the duration of the adventure. Allow them to reread the vision at anytime during the adventure. Kinderly is quite eager to hear about their vision and asks them to describe it to her. If they do so, she replies: "You are blessed. The Mother does not speak often. When she does, listen."

If the PCs describe the old woman from the vision in the handout to either Kinderly or Karri, they suggest that it might be Beory. The PCs can also get this information with a DC 15 Knowledge (religion), Knowledge (nature) check or Bardic Lore check.

If the PCs describe the stick figure on the loom in the vision, Karri suggests that it might be the symbol for Tenh. The PCs can recognize the symbol with a DC 12 Knowledge (nobility) or Bardic Lore check. PCs who are honored lords of Tenh automatically make this check.

3: THE FIRST NIGHT

The villagers all head back to Mardin's Field after the funeral.

You arrive back at the Goose and Gander. The air has grown chill, and a fire blazes in the hearth to warm the room. The inn is full of farmers drinking away the aches of a day in the fields and sorrows in their hearts.

If the PCs have not already done so, this evening is an excellent opportunity to talk to the villagers and gather information. See Appendix 3 for a list of what the PCs can learn by talking to the villagers. If one of the party caught her eye, Aimely comes by the Goose and Gander to spend some time getting to know the PC.

Odar the Woodcutter arrived in town that evening with a delivery of yarpick wood for Wendell Conran. He is telling stories of a huge beast stalking the woods. The PCs can easily overhear this conversation. Odar is more than happy to talk to the PCs. He loves an audience.

- *There's a monster in the woods?* "Ayup, there is. It done moved into the area a few weeks ago. Eatin' up all the game in the area. Eyes are bigger than its stomach."
- *What does that mean?* "It kills afar more than it eats. Leaves carcasses strewn all over hell'n gone."
- *Anything special about this beast?* "It's mean. Real mean. I think it knocks trees over fer the fun of it. Maybe its just a tree hugger that gets carried away? Har, that's funny!"
- *Are the carcasses like the killings in the village?* "Dunno. Ain't seen the new killins. Saw too many of the old ones. That's why we had to hunt them Eyrthnul boys down."
- *Eyrthnul boys?* "Some of them Ravagers were about last fall. Kinderly got together a posse to put 'em down. I joined up. Got myself a nice axe." If the PCs ask for a list of who fought the Ravagers, give them Player Handout 3.
- *Can we see this axe?* "Ayup. It's a sweet one too. I've got it out in my wagon out in the stables."
- *Anyone else get anything interesting?* "Henric got a wicked bad morningstar and Kinderly got a magical staff."

Odar volunteers to show the PCs where the monster is roaming when he returns to the forest the next day.

Odar is a rustic and rather dim man who lists things obsessively in a slow voice. "I cut trees. Ash. Oak. Elm. Birch. Beech. Pine...."

♣ **Odar the Woodcutter:** human male commoner 2.

Detect Magic Results: +1 handaxe (faint transmutation).

THE STORM IN THE NIGHT

A few hours before dawn, R'vell uses the *staff of storms* to summon a thunderstorm. If the PCs set watches or take extraordinary actions, adjudicate as needed.

You are roused from your slumber by the sound of thunder in the distance. The wind quickly picks up. In moments, the first raindrops are falling. The downpour follows quickly.

Under the cover of this storm, R'vell forces Kinderly to use her spells, including *pass without trace*. He then transforms into a fiendish dinosaur and travels to the Guthry farm (27 on the Mardin's Field map). At the farm, he breaks down the front door and mauls the family. He kills the mother, father, and daughter. The son, Matzen Guthry, manages to climb out through a gable and makes a run through the rain to the *Goose and Gander*. R'vell writes the name *Deritt* on the wall to distract and confuse the PCs.

It is very unlikely that the PCs are able to stop this attack. It is pouring rain, which reduces visibility ranges by three-quarters and imposes a -8 penalty on Spot, Search, and Listen checks. The Guthry farm is a significant distance from the inn.

If the PCs are able to detect R'vell's attack, use his stats from Appendix 1. R'vell does not fight the PCs at this time and flees into the stormy night. If the PCs are defending the Guthrys, then R'vell attacks another family that participated in the hunt of the Ravagers. If the PCs are protecting all the participants of the hunt of the Ravagers (such as by gathering them in one place), then R'vell massacres a family that did not participate in the hunt. Regardless of which family is attacked, they have a son named Matzen who escapes and runs to the inn.

Assuming the PCs do not detect R'vell, read the following.

There is a hammering on the door of the inn. "Let me in! Let me in!" a young boy screams. "The monster's at my house!"

Taemra is the first to the door and lets Matzen inside. When the PCs come rushing down, they reach the common room in time to see her closing and barring the door after letting Matzen in. She takes him over to the fireplace and drapes a blanket over him. She then hurries off to put a kettle on.

The PCs are free to talk to the 9-year-old boy. He is in a state of shock.

- *What happened?* "The monster broke into our house... and killed..." His answer dissolves into crying.
- *What did it look like?* "Scary. Lots of teeth. Big claws. It walks on its hind legs."
- *Is it still there?* "I don't know. It was... ripping things apart when I ran."
- *Did your father fight the Ravagers?* "Ayup, he did. My pa's a good shot with the crossbow."

Karri is staying at the inn. She provides advice to the PCs if they need it. If the PCs head off to the Guthry farm, they find a horrific sight.

The rain continues to beat down. Lightning illuminates the village in stark detail before it is plunged back into darkness. Thunder rumbles in its wake.

The door to the cottage has been shattered into pieces. Inside, you are met with a scene of horrific gore. Limbs and entrails are strewn about the cottage. What is left of the bodies has been mangled. A word has been written in blood on the wall. The bitten-off hand used as a brush is discarded to the side. Blood still drips from the fingers.

The word on the wall is "Deritt".

Any PC entering the cottage must make a DC 10 Fortitude save or be sickened (-2 on all attack rolls,

weapon damage rolls, saving throws, skill checks, and ability checks) until they leave the cottage.

The PCs can search, but they will not find much. The three Guthrys have been slaughtered by what looks like a wild animal. Claw marks score the walls and the furniture. There are no tracks.

Detect Magic Results: No magic.

If the PCs ask any of the villagers, including Karri, they cannot remember the monster ever leaving any sort of writing before.

If the PCs check on the Deritts, they find family has barred their doors and shuttered their windows and open the door reluctantly. Aimely has armed herself with a pitchfork for the night. Mama (Janeya) Deritt is perched on the stairwell with a loaded heavy crossbow.

Matzen is taken in by Taemra. He stays at the inn for the rest of the adventure. The rain ceases shortly after dawn.

Development: On the second day, the PCs have many paths open to them. Possible leads include:

- Speaking with the Tenha about the dream (encounter 4).
- The monster in the Gnarley (encounter 5).
- The Tumbled Tower (encounter 6).

4: THE TENHA

The PCs may wish to speak with the Tenha. They can be found at area 22 on the Mardin's Field Village Map.

The cottage of the Donnchadha family is similar to the others in Mardin's Field. However, it is obvious that it was recently built as it is unweathered and vines haven't started to climb the outside. The farm is not as large, and the land looks to be very rocky.

By the doorway of the cottage is a young sapling. Totems hang from its branches. A young bronze-skinned Tenha woman is sweeping the front porch.

After the destruction of their homeland at the hands of the Ethereals, many Tenha fled far and wide. Several families settled in Mardin's Field. Since they were the most recent settlers in the village, the Tenha have had to make do with the least desirable land. The largest family is the Donnchadha (DAH-N-chava).

The young woman on the front porch is Siobhan (Sheeow-van), a dark-eyed sultry beauty who was seeing Jereth Kolm behind the back of her imperious grandmother. She feels horribly guilty about Jereth's death and blames herself. She has not told her grandmother about their liaison. Siobhan tells the PCs that outsiders must speak to her grandmother. She takes them inside the house to Naimh (NAH-eve).

Siobhan Donnchadha: female human commoner 1.

The old woman sits knitting in a chair before the fire. She is pure Flan with lustrous bronze skin and thick curly hair that has gone to a steel gray. Swirls are painted on her cheeks with woad. Around her left wrist is a leather band, elaborately knotted nearly three score times, making it nearly a foot in length.

"What do you want with an old woman?" she asks.

Creatures: Naimh Donnchadha is the matriarch of the Tenha immigrants who have settled in Mardin's field after fleeing their homeland after the Ethereal invasion several years ago. Naimh is an old woman who is proud and set in her ways. She prefers to interact only with her fellow Tenha as she considers others to be fools or thieves.

The leather band is a Flan custom. Each knot represents a kinsman or a friend.

Naimh Donnchadha: female human expert 4 (Craft [weaving] +10, Knowledge [religion] +5).

The PCs must make some effort to get Naimh to help them. She begins the conversation as unfriendly. The PCs can improve her reaction through Diplomacy or other actions that you think are appropriate. In addition, the following circumstance modifiers apply. The bonuses are cumulative for PCs who meet more than one requirement.

- PC with Flan heritage get a +2 circumstance bonus.
- PCs who are followers of the Old Faith (or an Old Faith god – Pelor, Beory, Obad-Hai, Ehlonna, or Berei) get a +2 circumstance bonus.
- PCs who have received recognition from the Duchy of Tenh get a +2 circumstance bonus for each separate recognition.
- PCs who did not demand payment from the village to help track down the monster receive a +4 circumstance bonus.

Naimh is a little bitter about how the Pale has treated her homeland and the following negative circumstance modifiers can apply.

- PCs who are followers of Pholtus receive a -2 circumstance penalty.
- PCs who are from the Theocracy of the Pale receive a -2 circumstance penalty.

If the PCs can improve her reaction to indifferent or better, Naimh is willing to talk. If the PCs cannot improve her reaction, Naimh makes the PCs do chores around the farm (digging rocks out of the fields, chopping wood, mending fences, and pulling out stumps) for two hours before she talks to them.

Once the PCs have won her approval and tell her about the vision they had when they ate the apple, Naimh says:

"So you saw the Oerthmother?" the elderly woman looks at you with piercing hazel eyes. "She speaks of a dreamcatcher. It is our tradition to make these to guard our dreams from the Unmaker. I can make one for you, but you must gather the materials. Bring me a string from a harp, a bone from a demon, a branch of a willow, and a feather of a beast."

If the PCs ask who the Unmaker is, Naimh says that he is the god of unmaking who would unravel the world. PCs who make a DC 20 Knowledge (religion) check believe that she is referring to Tharizdun.

Naimh has no suggestions as to where to find the four items. She does say that the feather of a beast must be a magical beast – not a bird. When the PCs bring her all four items that she needs, Naimh weaves the Dreamcatcher. It takes her an hour to do so.

ITEMS FOR THE DREAMCATCHER

The PCs can find these items in Mardin's Field and the surrounding countryside. Willow trees line the Harrowstone Creek. The PCs walked by them several times and know they are there. The feather of a beast can be taken from the owlbear. If the PCs ask around, they are directed to the Gnarley because many strange things live there. The bone from the demon can be found at the Tumbled Tower where R'vell's remains are buried. Any of the villagers who participated in the attack can tell the PCs this. Karri has a harp string. The PCs may remember that she played the harp at the funeral. If not, Taemra, Henric, and Aimely can tell them that Karri has a harp. Karri is more than happy to give the PCs a harp string.

Development: The PCs may gain knowledge of the dreamcatcher, which is a valuable tool to aid them in their fight against R'vell.

5: BEAST IN THE WOODS

The area claimed by the owlbear(s) is 8 miles southwest of Mardin's Field in the Gnarley Forest. The location of the area claimed by the owlbear is marked on the Surrounding Countryside map in DM's Maps. The owlbear(s) roam the area within a mile of their cave. Odar the Woodcutter finds the PCs in the morning and offers to guide them to the area.

The Gnarley Forest is an old woodland that stretches hundreds of miles to the south and west of Mardin's Field. Game trails wind their way through its sylvan depths. The branches are bare this early in the spring, coloring the forest gray.

How the PCs encounter the owlbear(s) depends on how they hunt it.

If the PCs stomp through the forest and are not cautious, the owlbear(s) notice them first. Unless the PCs specify otherwise, they are following a game trail when they are attacked. This 5-ft.-wide trail is free of

undergrowth and trees. All the surrounding area is medium forest (DMG 87). Randomly place trees and undergrowth around the trail.

The owlbears start 60 feet away from the PCs – one on either side of the trail. Randomly pick a side if there is only one owlbear. There should be no charge lanes from the owlbears to the PCs because of difficult terrain from underbrush and trees. The PCs must make Spot checks opposed by the owlbear(s) Hide (taking 10 for a DC 18 at APLs 2 and 4; DC 13 at APLs 6 and 8). Otherwise the owlbears attack with surprise.

If the PCs are cautious and have trackers, they come across one of the trails of the owlbear(s) an hour after reaching this part of the forest. With a successful DC 16 Survival (Track) check, the PCs pick up the trail, which leads them to a cave in the forest where the beast(s) lair. Along the way, the PCs come across several kills that have been mangled and ripped apart similar to the bodies in the village.

If the party has no trackers, Stammel and his dogs can track the owlbear(s). If the PCs didn't demand money from the villagers to hunt the beast, he agrees to help without charge or persuasion. If the PCs demanded money, he insists that they hire him for 5 gp a day.

The trail leads to a cave deep in the Gnarley far from where the woodcutters work. Here, the trees are old and their trunks are gnarled with age. The wildlife has vanished, leaving an eerie stillness in the forest. From inside the cave, you can hear bestial growls and the occasional hoot.

For a map of the cave, see the Owlbear Cave in DM's Maps.

Creatures: The owlbear is actually Ziel, Kinderly's animal companion and a dog, who has been cursed by R'vell using the power of Erythnul and transformed into this horrid monster. The curse causes it constant pain, which it takes out on any living creature it meets. At higher APLs, Ziel has attracted another owlbear who is just as mean and ferocious.

Detect Magic Results: R'vell's Curse (moderate transmutation) – polymorph effect on Ziel.

APL 2 (EL 4)

🦉 Owlbear: hp 50; MM 206.

APL 4 (EL 6)

🦉 Owlbears (2): hp 50 each; MM 206.

APL 6 (EL 8)

🦉 Advanced Large Owlbears (2): hp 96 each; Appendix 1.

APL 8 (EL 10)

🦉 Advanced Huge Owlbears (2): hp 154 each; Appendix 1.

Tactics: The owlbear(s) are not very intelligent. They attack any creature on sight, fighting to the death. They grapple with their improved grab ability. At APL 8, the owlbears have Multigrab, which allows them to maintain a grapple while attacking at a -10 penalty to the grapple check instead of -20.

Treasure: Owlbear feathers which qualify as a feather of a beast. A few remain even at APL 2.

When the PCs kill the owlbear(s), Ziel transforms back into a dog as the magic fades upon its death. Unless the PCs have somehow figured out which owlbear is Ziel (by using *detect magic* for example), then the last owlbear to fall is Ziel. Ziel is a large collie with a gorgeous blonde and white coat.

If the PCs take the dog back to the village, anyone can identify it as Kinderly's dog. If the PCs bring back only a description of it, Stammel can identify the dog. He's been wanting to breed Ziel with his dogs for years.

Assuming that the PCs take the dog to Kinderly at the Harrowstone, she is horrified to see her missing dog. She explains that Ziel vanished and she was worried about him. She hadn't mentioned his disappearance to anyone because she didn't want to trouble the villagers with another death.

R'vell put Kinderly under when he cursed Ziel and drove it off. So she really doesn't know about it at all. Sense Motive checks and spells reveal that she thinks this is the truth.

Development: The PCs have ended a menace to this part of the Gnarley Forest and uncovered a clue that Kinderly is responsible for the killings.

6: THE TUMBLED TOWER

The PCs can get directions to the Tumbled Tower from anyone in the village. It is 12 miles southeast of the village. The PCs are also warned heavily against going there. It has a sinister reputation and attracts evil. Its location is marked on the Surrounding Countryside in DM's Maps.

The Tumbled Tower is aptly named, as it fell on its side probably a century ago. The tower shattered, and rubble is scattered in a line down the side of the hill on which it once stood.

The land around the tower has an evil look to it. The trees are desiccated and twisted into grotesque shapes. A lone fir tree manages to grow upright, but its dark branches sprout thick and sharp needles. The wind whistles through the broken masonry, making an unnerving whispering sound.

For a map of the tower, please see the Tumbled Tower in DM's Maps.

While the villagers think that the tower is Ur-Flan, it is actually of Suel construct. The builders of the tower

were part of House Maure – wicked Suloise wizards who settled here after the fall of the Suel Imperium. Eventually this small tower was abandoned when the wizards founded Castle Maure.

When the Maure left, their tower was tainted with evil from their corrupt magic and continual dealings with fiends. The tower became a haven for monsters over the centuries. Eventually, the masonry crumbled and the tower collapsed during a violent storm. The evil of the site continues to draw wicked things to it.

The effect of this lingering evil means that it is impossible to cast *hallow*, *consecrate*, *magic circle against evil*, or *protection from evil* here. *Detect evil* indicates a faint evil in the area. Anyone not of an evil alignment, sleeping here has terrible nightmares involving torture, fiends, and sadistic magical experiments.

Detect Magic Results: Ambient magic on the tower (faint abjuration, conjuration, necromancy, and evil).

The Tumbled Tower is the home of Mistletoe, an Unseelie dryad. While the PCs are investigating the location, they are bound to encounter her and her allies, who are described below.

If the PCs search the site, they can find the following:

- With a DC 15 Knowledge (history) or a DC 10 Knowledge (architecture and engineering) check, the PCs can tell that the tower is not of Flan design. Instead, it has many elements of the Suel Imperium.
- With a DC 10 Search check, the PCs find a recently dug mass grave in a field near the tower, where the villagers buried the burned remains of the Ravagers. If they dig up the grave (which takes 6 man hours), they discover that one of the skeletons survived the burning surprisingly well. The bones are strangely shaped and the skull has a fiendish cast to it – complete with horns and fangs. This would be the mortal remains of R'vell. Destruction of the bones has no effect on his possession of Kinderly. The location of the mass grave is marked on the Tumbled Tower Map.
- With a DC 15 Search check, the PCs find evidence of the Ravager's camp in the central circular ruins of the tower and various Erythnul symbols gouged into the walls.
- With a DC 20 Search check, the PCs find the foundation stone of the tower, obscured behind a lot of weeds. It has the word "Maure" on it and "S.D. 5172" both in Ancient Suel. With a successful DC 10 Knowledge (history) check, PCs know that S.D. stands for Suloise Dominion which counts the years from legendary founding of the Suel Imperium. It corresponds to CY -344. With a successful DC 20 Knowledge (history) check, the PCs know that House Maure was a noble Suel house composed of depraved wizards who commonly consorted with demons. The Maure eventually founded a castle in the Duchy of Urnst which is in ruins now, on the edge of the Duchy of Urnst.

Creatures: The dark fir tree marked on the Tumbled Tower map is home to the dryad Mistletoe. While she is fey, she is a creature of darkness and the Unseelie Court. The Unseelie are not necessarily evil but they are unpleasant, and Mistletoe is no exception. She enjoys the barren, haunted look of the Tumbled Tower. She is aroused by pain and is attracted to ugliness.

Mistletoe has her tree stride ability active when the PCs arrive at the Tumbled Tower and is inside her tree. It takes her a while to become aware of the PCs. After a brief time, Mistletoe comes out of her tree onto one of the higher branches (about 10 ft. off the ground). She hides and observes the PCs. While doing so, she drinks her potion of *aid* (which she has at all APLs, along with an oil of *magic weapon*, and a potion of *cure light wounds*).

If the PCs make a successful Spot check opposed by Mistletoe's Hide check, they see her emerge from the tree. Mistletoe receives a +4 circumstance bonus to her Hide check because of the concealment provided by the branches. If the PCs spot her, read the following:

A spur breaks off the bark of the ancient fir. It grows, at first looking like a new branch, before becoming a decidedly female shape that has a wild, unfathomable look about her. She wears a black velvet veil, dotted with gems, over the left side of her face. Her dress covers her left side of her body from head to toe, but leaves the right side scandalously exposed, showing plenty of ashen skin.

If Mistletoe manages to emerge unobserved, she attempts to cast *charm person* on the ugliest PC. If successful, she asks him to make the others in the party go away and then come back to her.

If the charm is unsuccessful or the PCs notice her, Mistletoe uses her *suggestion* ability to command the ugliest PC to "make the others go away and leave me in peace." She calls her allies forth to defend her (if she has them) as a free action. Her allies emerge on the first round of combat.

The skiurid dwell in the branches of her tree. They emerge to attack the PCs from the tree branches. The shadow wizened elders look like tainted desiccated trees until they start moving. Their starting position is marked on the Tumbled Tower map as WE1 and WE2. Just use WE1 at APL 6.

APL 2 (EL 3)

☛ **Mistletoe:** female dryad; hp 12; MM 90.

APL 4 (EL 5)

☛ **Mistletoe:** female dryad; hp 12; MM 90.

☛ **Shadow Wizened Elder:** hp 28; Appendix 1.

APL 6 (EL 7)

☛ **Mistletoe:** female dryad warlock 3; hp 35; Appendix 1.

☛ **Skiurid (2):** hp 2; Appendix 1.

☛ **Shadow Wizened Elder:** hp 28; Appendix 1.

APL 8 (EL 9)

☛ **Mistletoe:** female dryad warlock 5; hp 45; Appendix 1.

☛ **Skiurid (4):** hp 2; Appendix 1.

☛ **Shadow Wizened Elder (2):** hp 28; Appendix 1.

Tactics: At all APLs, Mistletoe drinks a potion of *aid* before combat begins.

Mistletoe stays on her tree throughout this fight (10 ft. above the ground), where the branches give her *Concealment* (20% miss chance). She first attempts to use her enchantments. If she has no wizened elders with her, she casts *entangle* on the party and then casts *deep slumber* repeatedly. Once those are spent, she turns to *charm person*. Only if her enchantments aren't working does she resort to her bow.

If Mistletoe has warlock levels, she uses *deep slumber* on PCs who are likely to have poor Will saves. She then uses *eldritch blast* to damage and sicken the PCs. When she uses her *eldritch blast*, Mistletoe lifts her veil to reveal her left eye. The left side of her face (indeed the entire left side of her body) is rotting and crumbling. Her *eldritch blasts* originate from the hollow pit that was her left eye. She sighs in pleasure when a PC misses a save. She gasps in delight when she is injured.

The skiurid cast *chilling darkness* on pinecones from Mistletoe's tree and throw them at the party. They attempt to catch as many PCs in the darkness as possible. They use their shadow jump ability to stay out of melee with the PCs, preferring to stay up high in the tree branches. Mistletoe's tree is 30 ft. tall.

The shadow wizened elders use their *entangle* ability to catch as many of the PCs as possible. They then wade in and start pounding.

Because of Mistletoe's warlock invocation, she can see in the magical darkness of the skiurids, but she is still susceptible to the damage of *chilling darkness*. The wizened elders are creatures of shadow and are immune to the *chilling darkness*. They are also able to move through the *entangle* thanks to their improved woodland stride.

If the PCs defeat the wizened elder(s), seriously threaten her tree, or reduce her to half hit points or less, Mistletoe surrenders. The fir tree has no attacks and cannot move.

☛ **Fir Tree:** huge plant, hp 66, AC 20, DR 10/slashing, vulnerability to fire; see Treant MM 244.

Mistletoe attempts to bargain with the PCs in return for her life. The PCs can threaten her if they like. She'll enjoy that and ask for them to be rough with her.

The best thing Mistletoe can offer the PCs is information. She was present when the villagers attacked the Ravagers and saw the entire battle. She can tell the PCs the following:

- *Who led the Ravagers?* "A demon of some sort. He was a creature of the God of Slaughter."
- *We're looking for this demon.* "Oh, you won't find him here. They took him with him."

- *What do you mean?* "His spirit did not flee to the Abyss. It clung to the mortals, and they took him back to their village."
- *How can we find it?* "He needs a magical vessel. Not a person, but a thing. The mortals took many things back. I don't know what was magical."

If the information is not enough, Mistletoe offers her treasure. At APL 6 and 8, the dryad also offers a shadow nodule collected by the skiurid.

Treasure: The PCs can gain the following treasure here:

APL 2: Loot – 74 gp, Magic – oil of *magic weapon* (4 gp), potion of *aid* (4 gp), potion of *cure light wounds* (4 gp); Total 86 gp.

APL 4: Loot – 74 gp; Magic – oil of *magic weapon* (4 gp), potion of *aid* (4 gp), potion of *cure light wounds* (4 gp); Total 86 gp.

APL 6: Loot – 74 gp, Magic – +2 *studded leather* (348 gp each), oil of *magic weapon* (4 gp), potion of *aid* (4 gp), potion of *cure light wounds* (4 gp), potion of *cure moderate wounds* (25 gp), potion of *resist energy* (fire) (25 gp each), *shadow nodule* (83 gp); Total 567 gp.

APL 8: Loot – 74 gp, Magic – +2 *studded leather* (348 gp each), oil of *magic weapon* (4 gp), potion of *aid* (4 gp), potion of *cure light wounds* (4 gp), potion of *cure moderate wounds* (25 gp), potion of *resist energy* (fire) (25 gp each), *gloves of missile snaring* (333 gp), *shadow nodule* (83 gp each); Total 900 gp.

Detect Magic Results: Magic items on Mistletoe (faint abjuration, conjuration, and transmutation), *Shadow nodule* (moderate necromancy).

Development: The PCs learn that the villagers took the spirit of R'vell with them.

PCs may desire (or be compelled) to stay with Mistletoe for some time – either now or after the adventure. They receive Mistletoe is Poisonous as described in the Treasure Summary.

7: ONGOING EVENTS

After the first two days, the adventure can go a number of directions.

DEFENDING THE VILLAGE

The PCs will probably try to defend the village. Since there is no limit to the number of ingenious ideas they can dream up, adjudicate their ideas as they develop.

The most likely choice is to gather all the villagers together. No single building is large enough to house the 200 people in the village. The three largest buildings are Mardin's farmhouse (maximum capacity of 50 people), Merleche's manor (maximum capacity of 75 people), and the Goose and Gander (maximum capacity of 100 people).

Mardin and Taemra are willing to have people stay with them. Merleche's steward Burtol is not so accommodating. The PCs must convince him.

WATCHING KINDERLY

The PCs may set up watch at the Harrowstone. If so, then R'vell must have Kinderly sneak away by wild shaping into a small creature. Once away from the PCs, he uses the *staff of storms* to summon a thunderstorm to continue his rampage.

If the PCs question her about her absence, Kinderly says that the recent deaths have taken their toll on her. While she puts on a brave face for the villagers, sometimes she needs to be alone with her grief.

Note: R'vell must exert active control to force Kinderly to lie about her whereabouts. While he does so, PCs can sense the enchantment with a DC 25 Sense Motive check. Also, R'vell's Hide check drops to DC 20 against divinations cast while Kinderly is actively lying (*Fiendish Codex* 21-26).

DEALING WITH BURTOL

Burtol Harbinson runs the manor and ostensibly the village. Burtol doesn't want anything coming to Merleche's attention that could reflect poorly on him, including the slaughters and the PCs.

Any interaction with Burtol begins at unfriendly. If the PCs improve his reaction to friendly, he allows some of the villagers to stay at the manor house as long as they are gone once the threat is ended. He is unwilling to offer any assistance to the PCs.

THINGS TAKEN FROM THE RAVAGERS

After speaking to Mistletoe, the PCs may be looking for magic items brought back from the attack on the Ravagers. If the PCs talk to Karri, they learn that three items were brought back. Odar took a magical hand axe, Henric took a magical morning star, and Kinderly took a magical staff. The PCs can get this information from the villagers with a DC 20 Gather Information check.

Odar's axe is a +1 *handaxe*. He doesn't know anything more about the staff that Kinderly took. He mentions that the weapon that Henric has looked nasty and evil.

The morningstar that Henric took is a +1 *vicious morningstar*. The weapon is cruel-looking and barbed. While he knows it is magical, he does not know its properties. He knows that Odar took a fine axe and that Kinderly took a magical staff.

Kinderly has R'vell's *staff of storms*. R'vell's control prevents her from talking about the staff's powers and her possession. If asked about the staff, Kinderly says that she has not had a chance to figure them out yet.

Note: R'vell must exert active control to force Kinderly to lie about the staff.

R'VELL'S RAMPAGE

On the second night after the PCs arrive in Mardin's Field, R'vell summons another storm. The PCs may think that he is targeting the Deritts. Instead, he attacks Grazl Intaz and his family, who live very close to the center of

town. If the PCs are at the Goose and Gander, they hear the attack. If the PCs are at the Deritt Farm, they are too far away.

On the third night, R'vell attacks again. He chooses one of the remaining families who helped hunt the Ravagers and are not well protected. If the PCs brought those who fought the Ravagers to defensive locations, R'vell strikes exposed families even if they did not participate in the hunt of the Ravagers. Only if everyone is in a defended location does R'vell strike there.

ENOUGH IS ENOUGH

On the fourth day, Henric Mardin decides that he cannot risk any more lives and orders the villagers to abandon Mardin's Field. The villagers pack their things into wagons and head toward Greyhawk. It takes them four days for the slow-moving caravan to reach the city. Kinderly remains at the Harrowstone.

Go to Conclusion: Abandoning the Village.

8: CONFRONTING R'VELL

At some point, the PCs should be able to figure out that Kinderly is responsible for the attacks and that she is possessed by a demon spirit.

HELP FROM THE VILLAGE

If the PCs ask, they can get help from the villagers. Odar, Grazl, Henric, and Karri are all willing to fight if the PCs explain the situation to them. Because of their respect for Kinderly, they insist that the PCs attempt to exorcize her and not kill the druid.

Henric offers the PCs use of the +1 *vicious morningstar* that he took as a trophy from the Ravagers. He hangs back and uses his longbow during the battle, being smart enough to know that he will not last long against the monster.

Karri is willing to come with the PCs to help bolster them during the fight. She has two scrolls of *magic weapon* if the PCs don't have any magic weapons. Note, however, that she is a supporting character and shouldn't directly defeat R'vell—the PCs are the heroes).

The PCs can get mounts from the stables. In addition to any horses that the PCs brought, there are two heavy horses in the stables that the villagers use to pull their plows. They are not trained for war.

GETTING TO THE HARROWSTONE

When the PCs leave Mardin's Field and head to the Harrowstone, Erythnul warns R'vell of their approach. The Lord of Slaughter feels that his warning is warranted since Beory interfered by aiding the PCs.

R'vell immediately assumes control of Kinderly, ascends the Harrowstone, and begins to summon a thunderstorm (DMG 94) using the *staff of storms*. It takes him 10 minutes to cast the spell and another 10 minutes for the storm to manifest. The PCs notice something is amiss as soon as they leave Mardin's Field.

No sooner have you left Mardin's Field than you notice something odd to the northwest of the village. A faint flicker of lightning sporadically licks upward into a cloudless sky. Distant thunder follows shortly after.

It is a mile-and-a-half from Mardin's Field to the Harrowstone. The effect of the storm is dependent on how fast the PCs can cover this distance. The time estimates below are based on the PCs' base speed and assumes that they are moving at a hustle (double-move). Because this is overland travel (and not straight-line), running is not possible.

Speed	Travel Time	Weather Effect
50 ft.	8 minutes	Storm not summoned
40 ft.	10 minutes	Storm not summoned
30 ft.	13 minutes	Storm summoned; strong wind causing -2 to range attacks
20 ft.	19 minutes	Storm summoned; almost full effects; -8 to range attacks, -4 to Spot and Listen checks.
15 ft.	26 minutes	Storm summoned; full effects; range attacks impossible

Once the storm is fully summoned, treat it as a windstorm (DMG 95). This has the following effects:

- The use of normal ranged weapons is impossible
- Small or smaller creatures are blown away – (DC 18) Fort save resists.
- Medium creatures are knocked down by the winds - (DC 18) Fort save resists.
- Large or Huge creatures are checked - (DC 18) Fort save resists.

If the PCs arrive before he can finish summoning the storm, R'vell abandons the summoning as soon as he sees them. Once R'vell has summoned the storm (or abandoned summoning it), he casts spells to bolster himself for the upcoming fight.

ARRIVING AT THE HARROWSTONE

The descriptive text below assumes that the PCs arrived after the storm has been summoned but before it manifests. Vary the description as needed.

You arrive at the Harrowstone as the winds pick up. The clouds are swirling in a vast spiral centered on the rock that overlooks the druid's circle. Fat rain drops fall as the unnatural storm gathers

Atop the stone you see Kinderly. She has her arms raised to the storm with a staff in one hand. The wind tears at her clothing. She seems to be

laughing in a deep, guttural voice that is not her own.

Creatures: R'vell waits for the PCs on top of the Harrowstone. He cannot resist gloating.

Kinderly looks down as you approach the Harrowstone. The benign keeper of the trees has been corrupted by a demonic evil. When she speaks, it is a cruel, fathomless voice that cuts through the wind like a sharp blade.

"You think you can stop me? This fool thought she could stop me! Now she is my tool – my weapon of slaughter. Flee before the power of my hate while you can, you pathetic weaklings. Else, entertain me with your screams before you die!"

At this point, the PCs have reached the edge of the battlemat and combat begins.

APL 2 (EL 5)

☛**R'vell:** possessed female human druid 5; hp 36; Appendix 1.

APL 4 (EL 7)

☛**R'vell:** possessed female human druid 7; hp 63; Appendix 1.

APL 6 (EL 9)

☛**R'vell:** possessed female human druid 9; hp 80; Appendix 1.

APL 8 (EL 11)

☛**R'vell:** possessed female human druid 11; hp 97; Appendix 1.

Note: R'vell's possession of Kinderly is a singular case and not representative of a standard possession. Because he has possessed the druid for months, he may make use of her wildshape ability. However, the strength of his demonic possession has warped the form, making its corruption obvious. The animal is no longer a natural creature and acquires the fiendish template. The demonic taint prevents Kinderly from attracting an animal companion.

R'vell cast a number of Kinderly's spells on himself before the battle. They are included in the stat blocks for R'vell's fiendish animal form. If they are dispelled, adjust her statistics.

Tactics: On the first round of combat at all APLs, R'vell forces Kinderly to wildshape into the monstrous form so that he can have the pleasure of ripping the PCs apart physically. At APL 8, Kinderly has Fast Wildshape and does so as a move action.

Kinderly's face twists, warping through several drooling humanoid and giant forms, each more depraved than the last. The staff and her druid

vestments are absorbed inside of her as she shifts into a ravening, bipedal, reptilian horror and her face settles into the gaping maw of a predator.

Note: When Kinderly wildshapes, she absorbs the staff of storms into her new form. It cannot be targeted, attacked, or sundered as long as it is absorbed.

At APL 2, R'vell cannot cast spells in animal form, so he pounces as soon as he has a charge line down the sloping side of the Harrowstone. He prefers having the high ground and to avoid falling damage so only jumps off the rock if absolutely necessary. He uses all of his attacks to tear the PCs apart.

At APL 4, R'vell can use Kinderly's druid spells in his fiendish dinosaur form. He casts *spike growth* across the slope up the Harrowstone to slow down the PCs. He pounces on the first PC through the *spike growth*. R'vell can move through the spikes without movement penalty because of his *freedom of movement* spell. If the PCs are hanging back and using ranged attacks, R'vell casts *rapid summon nature's ally*. R'vell prefers to summon a wolf.

At APL 6, R'vell casts *spike growth* per APL 4. When the PCs are on the exposed rock portion of the Harrowstone, he casts *transmute rock to mud* to catch as many PCs as possible and then pounces on the trapped PCs. R'vell can move through the mud without movement penalty because of his *freedom of movement* spell. If needed, R'vell casts *rapid summon nature's ally* II. R'vell prefers to summon a wolverine.

At APL 8, R'vell casts *rapid summon nature's ally* V to summon a large earth elemental. He then casts *transmute rock to mud* and pounces as above.

Battlefield: A tactical map of the Harrowstone is provided in the DM's Maps. The battle is fought on the sloping side of the Harrowstone, which rises to a height of 40 ft. at its apex. The upper part of the Harrowstone is exposed rock, which counts as difficult terrain to ascend, but it is not difficult terrain to descend. Treat the sides of the Harrowstone as cliff-faces.

The PCs can climb the sides of the Harrowstone with a DC 15 Climb check. The height of the cliff ascends toward the tip. Refer to the side view of the Harrowstone tactical map to see how high the cliff is at a particular point. The bottom of the stone slope (toward the wide end of the V that is the Harrowstone) is not a cliff face. However, the stone slope does count as difficult terrain as described above.

The spring is 20 feet deep at the center and becomes shallower toward the sides. The water is crystal clear and cold. The stream is only 5 feet deep (it costs Medium or larger creatures 4 squares of movement to enter a spring square; smaller characters must swim).

Weather: The weather depends on how much time the PCs gave R'vell to summon his storm. Refer to the chart above for the effect of the weather on combat. The storm is a magical effect and can be dispelled against a 13th-level caster (caster level check DC 24).

Blessings of the Gods

The Old Faith gods are not pleased with the violation of their druid. They offer two blessings during the combat.

Blessing of Ehlonna: If the PCs have the dreamcatcher, they have a powerful tool against R'vell. To activate Ehlonna's favor, they must throw the dreamcatcher into the air in front of the carving of the unicorn on the northwestern side of the Harrowstone. The position of the carving is noted on the tactical map of the Harrowstone. The PC must be standing in front of Ehlonna's symbol, and it is a standard action to throw the dreamcatcher.

You cast the dreamcatcher skyward and call out Ehlonna's name, asking her for aid. The woven circle seems to catch in mid-air, spinning slowly, in defiance of the gusting wind. The dreamcatcher bursts into light, forcing you to look away for a moment. When you look back, the dreamcatcher is gone, in its place stands a unicorn.

All APLs (EL 3)

🐉 **Unicorn:** hp 42; MM 249.

The unicorn enters combat at the start of the next round. It immediately makes a double move toward R'vell, in an attempt to stand next to the fiendish monster so that it is enveloped in the *magic circle against evil*.

R'vell immediately recognizes the danger of the unicorn and tries to stay away from it. He uses his *entangle* to entrap it or tries to keep the spikes or mud between the two of them.

The Blessing of Obad-Hai: Obad-Hai is not about to be outdone by his sister and rival. His blessing is triggered when one of the PCs fall unconscious by being reduced to negative hit points. On that PC's next turn, the following happens.

The winds quiet for a moment and a strong male voice says "I accept your sacrifice." Your fallen comrade is lifted off the ground slides naturally into a new form. Feet become hooves and antlers grow from the head. In moments, a majestic stag stands where your friend once was.

The PC is fully healed and under a *polymorph* effect which turns the PC into a stag. As per a *polymorph* spell, the PC retains all mental characteristics, hit dice, base attacks, feats, and base saving throws. The hooves and horns of the stag count as magical weapons for the purpose of overcoming damage reduction. Give the player Player Handout 6 for its physical statistics.

As a benign effect, the PC can dismiss the stag form as a standard action. The PC is still at full health.

Destroying the Staff of Storms

The key to the final battle is to destroy the *staff of storms*. If the PCs kill him, R'vell returns to the staff and attempts to possess one of the PCs until the staff is destroyed.

If the PCs pound Kinderly into unconsciousness, she reverts to her normal human shape, which exposes the *staff of storms*. R'vell returns to the staff and attempts to possess one of the PCs until the staff is destroyed.

The PCs can also attempt spells to exorcize the demon. *Banishment*, *dismissal*, *dispel chaos*, and *dispel evil* can drive the demon from Kinderly's body. If R'vell fails a Will save against one of these spells, he is forced back into the *staff of storms*. He immediately attempts to repossess Kinderly (or another target) on his next round. *Dispel magic* has no effect on R'vell's possession of Kinderly.

If *protection from evil* is cast on Kinderly or if she is placed inside a *magic circle against evil* (which is the goal of the summoned unicorn) the spell suppresses R'vell's ability to control Kinderly for the duration of the spell. There is no save against this effect and spell resistance does not apply. It does require a touch attack to cast the spell on him. If this happens, R'vell returns to the *staff of storms* and attempts to possess one of the PCs until it is destroyed.

If the PCs force R'vell back into the staff and Kinderly is still conscious, the druid immediately shifts out of wildshape and urges them to destroy the staff.

The demonic reptilian monster fades from Kinderly, and she returns to her human shape. She flings the staff away from her. "Destroy it!" she pleads. "Destroy that evil thing before it takes me again!"

If the staff is still intact, the demon tries to possess one of the PCs. R'vell can make a possession attempt at-will as a standard action against any one creature who is adjacent to the *staff of storms*. The target must succeed on a Will save (DC varies; see below) to avoid possession. If a PC makes the save, R'vell cannot target that individual again with his possession ability for 24 hours. When R'vell returns to the staff and is trying to possess someone, it glows with hellish-red power.

APL 2

🐉 **R'vell:** HD 4; Int 10, Wis 16, Cha 17; Possession DC 15.

APL 4

🐉 **R'vell:** HD 8; Int 10, Wis 16, Cha 18; Possession DC 18.

APL 6

🐉 **R'vell:** HD 12; Int 10, Wis 16, Cha 19; Possession DC 20.

APL 8

🐉 **R'vell:** HD 16; Int 10, Wis 16, Cha 20; Possession DC 23.

To truly end the threat to Mardin's Field, the PCs must destroy the *staff of storms*. It has AC 7, 10 hit points, hardness 5, and a break DC of 24.

The staff shatters from your blow. A blaze of hellfire engulfs it and for a moment you see a demonic face in the flames, roaring in agony and hate. The flame vanishes as quickly as it appeared. The scream fades away into nothing.

R'vell has been banished back to the Abyss, and the broken staff is no longer magical.

Treasure: If Kinderly survives, she gives the PCs a few of her possessions as thanks. If the PCs kill her, Henric Mardin gives them a few of the choice items.

APL 2: Magic – ring of protection +1 (166 gp), wand of lesser vigor (63 gp), pearl of power (1st) (83 gp); Total 312 gp.

APL 4: Magic – ring of protection +1 (166 gp), wand of lesser vigor (63 gp), pearl of power (1st) (83 gp), rod of lesser extend (250 gp); Total 562 gp.

APL 6: Magic – ring of protection +1 (166 gp), wand of lesser vigor (63 gp), pearl of power (1st) (83 gp), rod of lesser extend (250 gp), darkwood shield (21 gp); Total 583 gp.

APL 8: Magic – ring of protection +1 (166 gp), wand of lesser vigor (63 gp each), pearl of power (1st) (83 gp), rod of lesser extend (250 gp), darkwood shield (21 gp), druid's vestments (833 gp); Total 1,416 gp.

Development: The PCs can either free Kinderly from the possession by the demon or slay her. Either way, the menace to Mardin's Field is finished.

CONCLUSION

The PCs have either freed Kinderly from possession, killed Kinderly, or failed completely. Each outcome is addressed below.

KINDERLY IS FREED

In the days after the fight at the Harrowstone, the PCs are treated as heroes by the villagers. Another funeral is held for the Guthrys, but the villagers take comfort that this is the last one they will hold because of the monster.

The villagers bring gifts to the PCs – trade goods, food, clothing, and the like. The amount equals 100 gp per person.

Kinderly comes to the PCs and offers her thanks for what they've done. She promises her aid in the future if they need. The PCs receive the **Favor of Kinderly the Yarrow**.

Henric Mardin gives the PCs the +1 vicious morningstar that he got from the Ravagers. He says that he doesn't want the thing in his house any more, and he trusts that the PCs to dispose of it properly.

Odar and the woodcutters are pleased with the PCs for killing the owlbears. They present the PCs with a

Yarpick Thorn. Stammel offers to train a mastiff for the PCs, giving them Stammel's Alaunt.

On the first day of Growfest, the villagers gather once again at the Harrowstone. Kinderly leads the ceremony, wearing a leather mask cut and painted to look like feathers and flowers. "The year turns and the seasons change," she says.

Kinderly prays to Ehlonna and a large cocoon appears on the altar stone before her. She draws a silver dagger and says, "Awaken Oerthmother and bless your children with a fertile spring."

The druid drags the knife down the length of the cocoon. Butterflies erupt from the opening seam, pouring out in a geyser of wings and color. In moments, they fill the air around the stone circle. One lands on you, beating its wings slowly then flutters off into the countryside.

Treasure: The PCs gifts from Henric, and the villagers.

APL 2: Loot – 100 gp, Magic – +1 vicious morningstar (692 gp each).

APL 4: Loot – 100 gp, Magic – +1 vicious morningstar (692 gp each).

APL 6: Loot – 100 gp, Magic – +1 vicious morningstar (692 gp each).

APL 8: Loot – 100 gp, Magic – +1 vicious morningstar (692 gp each).

KINDERLY IS SLAIN

If Kinderly is slain but the demon is still destroyed, the joy of the villagers is tinged with loss. The PCs still receive the rewards as listed above, except there is no Favor of Kinderly the Yarrow and the PCs don't receive her magic items. The death of Kinderly allows Merleche to make his move.

The soldiers arrive on the first day of Growfest. Twenty mercenaries march into the village, taking up posts at the bridge, the mill, and the inn. Burtol, the steward, makes a proclamation that Count Merleche is assuming direct governance of the village, and he will see to Mardin's Field personally when matters are resolved in the south. Until then, the villagers will contribute more taxes to cover the cost of their defense. The glowering mercenaries discourage dissent.

THE ABANDONED VILLAGE

The PCs receive no rewards if the village is abandoned.

The villagers of Mardin's Field form a ragged line moving along the Dyver's Road. The families have packed as quickly as they could. Carts and beasts of burden are loaded down and the procession crawls eastward.

At night, the villagers huddle together in fear, waiting for the sound of distant thunder. It never

comes, but their lives are shattered and the future is bleak.

CAMPAIGN CONSEQUENCES

If the PCs destroyed *the staff of storms*, they have sent R'vell back to the Abyss and ended a serious threat to the eastern edge of the Gnarley Forest. If the PCs kill Kinderly, it gives Count Merleche the opening he needs to solidify his grip on the village.

If the village is abandoned, Mardin's Field ceases to exist. Email the outcome of this adventure to creighton@greyworks.co.uk.

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.

5: The Beast in the Woods

Defeating the owlbears

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

6: The Tumbled Tower

Defeating Mistletoe

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

8: Confronting R'vell

Defeating R'vell

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP

Story Award

Objective(s) met: PCs destroyed R'vell and freed Kinderly of his possession.

APL 2	60 XP
APL 4	90 XP
APL 6	120 XP
APL 8	150 XP

Discretionary roleplaying award

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP
APL 8	75 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1125 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.

5: The Tumbled Tower

APL 2: Loot – 74 gp, Magic – oil of *magic weapon* (4 gp), potion of *aid* (4 gp), potion of *cure light wounds* (4 gp); Total 86 gp.

APL 4: Loot – 74 gp; Magic – oil of *magic weapon* (4 gp), potion of *aid* (4 gp), potion of *cure light wounds* (4 gp); Total 86 gp.

APL 6: Loot – 74 gp, Magic – +2 *studded leather* (348 gp each), oil of *magic weapon* (4 gp), potion of *aid* (4 gp), potion of *cure light wounds* (4 gp), potion of *cure moderate wounds* (25 gp), potion of *resist energy* (fire) (25 gp each), *shadow nodule* (83 gp); Total 567 gp.

APL 8: Loot – 74 gp, Magic – +2 *studded leather* (348 gp each), oil of *magic weapon* (4 gp), potion of *aid* (4 gp), potion of *cure light wounds* (4 gp), potion of *cure moderate wounds* (25 gp), potion of *resist energy* (fire) (25 gp each), *gloves of missile snaring* (333 gp), *shadow nodule* (83 gp each); Total 900 gp.

8: Confronting R'vell

APL 2: Magic – *ring of protection* +1 (166 gp), wand of *lesser vigor* (63 gp), *pearl of power* (1st) (83 gp); Total 312 gp.

APL 4: Magic – ring of protection +1 (166 gp), wand of lesser vigor (63 gp), pearl of power (1st) (83 gp), rod of lesser extend (250 gp); Total 562 gp.

APL 6: Magic – ring of protection +1 (166 gp), wand of lesser vigor (63 gp), pearl of power (1st) (83 gp), rod of lesser extend (250 gp), darkwood shield (21 gp); Total 583 gp.

APL 8: Magic – ring of protection +1 (166 gp), wand of lesser vigor (63 gp each), pearl of power (1st) (83 gp), rod of lesser extend (250 gp), darkwood shield (21 gp), druid's vestments (833 gp); Total 1,416 gp.

Conclusion

APL 2: Loot – 100 gp, Magic – +1 vicious morningstar (692 gp each).

APL 4: Loot – 100 gp, Magic – +1 vicious morningstar (692 gp each).

APL 6: Loot – 100 gp, Magic – +1 vicious morningstar (692 gp each).

APL 8: Loot – 100 gp, Magic – +1 vicious morningstar (692 gp each).

Treasure Cap

APL 2: 450 gp

APL 4: 650 gp

APL 6: 900 gp

APL 8: 1,300 gp

Total Possible Treasure

APL 2: 1,179 gp.

APL 4: 1,429 gp.

APL 6: 2,181 gp.

APL 8: 3,247 gp.

ADVENTURE RECORD ITEMS

☛ **Arrested!** You have run afoul of the constabulary of Greyhawk. You are imprisoned for six months (26 TU) before being released. Alternatively, you may pay an amount equal to the treasure cap of this adventure (at the APL you played) to avoid imprisonment.

☛ **Access to Contemplative:** You have had a direct contact with Beory, the Oerthmother, and may take the Contemplative prestige class.

☛ **Favor of Kinderly the Yarrow:** The druid Kinderly the Yarrow is extremely grateful for your rescue from a demonic horror. She uses her influence among the Old Faith to have one suit of armor crafted out of wildwood (*Races of the Wild*) for you. This favor counts as access only, and you must pay standard market value for the item. Mark this favor as used when consumed.

☛ **Mistletoe is Poisonous:** Because you were enchanted – or for some other bizarre reason – you have spent time with Mistletoe, an Unseelie dryad. You lose one TU before she bores of you and sends you away. You begin your next adventure with subdual damage equal to half

your total number of hit points. This damage can be healed normally, but it itches fiercely until then.

☛ **Shadow Nodule:** This small nugget of coalesced shadow can serve as an optional material component for necromancy spells. When used, it has a 50% chance of increasing the spell's effective caster level by 2. The nodule is consumed whether or not it has any effect. (MM IV 127)

☛ **Stammel's Alaunt:** For your service to Mardin's Field, Stammel will sell you one (and only one) of his prized alaunts for 600 gp. They have the statistics of a War Mastiff (*Heroes of Battle* 157) and come trained with any six tricks you desire.

☛ **Yarpick Thorn:** For slaying the beast in the Gnarley, the woodcutters in Mardin's Field give you a yarpick thorn that can be made into any one piercing weapon. This weapon has the same characteristics of a normal weapon but is made of wood. This counts as access only, and you must pay standard market value for the item. Mark this favor as used when consumed.

ITEM ACCESS

APL 2:

- wand of lesser vigor (Adventure; *Spell Compendium*; 750 gp)
- +1 vicious morningstar (Adventure; DMG; 8,308 gp)
- Quaal's feather token tree (Adventure; DMG)
- pearl of power (1st-level) (Adventure; DMG)

APL 4 (all of APL 2 plus the following):

- rod of lesser extend (Adventure; DMG)

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

- shadow nodule (Adventure; see above; 1000 gp)
- darkwood shield (Adventure; DMG)

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

- gloves of missile snaring (Adventure; DMG)
- druid's vestments (Adventure; DMG)

2: THE FIRST DAY

KARRI LEALIN

CR 7

Female half-elf bard 7

CG Medium humanoid (elf)

Init +2; **Senses** low-light vision, Listen 0, Spot 0

Languages Common, Elven, Gnome

AC 17, touch 13, flat-footed 15

(+2 Dex, +4 armor, +1 deflection)

hp 34 (7 HD)

Immune sleep

Fort +3, **Ref** +7, **Will** +5 (+7 against enchantments)

Speed 30 ft. (6 squares)

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

Ranged mwk shortbow +7 (1d6/x3)

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

Special Actions bardic music 7/day (countersong fascinate, inspire competence, inspire courage +1, suggestion)

Combat Gear 2 scrolls of *magic weapon*, masterwork harp

Bard Spells Known (CL 7th):

3rd (1/day)—*charm monster* (DC 15), *haste*

2nd (3/day)—*blur*, *suggestion* (DC 14), *tongues*

1st (4/day)—*cure light wounds*, *inspirational boost*, *silent image*, *unseen servant*

0 (3/day)—*dancing lights*, *detect magic*, *light*, *mage hand*, *prestidigitation*

Abilities Str 10, Dex 14, Con 12, Int 14, Wis 10, Cha 18

SQ bardic knowledge (+9)

Feats Versatile Performer, Persuasive, Lyric Spell.

Skills Bluff +11, Concentration +11, Decipher Script +7, Diplomacy +17, Gather Information +13, Intimidate +8, Knowledge (history) +7, Knowledge (local) +7, Knowledge (nobility) +7, Perform (stringed instruments) +16, Perform (singing) +14, Perform (wind instruments) +14, Sense Motive +5, Spellcraft +7, Tumble +6, Use Magic Device +16.

Possessions combat gear plus *cloak of charisma* +2, masterwork chain shirt, masterwork rapier, masterwork shortbow, *Heward's handy haversack*, courtier's outfit, entertainer's outfit, traveler's outfit, everburning torch, masterwork artisan's tools, ink, parchment, quills, silk rope (50 ft.), backpack, bedroll, trail rations (10 days), flint and steel, waterskin, 14 gp.

8: CONFRONTING THE FREAK**R'VELL AS FIENDISH DEINONYCHUS
CR 5**

CE Medium magical beast (augmented animal, extraplanar)

Init +6; **Senses** low-light vision, darkvision 60 ft., scent, Listen +12, Spot +13

Languages Common, Druidic, Elven, Sylvan

AC 19, touch 12, flat-footed 17
(+2 Dex, +7 natural)

hp 36 (5 HD); DR 5/magic

Resist cold 5, fire 5, +4 against fey spell-like abilities; **SR** 10

Fort +8, **Ref** +3, **Will** +7

Speed 70 ft. (14 squares), base movement 60 ft., woodland stride

Melee 2 talons +10 (1d8+5/x2) and 2 foreclaws +4 (1d3+2/x2) and bite +4 (2d4+2/x2)

Base Atk +3; **Grp** +9

Atk Options Combat Reflexes, pounce, smite good 1/day (+5 damage)

Special Actions spontaneous casting (*summon nature's ally*), wild shape 1/day (5 hours)

Combat Gear *pearl of power* (1st-level), *potion of cure light wounds*, sprig of mistletoe, *wand of lesser vigor*

Druid Spells Prepared (CL 5th):

3rd—*greater magic fang* (2)[†]

2nd—*barkskin*, *bull strength*[†], rapid *summon nature's ally I*

1st—*cure light wounds*, *entangle* (DC 14), *longstrider*[†], *pass without trace*

0—*create water*, *cure minor wounds*, *detect poison*, light, *purify food and drink*

[†] Already Cast

Abilities Str 23(19), Dex 15, Con 19, Int 10, Wis 16, Cha 13

SQ animal companion, nature sense, trackless step, wild empathy (+2)

Feats Improved Initiative, Combat Reflexes, Rapid Spell

Skills Concentration +12, Diplomacy +5, Handle Animal +6, Heal +8, Hide +12 Jump +14, Listen +12, Knowledge (nature) +9, Move Silently +4 Ride +4, Speak Language +2, Spellcraft +5, Spot +13, Survival +20

Possessions combat gear plus masterwork hide armor, masterwork scimitar, light wooden shield, sling and 20 sling bullets, *potion of cure light wounds*, *ring of protection +1*, 20 gold pieces

Pounce (Ex) If a deinonychus charges, it can make a full attack.

Skills A deinonychus has a +8 racial bonus on Hide, Jump, Listen, Spot, and Survival checks.

When she is not possessed, Kinderly has the following changed statistics:

Female human druid 5

N Medium humanoid (human)

Init +5; **Senses** Listen +4, Spot +5

Languages Common, Druidic, Elven, Sylvan

AC 16, touch 12, flat-footed 15

(+1 Dex, +3 armor, +1 shield, +1 deflection)

hp 36 (5 HD)

Resist +4 against fey spell-like abilities

Fort +6, **Ref** +3, **Will** +7

Speed 20 ft. in medium armor (4 squares), base movement 30 ft., woodland stride

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

Ranged sling +4 (1d4-1/x2)

Base Atk +3; **Grp** +2

Special Actions spontaneous casting (*summon nature's ally*), wild shape 1/day (5 hours)

Abilities Str 8, Dex 12, Con 14, Int 10, Wis 16, Cha 13

SQ animal companion, nature sense, trackless step, wild empathy (+2)

Skills Concentration +10, Listen +4, Ride +3, Spot +5, Survival +12

6: THE TUMBLER TOWER**SHADOW* WIZENED ELDER** CR 3***see *Manual of the Planes* 190**see *Monster Manual IV* 180

CN Medium plant (extraplanar)

Init +0; **Senses** darkvision 60 ft., low-light vision; Listen +3, Spot +3**Languages** speak with plants, Sylvan**AC** 14, touch 10, flat-footed 14 (+4 natural)**Miss Chance** 50% when shadow blended**hp** 28 (4 HD); DR 5/slashing**Immune** mind-affecting spells or abilities, poison, sleep, paralysis, polymorph, and stunning, not subject to critical hits**Resist** cold 9**Fort** +7, **Ref** +1, **Will** +2; evasion**Weakness** vulnerable to fire**Speed** 30 ft. (6 squares), improved woodland stride**Melee** 2 slams +5 (1d8+1)**Base Atk** +3; **Grp** +4**Special Actions** *entangle***Abilities** Str 13, Dex 10, Con 17, Int 8, Wis 12, Cha 13**SQ** plant traits, shadow blend**Feats** alertness, Weapon Focus (slam)**Skills** Hide +0 (+8 in forested areas), Knowledge (nature) +3, Listen +3, Spot +3, Survival +3(+5 in aboveground natural environments)**Speak with Plants (Su)** As the *speak with plants* spell; at will; caster level 4th.**Improved Woodland Stride (Ex)** A wizened elder can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at its normal speed and without taking damage or suffering any other impairment. In addition, thorns, briars, and overgrown areas that have been magically manipulated do not impede its motion or otherwise affect it.**Entangle (Su)** As the *entangle* spell; at will; DC 15; caster level 4th. This ability affects a 60-foot-radius area around the wizened elder and lasts for 1 minute. The save DC is Constitution-based.**Shadow Blend (Su)** In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.**8: CONFRONTING THE FREAK****R'VELL AS FIENDISH DEINONYCHUS CR 7**

CE Medium magical beast (augmented animal, extraplanar)

Init +6; **Senses** low-light vision, darkvision 60 ft., scent, Listen +16, Spot +16**Languages** Cannot speak**AC** 20, touch 12, flat-footed 18

(+2 Dex, +8 natural)

hp 63 (7 HD); DR 5/magic**Resist** cold 5, fire 5, +4 against fey spell-like abilities; SR 12**Fort** +11, **Ref** +4, **Will** +8**Speed** 70 ft. (14 squares), base movement 60 ft., woodland stride**Melee** 2 talons +12 (1d8+7/x2) and 2 foreclaws +6 (1d3+3/x2) and bite +6 (2d4+3/x2)**Base Atk** +5; **Grp** +11**Atk Options** Combat Reflexes, pounce, smite good 1/day (+7 damage)**Special Actions** Natural Spell, spontaneous casting (*summon nature's ally*), wild shape 3/day (7 hours)**Combat Gear** *pearl of power* (1st level), *potion of cure light wounds*, *rod of lesser extend*, sprig of mistletoe, *wand of lesser vigor***Druid Spells Prepared** (CL 7th):4th—*freedom of movement*[†]3rd—*greater magic fang* (2)[‡], *spike growth* (DC 16)2nd—*barkskin*[†], *bear's endurance*[†], *bull strength*[†], *rapid summon nature's ally I*1st—*cure light wounds*, *entangle* (DC 14), *faerie fire*, *longstrider*[†], *pass without trace*0—*create water*, *cure minor wounds*, *detect magic*, *detect poison*, *light*, *purify food and drink*

† Already Cast

Abilities Str 23 (19), Dex 15, Con 23 (19), Int 10, Wis 16, Cha 17**SQ** animal companion, nature sense, trackless step, wild empathy (+2)**Feats** Improved Initiative, Combat Reflexes, Rapid Spell, Natural Spell**Skills** Concentration +14, Diplomacy +6, Handle Animal +6, Heal +8, Hide +12 Jump +14, Listen +16, Knowledge (nature) +9, Move Silently +4 Ride +7, Speak Language +2, Spellcraft +5, Spot +16, Survival +20**Possessions** combat gear plus masterwork hide armor, masterwork scimitar, light wooden shield, sling and 20 sling bullets, *ring of protection +1***Pounce (Ex)** If a deinonychus charges, it can make a full attack.**Skills** A deinonychus has a +8 racial bonus on Hide, Jump, Listen, Spot, and Survival checks

When she is not possessed, Kinderly has the following changed statistics:

Female human druid 7

N Medium humanoid (human)

Init +5; **Senses** Listen +8, Spot +8**Languages** Common, Druidic, Elven, Sylvan**AC** 16, touch 12, flat-footed 15; Combat Expertise (+1 Dex, +3 armor, +1 shield, +1 deflection)**hp** 49 (7 HD)**Resist** +4 against fey spell-like abilities

Fort +7, Ref +4, Will +8

Speed 20 ft. in medium armor (4 squares), base movement 30 ft., woodland stride

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

Ranged sling +6 (1d4-1/x2)

Base Atk +5; Grp +4

Special Actions spontaneous casting (*summon nature's ally*), wild shape 3/day (7 hours)

Abilities Str 8, Dex 12, Con 14, Int 10, Wis 16, Cha 13

SQ animal companion, nature sense, trackless step
wild empathy (+2)

Skills Concentration +10, Listen +8, Ride +3, Spot +5, Survival +12

5: THE BEAST IN THE WOODS

ADVANCED OWLBEAR CR 6

N Large magical beast
Init +2; **Senses** darkvision 60 ft., low-light vision, scent, Listen +10, Spot +11

Languages None

AC 15, touch 10, flat-footed 14
 (-1 size, +1 Dex, +5 natural)

hp 96 (8 HD)

Fort +13, **Ref** +8, **Will** +7

Speed 30 ft. (8 squares)

Melee 2 claws +14 (1d6+7/x2) and bite +9 (1d8+3/x2)

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

Base Atk +8; **Grp** +19

Atk Options Improved Grab

Abilities Str 25, Dex 14, Con 24, Int 2, Wis 16, Cha 8

Feats Alertness, Track, Iron Will

Skills Listen +10, Spot +11

Possessions none

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

6: THE TUMBLED TOWER

MISTLETOE CR 6

Female dryad warlock* 3

*see *Complete Arcane* 5

CN Medium fey

Init +6; **Senses** able to see in darkness and magical darkness, low-light vision, Listen +10, Spot +10

Languages Common, Sylvan

AC 24, touch 16, flat-footed 18
 (+6 Dex, +5 armor, +3 natural)

hp 41 (7 HD); DR 6/cold iron

Fort +6, **Ref** +11, **Will** +10

Speed 30 ft. (6 squares)

Melee dagger +10 (1d4-1/19-20)

Ranged mwk longbow +11 (1d8-1/x3)

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

Special Actions *eldritch blast* (2d6)

Combat Gear potion of *aid*, potion of *cure light wounds*, potion of *cure moderate wounds*, potion of *resist energy* (fire), oil of *magic weapon*

Warlock Invocations (CL 3rd):

At will—sickening blast (DC 19), dark one's own luck, devil's sight

Spell-Like Abilities (CL 6th):

At will—*detect magic* (CL 3rd), *entangle* (DC 14), *speak with plants*, *tree shape*

3/day—*charm person* (DC 14), *deep slumber* (DC 16), *tree stride*

1/day—*suggestion* (DC 16)

Abilities Str 8, Dex 23, Con 14, Int 14, Wis 16, Cha 21

SQ detect magic, tree dependent, wild empathy (+8)

Feats Great Fortitude, Weapon Finesse, Ability Focus (*eldritch blast*)

Skills Concentration +12, Escape Artist +13, Handle Animal +12, Hide +13, Knowledge (nature) +11, Knowledge (planes) +4, Listen +10, Move Silently +13, Ride +8, Spot +9, Survival +10 (+12 in aboveground natural environments), Use Rope +6 (+8 with bindings),

Possessions combat gear plus masterwork longbow and +2 *studded leather*

Eldritch Blast (Sp) An *eldritch blast* is a ray with a range of 60 feet. It is a ranged touch attack that affects a single target, allowing no saving throw. An *eldritch blast* deals 1d6 points of damage at 1st level and increases in power as the warlock rises in level. An *eldritch blast* is the equivalent of a spell whose level is equal to one-half the warlock's class level (round down), with minimum spell level of 1st and a maximum of 9th when a warlock reaches 18th level or higher.

An *eldritch blast* is subject to spell resistance, although the Spell Penetration feat and other effects that improve caster level checks to overcome spell resistance also apply to *eldritch blast*. An *eldritch blast* deals half damage to objects. Metamagic feats cannot improve a warlock's *eldritch blast* (because it is a spell-like ability, not a spell). However, the feat Ability Focus (*eldritch blast*) increases the DC for all saving throws (if any) associated with a warlock's *eldritch blast*.

Tree Dependent (Su) Each dryad is mystically bound to a single, enormous fir tree and must never stray more than 300 yards from it. Any who do become ill and die within 4d6 hours. A dryad's fur does not radiate magic.

Wild Empathy (Ex) This power works like the druid's wild empathy class feature, except that the dryad has a +6 racial bonus on the check.

SKIURID* CR 1/2

NE Tiny magical beast (extraplanar)

*see *Monster Manual IV* 126

Init +3; **Senses** darkvision 60 ft., low-light vision; Listen +3, Spot +7

Languages –

AC 15, touch 15, flat-footed 12
 (+2size, +3 Dex)

hp 2 (1/2 HD)

Fort +2, **Ref** +5, **Will** +1

Speed 30 ft. (6 squares), climb 20 ft.

Melee bite +6 (1d3-4)

Space 2 1/2 ft.; **Reach** 0 ft.

Base Atk +1; **Grp** -11

Special Actions chill darkness 3/day

Abilities Str 3, Dex 17, Con 10, Int 2, Wis 12, Cha 12

SQ shadow jump

Feats alertness, weapon finesse

Skills Balance +11, Climb +11, Hide +19, Listen +3, Move Silently +11, Spot +7.

Possessions none

Shadow Jump (Su) As the *dimension door* spell; up to 3/day; caster level 1st.

The magical transport must begin and end in an area with at least some shadow. A sciurid can jump up to 30 feet each day in this manner; this can be a single jump or a combination of jumps whose distance totals 30 feet. This amount can be split among several jumps, but each one,

Chill Darkness (Su) As the *darkness* spell; 3/day; caster level 3rd.

A creature within the radius of this effect takes 1d6 points of damage and takes 1 point of Strength damage unless it succeeds on a DC 13 Fortitude save. The creature takes no further damage as long as it remains within the area, but if it leaves and reenters, it is subject to both types of damage again. The save DC is Charisma-based and includes a +2 racial bonus.

At the end of the effect's duration, if any creature has taken damage within its area, the shadows coalesce into a small nodule, about the size of a peach pit, that provides nourishment for the sciurid.

This ability has no effect on undead or creatures native to the Plane of Shadow. The shadowy illumination created by this ability is sufficient for the sciurid to use its shadow jump ability.

Skills Sciurids have a +8 racial bonus on Balance, Climb, Hide, and Move Silently checks. A sciurid can always choose to take 10 on Climb checks, even if rushed or threatened. A sciurid uses its Dexterity modifier instead of its Strength modifier for Climb checks.

SHADOW* WIZENED ELDER** CR 3

*see *Manual of the Planes* 190

**see *Monster Manual IV* 180

CN Medium plant (extraplanar)

Init +0; **Senses** darkvision 60 ft., low-light vision; Listen +3, Spot +3

Languages speak with plants, Sylvan

AC 14, touch 10, flat-footed 14 (+4 natural)

Miss Chance 50% when shadow blended

hp 28 (4 HD); DR 5/slashing

Immune mind-affecting spells or abilities, poison, sleep, paralysis, polymorph, and stunning, not subject to critical hits

Resist cold 9

Fort +7, **Ref** +1, **Will** +2, evasion

Weakness vulnerable to fire

Speed 30 ft. (6 squares), improved woodland stride

Melee 2 slams +5 (1d8+1)

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

Special Actions entangle

Combat Gear none

Abilities Str 13, Dex 10, Con 17, Int 8, Wis 12, Cha 13

SQ plant traits, shadow blend

Feats alertness, Weapon Focus (slam)

Skills Hide +0 (+8 in forested areas), Knowledge (nature) +3, Listen +3, Spot +3, Survival +3(+5 in aboveground natural environments)

Speak with Plants (Su) As the *speak with plants* spell; at will; caster level 4th.

Improved Woodland Stride (Ex) A wizened elder can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at its normal speed and without taking damage or suffering any other impairment. In addition, thorns, briars, and overgrown areas that have been magically manipulated do not impede its motion or otherwise affect it.

Entangle (Su) As the *entangle* spell; at will; DC 15; caster level 4th.

This ability affects a 60-foot-radius area around the wizened elder and lasts for 1 minute. The save DC is Constitution-based.

Shadow Blend (Su) In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

8: CONFRONTING THE FREAK

R'VELL AS FIENDISH MEGARAPTOR CR 9

CE Large magical beast (augmented animal, extraplanar)

Init +8; **Senses** low-light vision, darkvision 60 ft., scent, Listen +18, Spot +18

Languages Cannot speak

AC 23 touch 11, flat-footed 19

(-1 Size, +4 Dex, +10 natural)

hp 80 (9 HD); DR 5/magic

Immune poison

Resist cold 10, fire 10, +4 against fey spell-like abilities; SR 14

Fort +13, **Ref** +7, **Will** +9

Speed 70 ft. (14 squares), base movement 50 ft., woodland stride

Melee 2 talons +14 (2d6+9/x2) and 2 foreclaws +9 (1d4+4/x2) and bite +9 (1d8+4/x2)

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

Base Atk +6; **Grp** +17

Atk Options Combat Reflexes, Wolverine's Rage, pounce, smite good 1/day (+9 damage)

Special Actions Natural Spell, spontaneous casting (*summon nature's ally*), wild shape 3/day (9 hours),

Combat Gear *pearl of power* (1st-level), *potion of cure light wounds*, sprig of mistletoe, *rod of lesser extend*, *wand of lesser vigor*

Druid Spells Prepared (CL 9th):

5th—*transmute rock to mud*

4th—*freedom of movement*[†], *superior magic fang*[†]

3rd—*blindsight*, *cure moderate wounds*, *spike growth* (DC 16), rapid *summon nature's ally II*,

2nd—*barkskin*[†], *bear's endurance*[†], *bull strength*[†], *cat's grace*[†], rapid *summon nature's ally I*

1st—*cure light wounds*, *entangle* (DC 14), *faerie fire*, *longstrider*[†], *pass without trace*

0—*create water*, *cure minor wounds*, *detect magic*, *detect poison*, *light*, *purify food and drink*

[†]Already Cast

Abilities Str 25 (21), Dex 19 (15), Con 25 (21), Int 10, Wis 17, Cha 13

SQ animal companion, nature sense, trackless step, wild empathy (+2)

Feats Improved Initiative, Combat Reflexes, Rapid Spell, Natural Spell, Wolverine's Rage

Skills Concentration +19, Diplomacy +6, Handle Animal +6, Heal +8, Hide +4 Jump +15, Listen +18, Knowledge (nature) +9, Move Silently +2 Speak Language +2, Spellcraft +7, Spot +18, Survival +20

Possessions combat gear plus +2 *wildwood breastplate*, masterwork scimitar, darkwood shield, sling and 20 sling bullets, *ring of protection +1*

Pounce (Ex) If a megaraptor charges, it can make a full attack.

Skills A megaraptor has a +8 racial bonus on Hide, Jump, Listen, Spot, and Survival checks.

When she is not possessed, Kinderly has the following changed statistics:

Female human druid 9

N Medium humanoid (human)

Init +5; **Senses** Listen +10, Spot +10

Languages Common, Druidic, Elven, Sylvan

AC 20, touch 12, flat-footed 19

(+1 Dex, +6 armor, +2 shield, +1 deflection)

hp 62 (9 HD)

Immune poison

Resist +4 against fey spell-like abilities

Fort +8, **Ref** +4, **Will** +9

Speed 20 ft. in medium armor (4 squares), base movement 30 ft., woodland stride

Melee mwk scimitar +6 (1d6/18-20) or

Ranged sling +7 (1d4-1/x2)

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

Special Actions spontaneous casting (*Summon Nature's Ally*), wild shape 3/day (9 hours), wolverine's rage

Abilities Str 8, Dex 12, Con 14, Int 10, Wis 17, Cha 13

SQ animal companion, nature sense, trackless step, wild empathy (+2)

Skills Concentration +14, Listen +10, Ride +3, Spot +10, Survival +12

5: THE BEAST IN THE WOODS

ENORMOUS OWLBEAR CR 8

N Huge magical beast
Init +1; **Senses** darkvision 60 ft., low-light vision, scent, Listen +12 Spot +12

Languages None

AC 17, touch 9, flat-footed 16
 (-2 size, +1 Dex, +8 natural)

hp 154 (11 HD)
Fort +16, **Ref** +8, **Will** +8

Speed 30 ft. (8 squares)

Melee 2 claws +20 (1d8+11/x2) and bite +15 (2d6+5/x2)

Space 15 ft.; **Reach** 10 ft.

Base Atk +11; **Grp** +30

Atk Options Improved Grab, Multigrab

Abilities Str 33, Dex 12, Con 28, Int 2, Wis 16, Cha 8

Feats Alertness, Track, Iron Will, Multigrab

Skills Listen +12, Spot +12

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

6: THE TUMBLER TOWER

MISTLETOE CR 7

Female dryad warlock* 5

*see *Complete Arcane* 5

CN Medium fey

Init +6; **Senses** able to see in darkness and magical darkness, low-light vision, Listen +10, Spot +10

Languages Common, Sylvan

AC 24, touch 16, flat-footed 18
 (+6 Dex, +5 armor, +3 natural)

hp 52 (9 HD); DR 6/cold iron

Fort +6, **Ref** +11, **Will** +11

Speed 30 ft. (6 squares)

Melee dagger +11 (1d4-1/19-20)

Ranged mwk longbow +12 (1d8-1/x3)

Base Atk +5; **Grp** +4

Special Actions *eldritch blast* (3d6)

Combat Gear *gloves of missile snaring*, *potion of aid*, *potion of cure light wounds*, *potion of cure moderate wounds*, *potion of resist energy* (fire), *oil of magic weapon*

Warlock Invocations (CL 5rd):

At will—sickening blast (DC 20), dark one's own luck, devil's sight

Spell-Like Abilities (CL 6th):

At will—*detect magic* (CL 5th), *entangle* (DC 14), *speak with plants*, *tree shape*

3/day—*charm person* (DC 14), *deep slumber* (DC 18), *tree stride*

1/day—*suggestion* (DC 16)

Abilities Str 8, Dex 23, Con 14, Int 14, Wis 16, Cha 22

SQ deceive item, detect magic, tree dependent, wild empathy (+8)

Feats Great Fortitude, Weapon Finesse, Ability Focus (*eldritch blast*), Ability Focus (deep slumber)

Skills Bluff +9, Concentration +14, Escape Artist +13, Handle Animal +12, Hide +13, Knowledge (nature) +11, Knowledge (planes) +4, Listen +10, Move Silently +13, Ride +8, Sense Motive +6, Spot +9, Survival +10 (+12 in aboveground natural environments), Use Rope +6 (+8 with bindings),

Possessions combat gear plus masterwork longbow and +2 *studded leather*

Deceive Item (Ex) When making a Use Magic Device check, a warlock can take 10 even if distracted or threatened.

Eldritch Blast (Sp) An *eldritch blast* is a ray with a range of 60 feet. It is a ranged touch attack that affects a single target, allowing no saving throw. An *eldritch blast* deals 1d6 points of damage at 1st level and increases in power as the warlock rises in level. An *eldritch blast* is the equivalent of a spell whose level is equal to one-half the warlock's class level (round down), with minimum spell level of 1st and a maximum of 9th when a warlock reaches 18th level or higher.

An *eldritch blast* is subject to spell resistance, although the Spell Penetration feat and other effects that improve caster level checks to overcome spell resistance also apply to *eldritch blast*. An *eldritch blast* deals half damage to objects. Metamagic feats cannot improve a warlock's *eldritch blast* (because it is a spell-like ability, not a spell). However, the feat Ability Focus (*eldritch blast*) increases the DC for all saving throws (if any) associated with a warlock's *eldritch blast*.

Tree Dependent (Su) Each dryad is mystically bound to a single, enormous fir tree and must never stray more than 300 yards from it. Any who do become ill and die within 4d6 hours. A dryad's fur does not radiate magic.

Wild Empathy (Ex) This power works like the druid's wild empathy class feature, except that the dryad has a +6 racial bonus on the check.

SKIURID* CR 1/2

*see *Monster Manual IV* 126

NE Tiny magical beast (extraplanar)

Init +3; **Senses** darkvision 60 ft., low-light vision; Listen +3, Spot +7

Languages –

AC 15, touch 15, flat-footed 12
 (+2size, +3 Dex)

hp 2 (1/2 HD)

Fort +2, **Ref** +5, **Will** +1

Speed 30 ft. (6 squares), climb 20 ft.

Melee bite +6 (1d3-4)

Space 2 1/2 ft.; **Reach** 0 ft.

Base Atk +1; **Grp** -11

Special Actions chill darkness 3/day

Abilities Str 3, Dex 17, Con 10, Int 2, Wis 12, Cha 12

SQ shadow jump

Feats alertness, weapon finesse

Skills Balance +11, Climb +11, Hide +19, Listen +3, Move Silently +11, Spot +7.

Possessions none

Shadow Jump (Su) As the *dimension door* spell; up to 3/day; caster level 1st. The magical transport must begin and end in an area with at least some shadow. A sciurid can jump up to 30 feet each day in this manner; this can be a single jump or a combination of jumps whose distance totals 30 feet. This amount can be split among several jumps, but each one,

Chill Darkness (Su) As the *darkness* spell; 3/day; caster level 3rd. A creature within the radius of this effect takes 1d6 points of damage and takes 1 point of Strength damage unless it succeeds on a DC 13 Fortitude save. The creature takes no further damage as long as it remains within the area, but if it leaves and reenters, it is subject to both types of damage again. The save DC is Charisma-based and includes a +2 racial bonus.

At the end of the effect's duration, if any creature has taken damage within its area, the shadows coalesce into a small nodule, about the size of a peach pit, that provides nourishment for the sciurid.

This ability has no effect on undead or creatures native to the Plane of Shadow. The shadowy illumination created by this ability is sufficient for the sciurid to use its shadow jump ability.

Skills Skiurids have a +8 racial bonus on Balance, Climb, Hide, and Move Silently checks. A sciurid can always choose to take 10 on Climb checks, even if rushed or threatened. A sciurid uses its Dexterity modifier instead of its Strength modifier for Climb checks.

SHADOW* WIZENED ELDER** CR 3

*see *Manual of the Planes* 190

**see *Monster Manual IV* 180

CN Medium plant (extraplanar)

Init +0; **Senses** darkvision 60 ft., low-light vision; Listen +3, Spot +3

Languages speak with plants, Sylvan

AC 14, touch 10, flat-footed 14 (+4 natural)

Miss Chance 50% when shadow blended

hp 28 (4 HD); DR 5/slashing

Immune mind-affecting spells or abilities, poison, sleep, paralysis, polymorph, and stunning, not subject to critical hits

Resist cold 9

Fort +7, **Ref** +1, **Will** +2, evasion

Weakness vulnerable to fire

Speed 30 ft. (6 squares), improved woodland stride

Melee 2 slams +5 (1d8+1)

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

Special Actions entangle

Abilities Str 13, Dex 10, Con 17, Int 8, Wis 12, Cha 13

SQ plant traits, shadow blend

Feats alertness, Weapon Focus (slam)

Skills Hide +0 (+8 in forested areas), Knowledge (nature) +3, Listen +3, Spot +3, Survival +3(+5 in aboveground natural environments)

Speak with Plants (Su) As the *speak with plants* spell; at will; caster level 4th.

Improved Woodland Stride (Ex) A wizened elder can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at its normal speed and without taking damage or suffering any other impairment. In addition, thorns, briars, and overgrown areas that have been magically manipulated do not impede its motion or otherwise affect it.

Entangle (Su) As the *entangle* spell; at will; DC 15; caster level 4th.

This ability affects a 60-foot-radius area around the wizened elder and lasts for 1 minute. The save DC is Constitution-based.

Shadow Blend (Su) In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

8: CONFRONTING THE FREAK

KINDERLY AS FIENDISH MEGARAPTOR CR 11

CE Large magical beast (augmented animal, extraplanar)

Init +7; **Senses** low-light vision, darkvision 60 ft., scent, Listen +20, Spot +20

Languages Common, Druidic, Elven, Sylvan

AC 23 touch 13, flat-footed 19

(-1 Size, +4 Dex, +10 natural)

hp 97 (11 HD); DR 5/magic, DR 10/adamantine (absorbs 110 hit points)

Immune poison

Resist Cold 10, Fire 10, +4 against fey spell-like abilities; **SR** 16

Fort +14, **Ref** +7, **Will** +10

Speed 70 ft. (14 squares), base movement 50 ft., woodland stride

Melee 2 talons +16 (2d6+9/x2) and 2 foreclaws +11 (1d4+5/x2) and bite +11 (1d8+5/x2)

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

Base Atk +8; **Grp** +19

Atk Options Combat Reflexes, Wolverine's Rage, pounce, smite good 1/day (+11 damage)

Special Actions Natural Spell, spontaneous casting (*summon nature's ally*), wild shape 4/day (11 hours)

Combat Gear diamond dust (250 gp), *pearl of power* (1st-level), *potion of cure light wounds*, sprig of mistletoe, *rod of lesser extend*, *wand of lesser vigor*

Druid Spells Prepared (CL 11th):

6th—rapid *summon nature's ally V*

5th—*stoneskin*¹, *transmute rock to mud*

4th—*dispel magic*, *freedom of movement*¹, *superior magic fang*¹

3rd—*blindsight*, *cure moderate wounds*, (DC 16), *protection from energy*, *spike growth* (DC 16), rapid *summon nature's ally II*

2nd—*barkskin*ⁱ, *bear's endurance*ⁱ, *bull strength*ⁱ,
*cat's grace*ⁱ, *rapid summon nature's ally I*
1st—*cure light wounds*, *entangle* (DC 14), *faerie fire*,
*longstrider*ⁱ, *pass without trace*
0—*create water*, *cure minor wounds*, *detect magic*,
detect poison, *light*, *purify food and drink*

‡ **Already Cast**

Abilities Str 25 (21), Dex 19 (15), Con 25 (21), Int 10,
Wis 17, Cha 13

SQ animal companion, nature sense, trackless step,
wild empathy (+2)

Feats Improved Initiative, Combat Reflexes, Rapid
Spell, Natural Spell, Fast Wildshape

Skills Concentration +21, Diplomacy +6, Handle Animal
+8, Heal +8, Hide +8 Jump +17, Listen +20,
Knowledge (nature) +11, Move Silently +12, Speak
Language +2, Spellcraft +9, Spot +20, Survival +12

Possessions combat gear plus +2 *wildwood*
breastplate, *druid's vestments*, masterwork scimitar,
darkwood shield, sling and 20 sling bullets, *ring of*
protection +1

Pounce (Ex) If a megaraptor charges, it can make a full
attack.

Skills A megaraptor has a +8 racial bonus on Hide,
Jump, Listen, Spot, and Survival checks

When she is not possessed, Kinderly has the following
changed statistics:

Female human druid 11

N Medium humanoid (human)

Init +5; **Senses** Listen +12, Spot +12

Languages Common, Druidic, Elven, Sylvan

AC 20, touch 12, flat-footed 19

(+1 Dex, +6 armor, +2 shield, +1 deflection)

hp 75 (11 HD)

Immune poison

Resist +4 against fey spell-like abilities

Fort +9, **Ref** +4, **Will** +10

Speed 20 ft. in medium armor (4 squares), base
movement 30 ft., woodland stride

Melee mwk scimitar +8 (1d6/18-20) or

Ranged sling +9 (1d4-1/x2)

Base Atk +8; **Grp** +7

Special Actions spontaneous casting (*summon*
nature's ally), wild shape 5/day (11 hours)

Abilities Str 8, Dex 12, Con 14, Int 10, Wis 17, Cha 13

SQ animal companion, nature sense, trackless step,
wild empathy (+2)

Skills Concentration +16, Listen +12, Ride +3, Spot
+12, Survival +12

APPENDIX 2: NEW RULES ITEMS

FEATS

Fast Wild Shape [Wild]

You assume your wild shape faster and more easily than you otherwise could.

Prerequisite: Dex 13, ability to use wild shape.

Benefit: You gain the ability to wild shape as a move-equivalent action.

Normal: A druid uses wild shape as a standard action.

Source: *Complete Divine* 81

Lyric Spell [Bardic Music]

You can channel the power of your bardic music into your magic, allowing you to expend uses of your bardic music ability to cast spells

Prerequisite: Bardic music, Perform 9 ranks, ability to spontaneously cast 2nd-level arcane spells.

Benefit: You can expend daily uses of your bardic music to cast any arcane spell that you know and can cast spontaneously. You must still use an action to cast the spell (following the normal rules for casting time), but using the Lyric Spell feat counts as part of the spellcasting action. Casting a spell requires one use of your bardic music ability plus one additional use per level of the spell.

Special: Any spell that you cast using the Lyric Spell feat gains your instrument as an additional arcane focus if you use one. You cannot use Lyric spell to cast a spell improved by the Silent Spell metamagic feat.

Source: *Complete Adventurer* 113

Multigrab [Monstrous]

You can grapple enemies more firmly than normal with your natural attacks.

Prerequisite: Str 17, improved grab.

Benefit: When grappling an opponent with the part of your body that made the attack, you take only a -10 penalty to grapple checks to maintain the hold.

Normal: Without this feat, you take a -20 penalty on your grapple checks to maintain a hold with the part of your body used to make the attack.

Source: *Savage Species* 37

Rapid Spell [Metamagic]

You can cast spells with long casting times more quickly.

Benefit: Only spells with a casting time greater than 1 standard action can be made rapid. A rapid spell with a casting time of 1 full round can be cast as a standard action. A rapid spell with a casting time measured in round can be cast in 1 full round. Rapid spells with casting time measured in minutes can be cast in 1 minute, and rapid spells with casting times measured in hours can be cast in 1 hour. A rapid spell uses up a spell slot one level higher than the spell's actual level.

Special: A spell can be made rapid and quickened only if its original casting time was 1 full round. This feat

can be applied to a spell cast spontaneously as long as its original casting time was longer than 1 full round.

Source: *Complete Divine* 84

Versatile Performer

You are skilled at many kinds of performances

Prerequisite: Perform (any) 5 ranks.

Benefit: Pick a number of Perform categories equal to your Intelligence bonus (minimum 1). For the purpose of making Perform checks, you are treated as having a number of ranks in those skills equal to the highest number of ranks you have in any Perform category. You cannot change these categories once you have picked them, but your score in them automatically increase if you later add additional ranks in your highest ranked Perform category. You gain new categories of your choice if your Intelligence bonus permanently increases.

In addition, you gain a +2 bonus on a combined Perform check when using two or more forms of performance at the same time, such as a bard strumming a lyre while singing. In such cases, add the bonus to the higher of your two Perform skill modifiers.

Source: *Complete Adventurer* 112.

Wolverine's Rage [Wild]

You can fly into a berserk rage when injured.

Prerequisite: Wild shape

Benefit: If you have taken damage during the last round, you may spend a wild shape as a free action on your turn to enter a rage. While in this rage, you gain a +2 bonus to Strength, a +2 bonus to Constitution, and take a -2 penalty to AC. This rage lasts for 5 rounds and cannot be ended voluntarily.

Source: *Complete Divine* 86

MAGIC ITEMS

Staff of Storms

A gnarled staff favored by powerful druids, a staff of storms allows use of the following spells:

- *Storm tower* (1 charge)
- *Stormrage* (1 charge)
- *Storm of elemental fury* (1 charge)
- *Control Weather* (1 charge)

Strong transmutation; CL 15th; Craft Staff, *control weather*, *storm of elemental fury*, *storm tower*, *stormrage*; Price 118,125 gp.

Source: *Complete Divine* 106

SPELLS

Blindsight

Transmutation

Level: Cleric 3, druid 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched
Duration: 1 minute/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You touch your intended subject, which then turns its head rapidly about as if looking for the source of some sound.

This spell grants the subject the blindsight ability (MM 306) effective out to 30 feet.

Source: *Spell Compendium* 32

Inspirational Boost

Enchantment (Compulsion) [Mind-Affecting, Sonic]
Level: Bard 1
Components: V, S
Casting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 round or special; see text

You concentrate on assisting your friends as you begin the short chant and simple handchopping motion necessary to cast the spell. As you finish, the spell's chant allows you to segue easily into bolstering your allies.

While this spell is in effect, the morale bonus granted by your inspire courage bardic music increases by 1. The effect lasts until your inspire courage effect ends. If you don't begin to use your inspire courage ability before the beginning of your next turn, the spell's effect ends.

Source: *Spell Compendium* 124

Magic Fang, Superior

Transmutation
Level: Druid 4, ranger 4
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You

Duration: 1 round/level

You speak the old words of the incantation, and your hands glow with a yellow aura that flashes at the tips of your digits.

Superior magic fang gives every natural weapon you possess an enhancement bonus on attack rolls and damage rolls equal to +1 per four caster levels (maximum +5 at 20th level).

Source: *Spell Compendium* 136

INVOCATIONS

Dark One's Own Luck

Least: 2nd

You are favored by the dark powers if you have this invocation. You gain a luck bonus equal to your Charisma bonus (if any) on Fortitude saves, Reflex saves, or Will saves (your choice each time you use this ability) for a period of 24 hours. You can't apply this ability to two different save types at the same time. This bonus can never exceed your class level.

Source: *Complete Arcane* 133

Devil's Sight

Least: 2nd

You gain the visual acuity of a devil for 24 hours. You can see normally in darkness and magical darkness out to 30 feet.

Source: *Complete Arcane* 133

Sickening Blast

Least: 2nd; Eldritch Essence

This eldritch essence invocation allows you to change your *eldritch blast* into a sickening blast. Any living creature struck by a sickening blast must make a Fortitude save or become sickened for 1 minute. A sickened creature struck by a second sickening blast is not effected by the sickening aspect of the blast but still takes damage normally.

Source: *Complete Arcane* 135

APPENDIX 3: MARDIN'S FIELD

Mardin's Field (Hamlet): Conventional; AL NG; 50 gp limit; Assets 46,000 gp; Population 200; Isolated (77% human (Flan-Suel-Oeridian, 12% half-elf, 5% halfling, 3% half-orc, 2% gnome, 1% elf).

Authority figures: Burtol Harbinson (LN male human aristocrat), steward for Count Merleche; Village Alderman Henric Mardin (LG male human aristocrat 2/expert 4), owner of the largest farm.

Important Characters: Taemra Tallend (NG female half-elf expert 3), owner of the Goose and Gander; Kinderly the Yarrow (N female druid [level varies with APL]), Keeper of the Harrowstone; Voss Armor (LN male fighter 3) bodyguard to Burtol and bailiff of the village.

Mardin's Field is a village in the Domain of Greyhawk. It was founded 60 years ago by Hugh Mardin, the grandfather of Henric Mardin. Hugh was a devout follower of the Old Faith and built his farm near the Harrowstone. His prosperity attracted others to the area, and the growing village was named after him.

The villagers raise a variety of grains and vegetables with barley as the most common crop. The woodcutters in the nearby Gnarley Forest harvest wood and the nuts from the yarpick trees. Yarpick, also known as the daggerthorn, is a short, sturdy tree that sprouts exceedingly sharp thorns that can reach two feet in length. The thorns are tough and straight, and have often been used as weapons. The seeds of the Yarpick can be eaten as a nut and are tasty, wholesome, and nourishing.

KEY SITES

Places of Interest in the village are marked on the Village Map of Mardin's Field in DM Maps.

1. Deritt Farm: The Deritt family lives on this modest farm. Tobe's father passed away several years ago, so his mother and two sisters, including Aimely, run the farm. The chicken coop has been repaired, and Flutters is back at work laying eggs.

2. Mardin's House: Henric Mardin has the largest and most prosperous farm in the village. The original house has been expanded repeatedly. Henric lives here with his wife and five children. His eldest son is Deneet, who was mustered into Greyhawk's army.

3. Dog Trainer: Stammel lives and trains his dogs here. His small cottage is surrounded by many cages and fenced-in areas. Off to one side is a long dog run. Currently, Stammel has nearly two-dozen dogs in various stages of training.

For Sale: During the adventure Stammel will sell three riding dogs (named Ginger, Sport, and Rags) and up to six hunting dogs.

4. Langin Farm: The scene of one of the murders. Described in encounter 1.

5. Rixler Farm: This farmstead is the home of the Rixler family.

6. Stables: The village plow horses are kept here as well as the mounts for any visitors staying at the Goose and Gander.

7. Sundry Shop: Wendell Conran is a homely, middle-aged man who runs the village's sundry shop. He buys finished goods from Greyhawk that the villagers cannot make themselves. He lives above his shop along with his very young wife. They have no children yet, but Wendell is eager to keep trying.

For Sale: Adventuring gear, tools and skill kits, clothing, and two *potions of cure light wounds*. No item can cost more than 50 gp.

8. Bee hives: These large hives are tended by Bailey Tallowick and are the principle source of honey for the village. The bees are ordinary honey bees.

9. Bakery: This cottage is the home of the halfling baker Bailey Tallowick and her three children. Bailey bakes dozens of loaves of bread every day in the three different brick ovens behind the cottage. She also sells excellent muffins, pies, and cakes.

10. Kolm Farm: This farmstead is the home of the Kolm family, described in encounter 1.

11. Broam Farm: This farmstead is the home of the Broam family. Helenna and Theonas Broam participated in the attack on the Ravagers.

12. Smithy: The smithy is run by Grazl Intaz, a half-orc. While not the best smith in Oerth, Grazl is more than capable of handling the needs of the villagers. He lives with his wife and young daughter in a cottage behind his workshop.

For Sale: Any arms and armor of normal quality under 50 gp.

13. Village Green: This green is the site of festivals, parties, fairs, and any large gathering that can be held outdoors.

14. Goose and Gander Inn: The inn is the social heart of the village. Originally built by Phedris Tallend (the late husband of Taemra), the inn is two-stories tall. The first floor is a large common room, dominated by massive fireplace. The second floor has four guest rooms with two beds each and one high lifestyle "Lord's Room" which has one large bed with a fancy

feather mattress. Taemra lives on the third floor. The cellar holds the food stores and is Taemra's brewery.

Food at the Goose and Gander is commonly barley stew, venison, and cheese. There are few vegetables this early in the season.

The Goose and Gander is an inn of common quality (5 sp per day).

15. Shrine to Saint Cuthbert: This small shrine to Saint Cuthbert is kept by the villagers as a place of prayer and thanksgiving to the Cudgel. When Brother Horst visits, he leads the services.

16. Ice House: The Ice House is nothing more than a shed covering a large pit. During the winter, the villagers chop out blocks of ice from the stream and drop them into the pit, where they will keep frozen for months. Currently, the Ice House is filled with ice.

17. Covered Bridge: This covered wooden bridge crosses Harrowstone Creek and sees regular traffic.

18. Butcher: Vendent Langin, the butcher, is a widower and cousin of the Langins from area 4. He lives in the cottage with his two children and an elderly aunt. The slaughter house is set some distance away from the cottage because of the smell and noise. A curing shed and smokehouse are nearby.

19. Village Mill: The mill is immediately downstream from the bridge. Because the Harrowstone creek is so fast, it does not use a millrace and has an undershot wheel (the water hits the paddles on the bottom). There are several worn-out millstones laid in the ground around the mill.

Denall Elbec lives at the mill along with his wife. They are childless.

20. Elbec Farm: This farmstead is the home of the Elbec family. They are cousins of Denall the miller.

21. Vendry Farm: The scene of one of the murders, described in encounter 1.

22. Donnchadha Farm: This small farm house is described in encounter 4.

23. Gnarley Path: The scene of one of the murders. It is described in encounter 1.

24. Oldam Farm: This farmstead is the home of the Oldam family.

25. Count Merleche's Manor: Count Merleche recently built his manor house on the outskirts of the village for the rare occasions when he visits.

26. Tamtran Farm: This farmstead is the home of the Tamtran family.

27. Guthry Farm: This farm house is described in encounter 2.

28. Harrowstone Creek: This creek rises from the spring at the Harrowstone. It flows southeast through the village toward the Selintan. It is only up to the waist at its deepest location. It is lined with many willow trees.

IMPORTANT PEOPLE

Aimely Deritt: Tobe's twin sister shares his mischievous spirit and good looks. She is a capable and resourceful 18-year-old. She does most of the work on the Deritt farm since Tobe left. She is looking for a good husband and to start her own family. Her requirements are: not from Mardin's Field, hard worker, reasonably polite, reasonably good looking, and not from Mardin's Field.

♣ **Aimely Deritt:** female human commoner 2.

Burtol Harbison: The steward to Count Merleche is terribly afraid of his lord. Merleche demands more money every year, and Burtol is responsible for squeezing the coins out of Mardin's Field. Burtol doesn't want anything coming to Merleche's attention that could reflect badly on him.

♣ **Burtol Harbison:** male gnome aristocrat 3.

Grazl Intaz: A huge man who is scarred from numerous fights and hours at the forge, Grazl was a mercenary in his youth, where he learned quite a bit about smithing. Now approaching middle-age, he found himself a wife (also a half-orc) and has settled down in Mardin's Field. After a rough start, he gets along well with the other villagers and is good friends with Henric.

♣ **Grazl Intaz:** male half-orc fighter 2/expert 2.

Henric Mardin: Henric Mardin is the grandson of the founder of the village and the biggest landowner. His father lost control of the village to Count Merleche, who donated a lot of money to the oligarchs in the City of Greyhawk. However, the villagers consider Henric their "alderman" and treat him as the leader of the village.

Henric is intelligent and industrious, and his farms are prosperous. He is comfortable with his role in the village and is used to the other villagers following his lead. He has a deep and intense dislike of Count Merleche and Burtol Harbison.

♣ **Henric Mardin:** male human aristocrat 2/expert 4.

Karri Lealin: Karri Lealin is a traveling minstrel, who can sing, play a variety of musical instruments, juggle, and do puppet shows. The PCs may have met Karri in COR3-06 *Witch Hunt* or in COR6-01 *A Story for Another Day*.

Karri is just over 50 years old, which is well shy of middle age for a half-elf. She wears a pendant with an illustrated book on it (the symbol of Lirr). Karri is pleasant and friendly. She enjoys word-play and merry songs. She travels throughout the lands on the border of the Gnarley, carrying news and entertaining the villagers, while collecting tales and legends to preserve the oral history of the region.

🔮 **Karri Lealin:** female half-elf bard 7, see Appendix 1.

Kinderly the Yarrow: The Old Faith druid who tends to the Harrowstone.

🔮 **Kinderly the Yarrow:** see Appendix 1.

Naimh Donnchadha: Naimh Donnchadha (NAH-eve DAHN-chava) is the matriarch of the Tenha immigrants, She is described in encounter 5.

🔮 **Naimh Donnchadha:** female human commoner 6.

Odar the Woodcutter: Odar is a woodcutter who harvests yarpick wood, described in encounter 3.

🔮 **Odar the Woodcutter:** male human commoner 2.

Stammel Woan: Stammel is a dog trainer who lives alone. He is a mean and ill-tempered man. He trains dogs to be used as guard animals by the rich merchants in the City of Greyhawk. His dogs are vicious, large, and aggressive.

🔮 **Stammel Woan:** male human expert 4.

Taemra Tallend: Taemra is the innkeeper of the Goose and Gander Inn and an expert brewer. She is an elderly half-elf who has outlived her human husband and two of her own children. She is wistful and spends a lot of time lost in thoughts of the past. She is still quite personable and maintains the cleanliness and quality of the inn.

🔮 **Taemra Tallend:** female half-elf commoner 3.

KNOWLEDGE CHECKS

DC 10 Knowledge (geography): Mardin's Field is in the Domain of Greyhawk near the eastern edge of the Gnarley Forest. It is a temperate land that sees plenty of rainfall.

DC 15 Knowledge (geography): Near the village of Mardin's Field is a large exposed rock called the Harrowstone so named because it looks like a plow, which is used to harrow the earth.

DC 20 Knowledge (history): Mardin's Field was founded 60 years ago by Hugh Mardin, a wealthy and prosperous farmer.

DC 15 Knowledge (local [Core]): About 10 years ago, Count Merleche was named lord of Mardin's Field by bribing the Ruling Council of Greyhawk.

DC 20 Knowledge (local [Core]): The real power in Mardin's Field is Henric Mardin, the grandson of the founder. Mardin's popular support and friendship with the local druid has stayed Merleche's heavy hand for now.

DC 15 Knowledge (nobility): Count Merleche is a cruel and evil warrior who treats his subjects at his other estates little better than slaves. His largest holding (and source of his title) is the village of Phlandish.

DC 15 Knowledge (religion): Mardin's Field is very close to the Harrowstone, a sacred to the Old Faith. It is tended by druids who see to the stone and two magical trees that grow there.

RUMORS

If the PCs make a DC 10 Gather Information check, they learn the first piece of information from the list below. For each additional 2 points on the Gather Information check, give the PCs another piece of information.

- Henric Mardin is the grandson of the founder of the village and its alderman. He's got a good head on his shoulders and is well liked. He is the voice of opposition to Count Merleche.
- Kinderly the Yarrow is an Old Faith Druid at the Harrowstone to the northwest of the town. She tends to the two trees that grow at the Harrowstone.
- Count Merleche is a cruel and evil lord who bribed the oligarchs to be made lord of Mardin's Field. He's done nothing but raise taxes and make demands on the village.
- Several immigrants from Tenha arrived about five years ago. They're a proud bunch who think they're better than everyone else. They keep to themselves.
- The murdered villagers were horribly mutilated, as though the monster had purposefully ripped the victim into pieces. They had to be burned in sacks to keep all the pieces together.
- Each of the attacks has happened at night during a thunderstorm. As long as it is not raining, it is safe to go outside at night. Too bad Mardin's Field has been getting a lot of thunderstorms lately.
- The Tumbled Tower is an old Ur-Flan ruin to the southeast of Mardin's Field. It is a wicked place and draws evil things to it. No one in their right mind goes there willingly.
- Last fall, a pack of Ravagers holed up at the Tumbled Tower and terrorized the village. A group of villagers hunted them down and killed them all.
- A fearsome beast has recently appeared in the Gnarley. No one has seen it, but the woodcutters have run across its kills. The carcasses have been badly mauled, very similar to the murders in the village.

APPENDIX 4: LAW AND ORDER IN THE FREE CITY

PCs in the Free City of Greyhawk are adventuring in an urban environment. It is perfectly possible, therefore, that they might do something to get themselves arrested. Thus, a few words about law, justice, crime, and punishment are in order.

The level and efficacy of law enforcement in the Free City is constantly in flux depending on the aims and goals of those in charge. Recently, some changes on the Directing Oligarchy have enabled the Lord Mayor, Nerof Gasgal, to reassert his authority. This has resulted in a tightening of the laws, particularly in the areas of public safety and smuggling. Relevant minor laws appear, below.

UNUSUAL COMPANIONS

The Free City is a sprawling and cosmopolitan urban center and as such, there are rules and regulations dealing with the presence of the animal companions, familiars, and more fantastic followers that a PC might bring with her.

In general, PCs that are accompanied by normal animals (that is, creatures with the animal type) are not bothered by the guards, provided that it is Medium-sized or smaller. If the animal is normally carnivorous (such as a wolf or Medium- or smaller-sized dinosaur), the PC is required to demonstrate her ability to control that beast, as well as to show some form of restraint upon it – a muzzle, or at the very least a collar and leash. They will also have to purchase a license for it at a cost of 1 gp per base HD.

Large-sized non-carnivorous animals are also acceptable, though depending on the animal it may also be required to be restrained/collared (common sense should prevail; a horse, even a warhorse, doesn't need to be led around by a collar; a rhinoceros is a different matter!) They will also have to purchase a license for it at a cost of 5 gp per base HD for any animal other than a horse.

For more fantastic creatures (such as the types of creatures gained by the Improved Familiar feat, or more exotic animal companions or followers), the PC must purchase a license for it at a cost of 10 gp per base HD.

If the PC wishes, the companion can be snuck into the city if it could be hidden from the guards in the first place (perhaps in a pocket, an extradimensional space, or by *invisibility*). Warn the player that if they are caught with the companion, they earn the *Arrested!* AR item (see below).

WEAPON AND SPELL RESTRICTIONS

The Free City regulates the use of weapons and spells within its walls. In regards to magic the laws are:

- Generally, Greyhawk strongly controls magic use, prohibiting the use of such except in moments of extreme personal danger.

- Spells that do not damage a foe, such as *hold person*, are permitted.
- Spells that do damage only to a foe, such as *magic missile*, are allowed, but only in self-defense.
- Spells that damage a wide area, like *fireball*, bring a prosecution for property damage and any other relevant charges included murder, except in exceptional circumstances.
- Spells that are mentally intrusive, like *detect evil*, are frowned upon. Spells that can be used for a variety of illicit purposes, like *invisibility*, are also disapproved of. However, the use of either type of spell is legal.

In regards to weapons the rules are:

- It is legal to carry the following weapon types: dagger, dart, sling, staff, club, hammer and other similar weapons. They should be tied to one's belt or in a scabbard whenever possible.
- Swords, axes and other similar weapons may be carried through the streets but they must be in a scabbard or leather head-case. Characters wanting to carry such weapons in the city must purchase a license (5 gp for one-handed, 20 gp for two-handed weapons). Licenses are valid for one week.
- Polearms, spears and other large weapons such as crossbows and bows are banned. Visitors must deposit these with the Guild of Nightwatchmen who maintain a secure storage facility warded with powerful magics maintained by the Guild of Wizardry.

Note: If PCs try and get around these restrictions by buying weapons in the city they will be very securely wrapped and bound by the seller. Normally, PCs can hide weapons in extra dimensional spaces without fear of their discovery.

TWO MINOR LAWS

Greyhawk charges a 3 gp Freesword Tax to any adventurers entering the city. Without this, adventurers can't talk with any patrons, or sell any loot.

Greyhawk prohibits owning, and thus selling, any idol or symbol of any Evil deity. Individuals finding such items must turn them over to the authorities to be destroyed. If the PC wishes, illegal idols can be snuck into the city if they could have been hidden from the guards in the first place (perhaps in a pocket, an extradimensional space, or perhaps via *invisibility*). Warn the player that if they are caught, they earn the *Arrested!* AR item (see below).

BREAKING THE LAW

If a PC wants to avoid paying the fees listed above, he can usually smuggle the contraband items past the guards. Doing so requires a DC 10 Wisdom check to

avoid attracting suspicion and provoking a search. The guards also perform random searches, and these will be specified in adventures from time to time. If a PC is caught smuggling, he is punished as noted below.

If a PC is caught carrying illegal weapons inside the city, the weapons are confiscated until he leaves, and the PC is fined 10% of the value of the confiscated weapons (to a maximum amount of 100 gp x APL).

If a PC uses a damaging spell in a non-life threatening situation they are fined 10 gp x APL. If they kill someone, it is treated as murder.

Use of an area damaging spell (*fireball*, for example) attracts a fine of 100 gp x APL.

Use of intrusive spells does not attract a fine, but the caster suffers a -2 circumstance penalty on all Diplomacy checks against people who saw him cast the spell (or have been told he did so).

These fines are halved if the offender was defending the city or helping the authorities in some way when you commit the offense. They may be waived by the adventure text.

Being caught smuggling in an animal requires the offender to buy a license and pay a fine equal to double the cost of the license. This must be paid even if the animal is already dead.

Those avoiding the Freesword Tax caught talking with patrons or selling the proceeds of their adventures, are fined 1,000 gp and treated as if they are smuggling all items found with you.

The penalty for worshipping an Evil deity is either death (for cult leaders and priests) or confiscation of all goods and banishment for all other involved individuals. Those caught with an icon or holy symbol of an evil deity have all their goods confiscated and are banished from the city (unless they can prove they were about to hand the item over to the authorities or a good-aligned church for destruction).

AVOIDING THE PENALTY FOR BREAKING THE LAW

Once you've been caught, there remains one way to avoid the penalty – commit another crime. Namely, bribe the City Watch. Greyhawk being what it is, this is almost expected. Bribery is a simple matter of offering the City Watch some portion of the expected fine to simply look the other way. Treat this as a Diplomacy check with the City Watch being indifferent. If they become unfriendly, you must pay the full fine. If they remain indifferent, you must pay 80% of the fine. If they become friendly, they only take 60% of the fine. And if you make them helpful, they let you off for only 40% of the normal fine.

Additionally, some AR favors from previous adventures provide exemption from some of the rules of the city or make avoiding those rules harder (this list will be periodically updated to include relevant favors from recently released adventures):

COR3-12 Traitor's Road – Wrath of the Greyhawk Assassin's Guild: For the duration of this

disfavor, you always get searched when entering the City, and can never make the City Watch helpful with a bribe attempt.

COR6-03 Riders of the Grave – Nightwatch: Members in good standing of the Nightwatch are exempt from all weapon restrictions in the City.

COR5-04 Desecrators of the Lord's Tomb – Thanks of the City Watch: The luxury upkeep includes free licenses, and automatic helpful results on any bribe attempts with the City Watch.

COR5-05 A Marked Man – Disfavor of Skaelin: In addition to direct confrontations, members of the Thieves' Guild will inform on you if you use contraband weapons or damaging magic in any public place.

COR5-19 Retribution – Nemesis of the Thieves' Guild: You always get searched when entering the City, and can never make the City Watch helpful with a bribe attempt.

COR6-10 Murder in Elmshire – Favor of the City Watch: The rich upkeep includes free licenses, and automatic friendly results on any bribe attempts with the City Watch.

Arrested!

The AR for all adventures set in the Free City has the Arrested! item. If a PC runs afoul of the law, they are immediately incarcerated and penalized the noted number of TUs. This is by decision of the DM, and the arrest of the PC occurs by fiat; you don't need to play out the arrest, it simply happens.

A comprehensive list of what warrants arrest is beyond the scope of these notes, but in general common sense should prevail. Non-capital crimes include assault, theft, magical coercion of a citizen (*charm, dominate*), obtaining illegal items (such as sealed court records), gross property damage (such as the careless use of *fireball*), and so on. For such offenses, the PCs suffer the listed loss of TUs.

More serious crimes, in general, would be evil acts and as such are prohibited in the *Living Greyhawk* campaign.

In all cases, you should *always* warn player(s) taking actions that will lead to arrest. Less serious cases of smuggling are dealt with as detailed above, and do not result in any TU penalty.

Arrest takes place as soon as possible given the circumstances of the adventure. If a PC wishes to continue the adventure, they may post bail for non-capital crimes. This bail amount is equal to the "Treasure Cap" amount listed for the table's APL in the adventure Treasure Summary section. If paid, the PC is released. PCs may contribute to another's bail. The bail deposit is returned at the end of the adventure. Note that posting bail does *not* absolve a PC of the TU penalty for being arrested – it just allows them to continue with the adventure. The process of being arrested, brought before a magistrate, and posting of bail takes roughly two days.

PLAYER HANDOUT 1

DEAR TOBE,

I HOPE YEW ARE GOOD. I WISH THINGS WAS GOOD HEER.
THER IS A MONSTER LOOSE IN THE VILLAGE KILLING PEEPLE AT
NIGHT. IT KILLED GERETH KOLM AND ALL THREE VENDORYS. THE
KILLINGS WERE REELLY GROWSOME. EVERYONE IS MIGHTY SCARIT.

KINDERLY'S GOT NO IDEA WAT IT IS. BURTOL'S DONE NOTHING.
CAN YEW SEND HELP? BEST DO IT QUIKLIKE. THIS IS REEL BAD.

MAMA SENDS HER LOVE. SHE SAID YOU DIDN'T FIX THE
CHICKEN COOP LIKE SHE ASKED AND FLUTTERS GOT LOOSE. I HAD
TO FIX IT. LAZY BRAT.

KILL A ORK FOR ME. YEWRE BIG SIS,
AIMELY

PLAYER HANDOUT 2

Henric takes a chair opposite you, sitting down heavily. Karri settles gently into the chair beside him. The village alderman speaks first. "A savage beast has been attacking people in the village and I want it stopped. Burtol, Merleche's steward, won't lift a finger, and this beast is a bit much for us to handle."

Karri adds, "No one has witnessed the killings or seen the creature. The victims all look like they had been torn apart by a wild animal but nothing was eaten."

"Stammel tried to track the beast," Henric says, "but it left behind no tracks that he or his dogs could find. You can find him at his cottage on the north-side of the village."

Karri adds, "Kinderly the Yarrow, the Old Faith Druid who tends the Harrowstone, can't identify the creature, but she does not believe it to be a natural animal."

Henric nods. "There've been three attacks so far. Each one happened at night during a thunderstorm. Nine days ago, we found the body of Jereth, Larett Kolm's boy, scattered all over the Gnarley Path just south of the bridge over Harrowstone Creek. He was walking home alone after dark. You can take a look at the path or talk to Larett out at his farm."

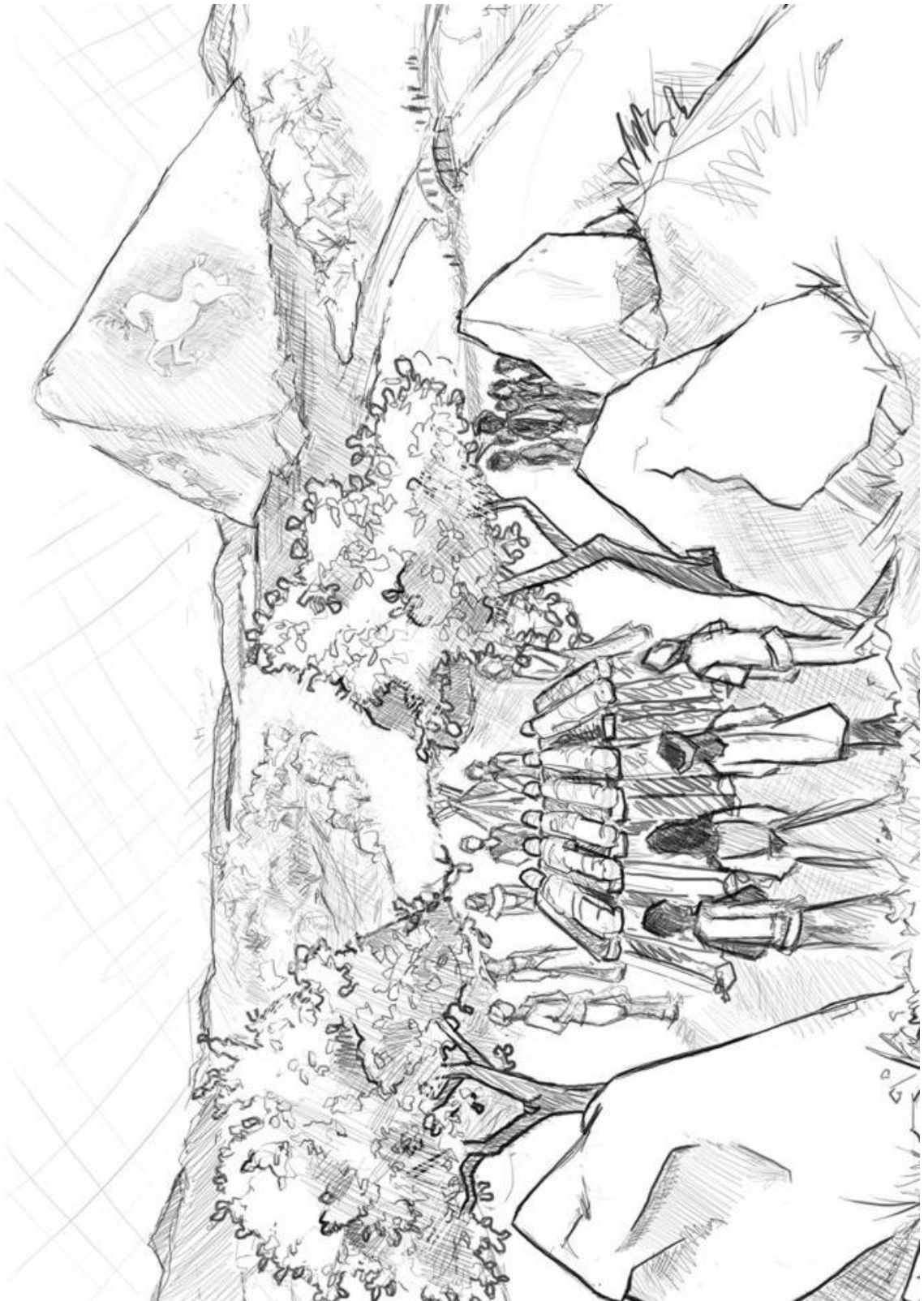
"Six days ago," Henric continues, "the Vendry family was attacked by the beast on their farm. The families nearby heard the screams but the creature was gone by the time we got there. It left behind such carnage that it done turned my stomach. There's not much left to see, but feel free to take a gander at the Vendry Farm iffen you want."

"Two days ago, the entire Langin family was slaughtered in their home," Henric says. "The scene was just as horrible as the Vendry's massacre. You might want to give a look over at the Langin Farm."

Karri says, "The bodies were taken to the Harrowstone for the funeral. If you wish to examine them, you will need to speak to Kinderly the Yarrow before the ceremony. At the very least, you should come to the funeral. It will be a good way to meet her. It will be held at dusk at the druid's circle."

VILLAGERS WHO FOUGHT THE RAVAGERS

Kinderly the Yarrow
Helenna Broam
Theonas Broam
Aimely Deritt
Larel Deritt (Died)
Tobe Deritt (mustered)
Denall Elbec
Joam Guthry (mustered)
Horst of Cuthbert
Grazl Intaz
Jereth Kolm
Sheril Kolm (died in attack)
Horbert Langin
Henric Mardin
Deneet Mardin (mustered)
Odar the Woodcutter
Rickald Oldam (died in attack)
Nolan Rixer (died in attack)
Elleane Tamtran (mustered)
Brandol Tamtran (died in attack)
Ernor Vendry
Stammel Woan



PLAYER HANDOUT 5

You bite into the apple. The fruit is crisp and juicy, and its sweet taste floods your mouth.

“Did you think that I would not clothe my children from the rain?” a kindly voice asks you. Kinderly and the Harrowstone are gone. Instead, you are in a cozy room before a motherly-looking woman who is working the shuttle of a loom back and forth. “I love all my children,” she says. “Even those who make foolish decisions.”

She stops her work on the loom to turn to face you. You can see the half-finished piece. It is a red stick figure on a field of yellow.

The woman looks familiar, but you can't place from where. Love and concern are etched on every wrinkle on her face. “Weave a web to catch sleeping fancies. Look to the seeds adrift on the wind. They can show you the knots. Once woven, cast the web to the heavens before my daughter's token engraved on living stone. Beseech her for aid, and she'll answer you.”

Thunder rumbles in the distance. “A storm's coming,” says the mother, glancing out the window. “Sometimes it needs help breaking.”

You blink, and you are at the Harrowstone before the gold and silver apple trees.

APL 2

STAG OF OBAD-HAI

Large Animal

AC 13 (+1 Dex, -1 Size, +3 natural armor)

Speed 50 ft. (10 squares)

Melee 2 hooves (1d4+2/20)

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

Abilities Str 14, Dex 12, Con 13

Skills +2 Racial Bonus on Hide Checks

APL 4

STAG OF OBAD-HAI

Large Animal

AC 14 (+1 Dex, -1 Size, +4 natural armor)

Speed 50 ft. (10 squares)

Melee 2 hooves (1d6+4/20) and gore (1d4+2/20)

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

Abilities Str 18, Dex 13, Con 17

Skills +2 Racial Bonus on Hide Checks

APL 6

STAG OF OBAD-HAI

Large Animal

AC 15 (+1 Dex, -1 Size, +5 natural armor)

Speed 50 ft. (10 squares)

Melee 2 hooves (1d8+6/20) and gore (1d6+3/20)

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

Abilities Str 22, Dex 13, Con 21

Skills +4 Racial Bonus on Hide Checks

APL 8

STAG OF OBAD-HAI

Large Animal

AC 16 (+1 Dex, -1 Size, +6 natural armor)

Speed 50 ft. (10 squares)

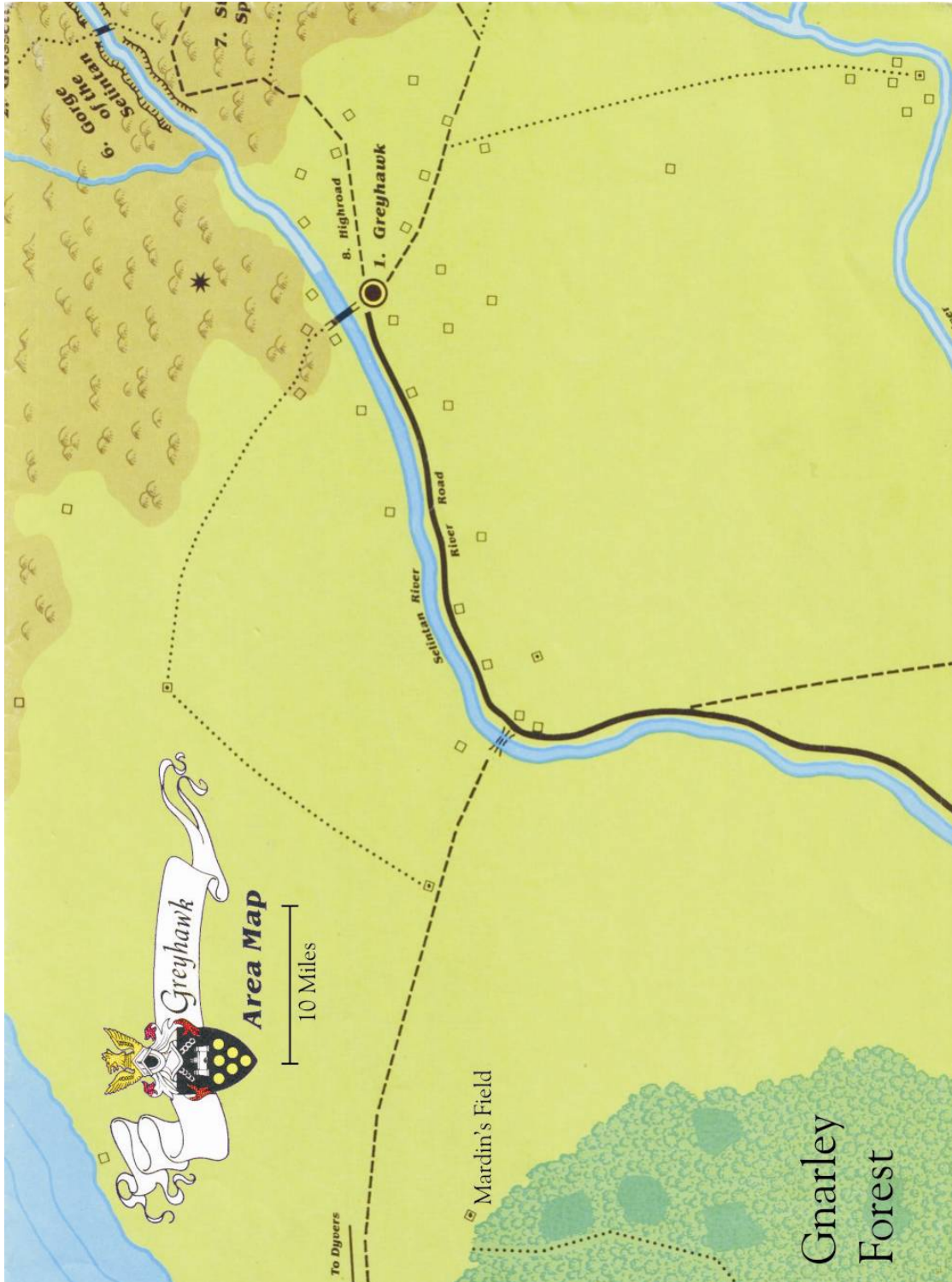
Melee 2 hooves (2d6+8/20) and gore (1d8+4/20)

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

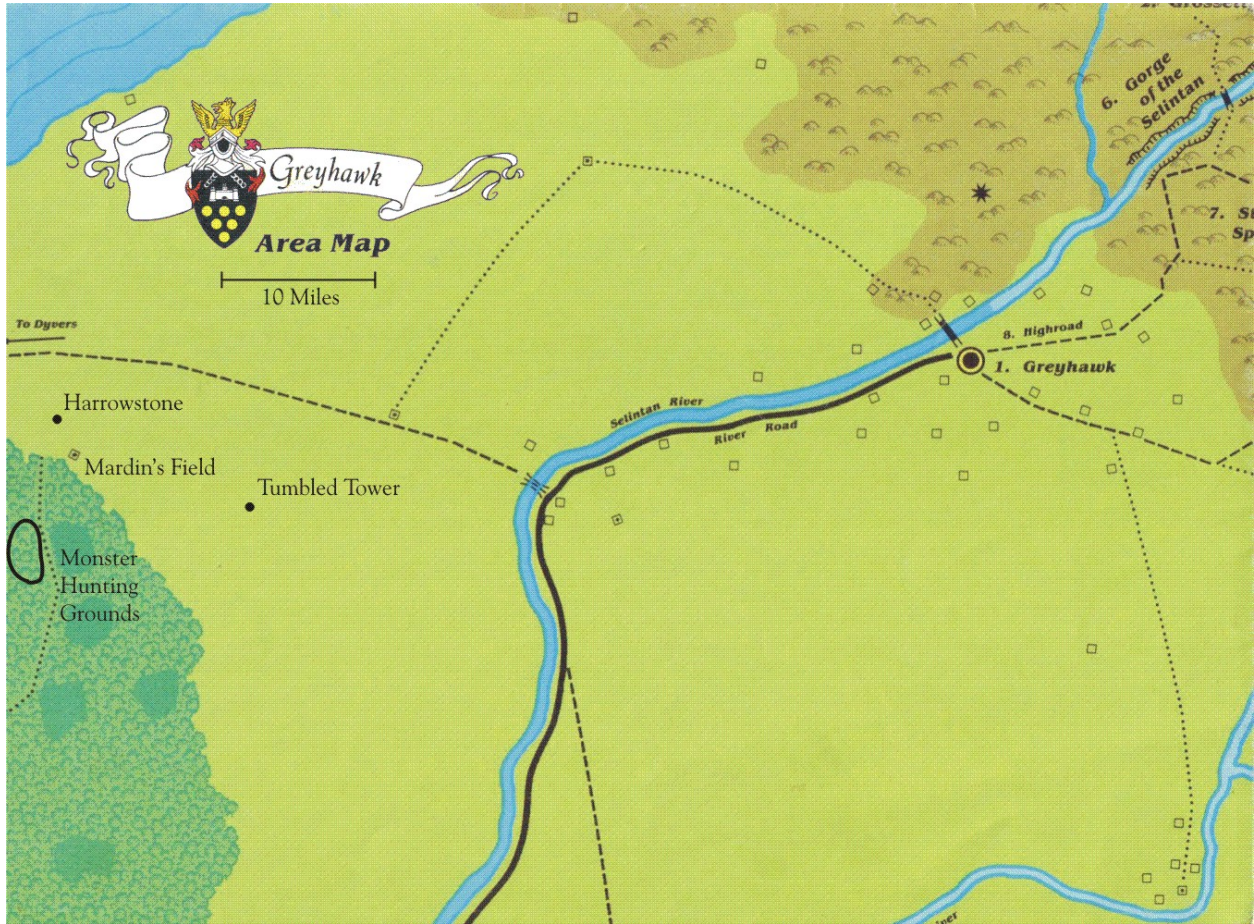
Abilities Str 26, Dex 13, Con 25

Skills +4 Racial Bonus on Hide Checks

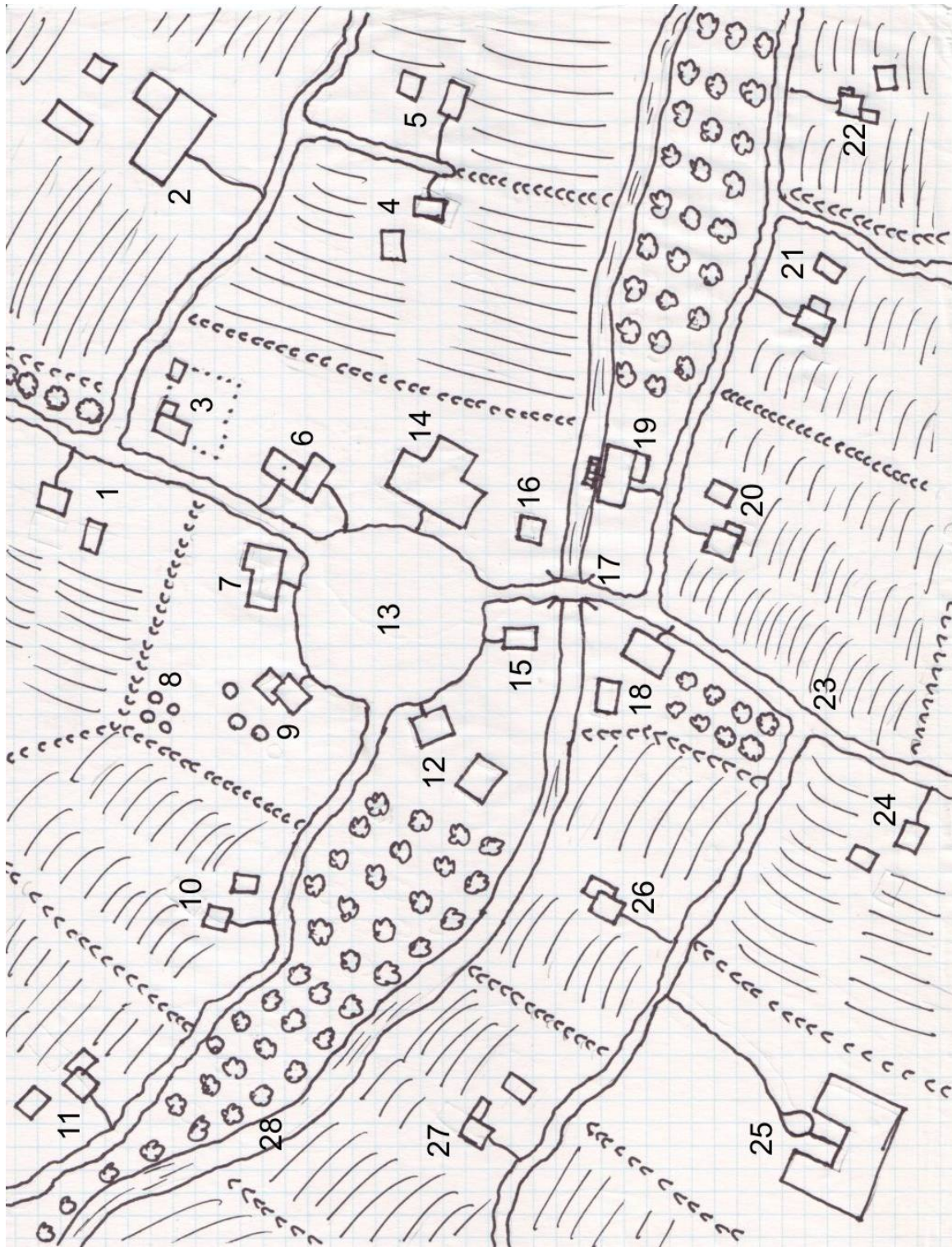
GREYHAWK AREA MAP



COUNTRYSIDE MAP

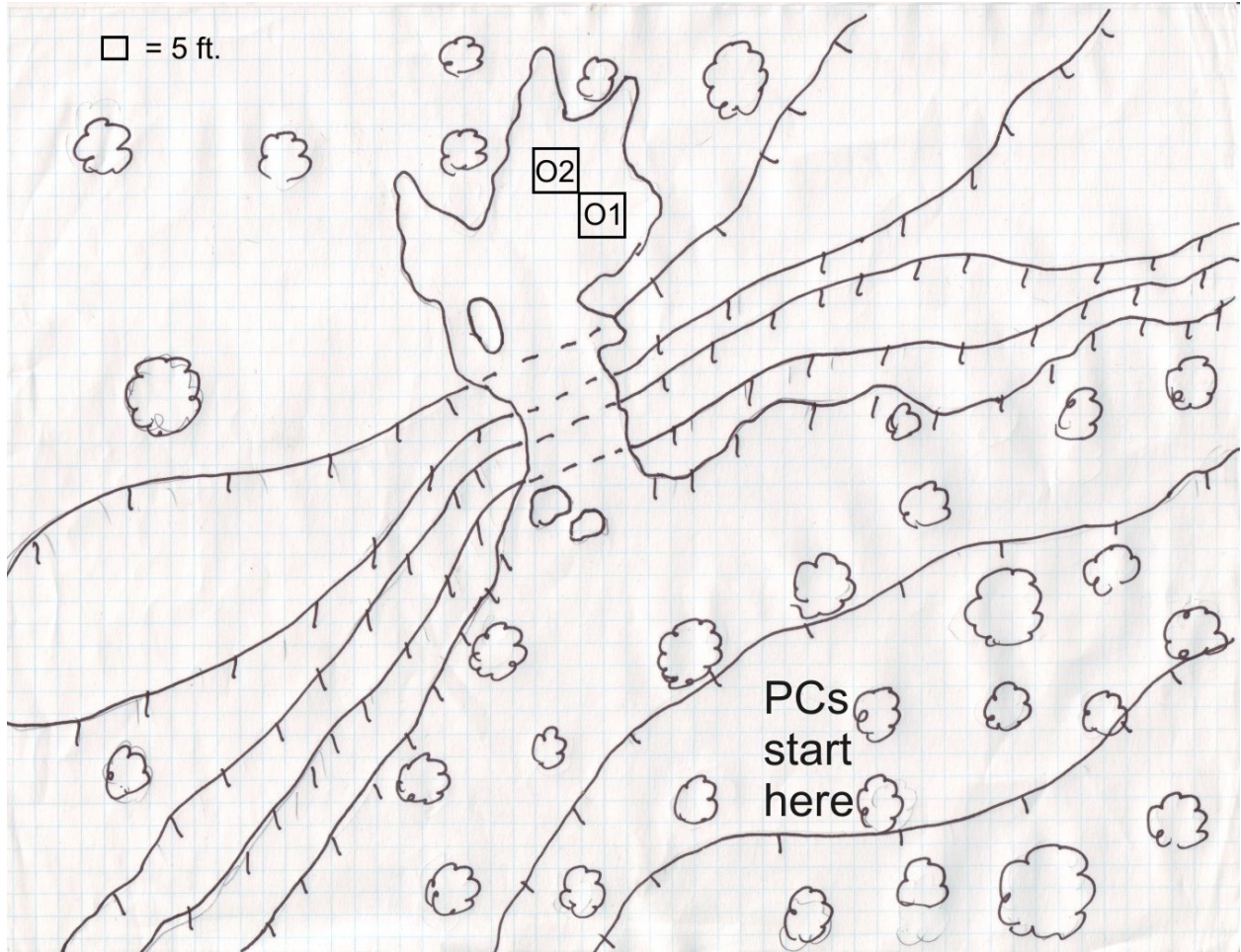


MARDIN'S FIELD

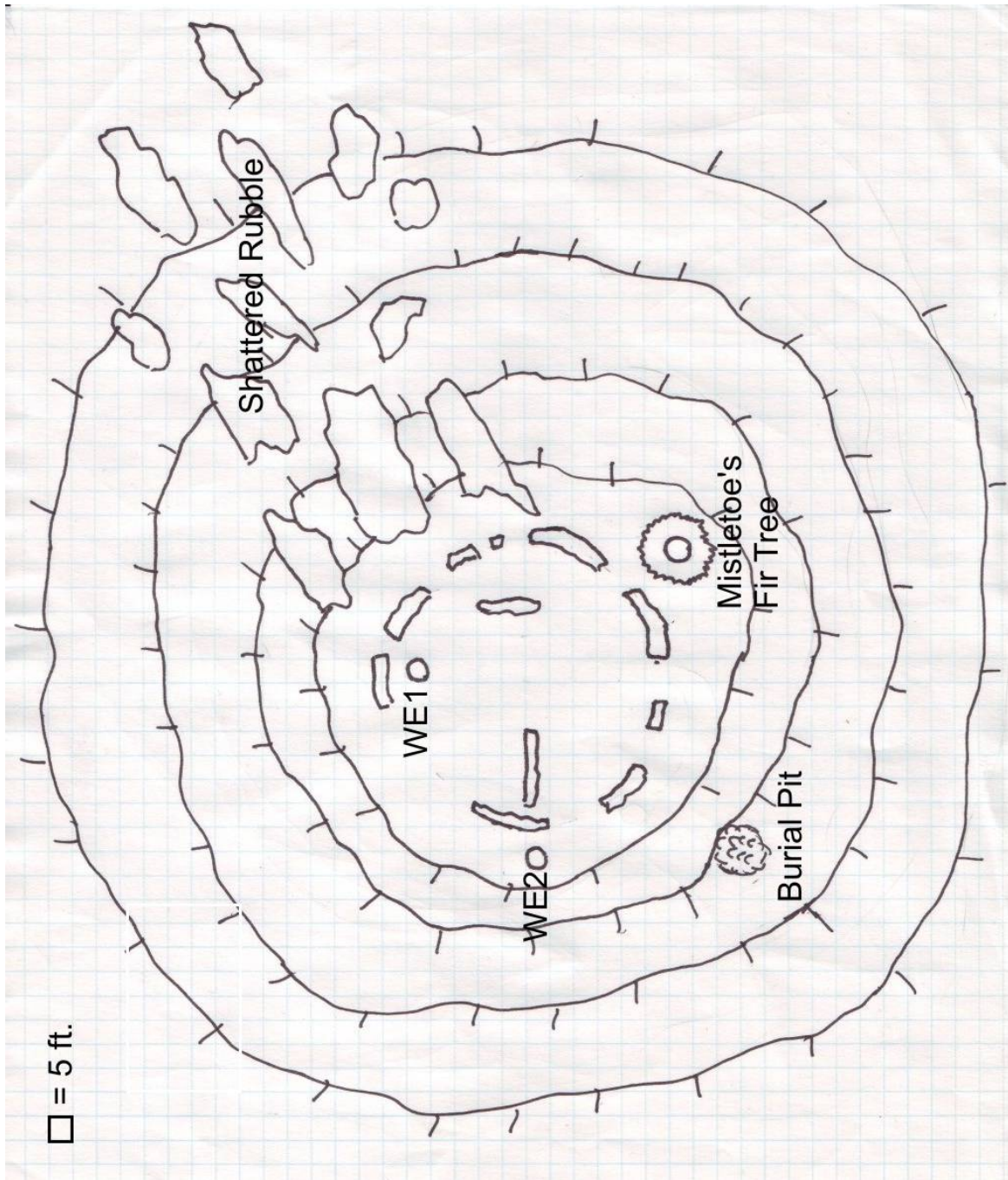


Each square equals 20 ft.

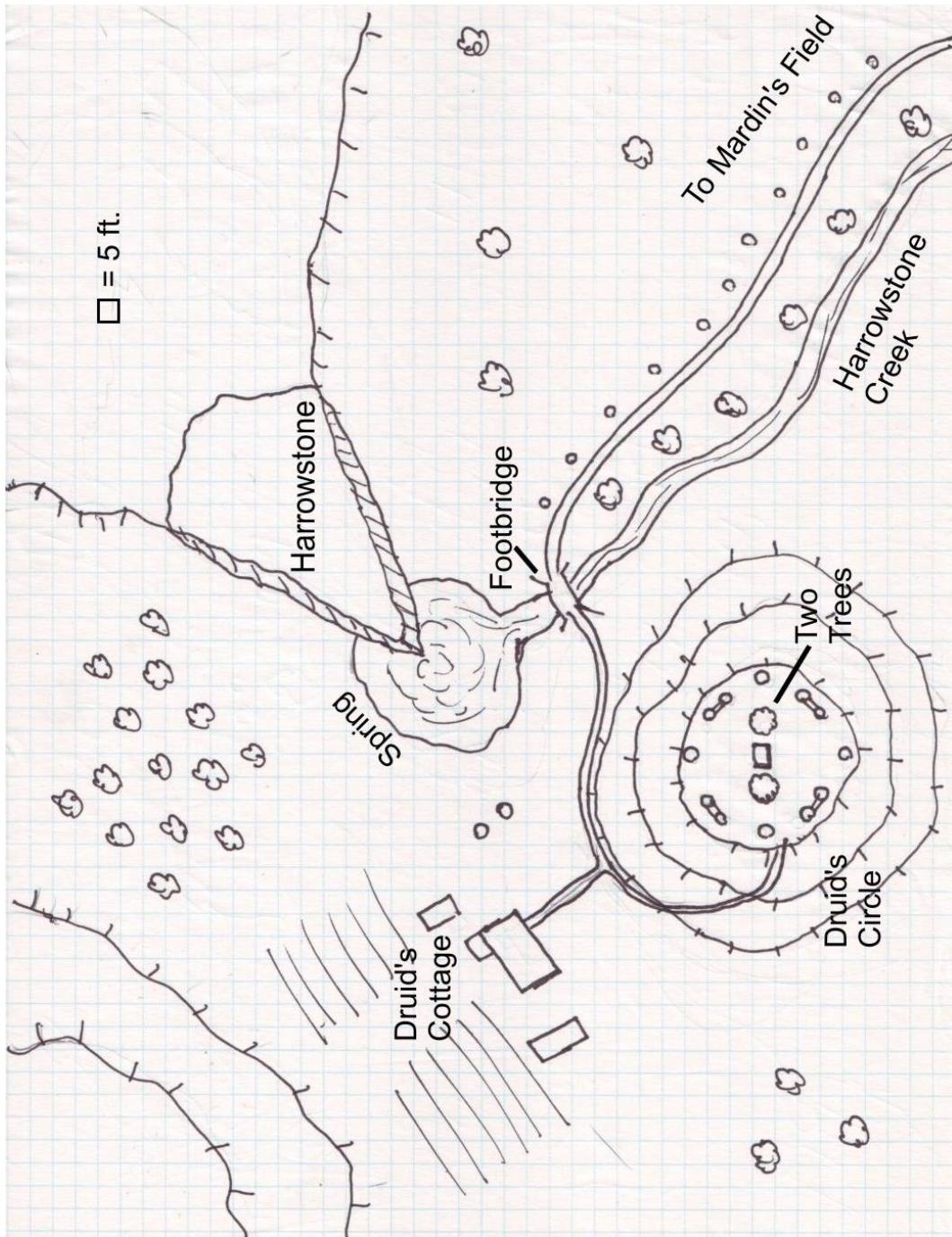
OWLBEAR CAVE



TUMBLER TOWER



THE HARROWSTONE



HARROWSTONE TACTICAL MAP

