

A 3.5/OGL ADVENTURE FOR LEVEL 1

TC1



INTO THE *Haunted Forest*

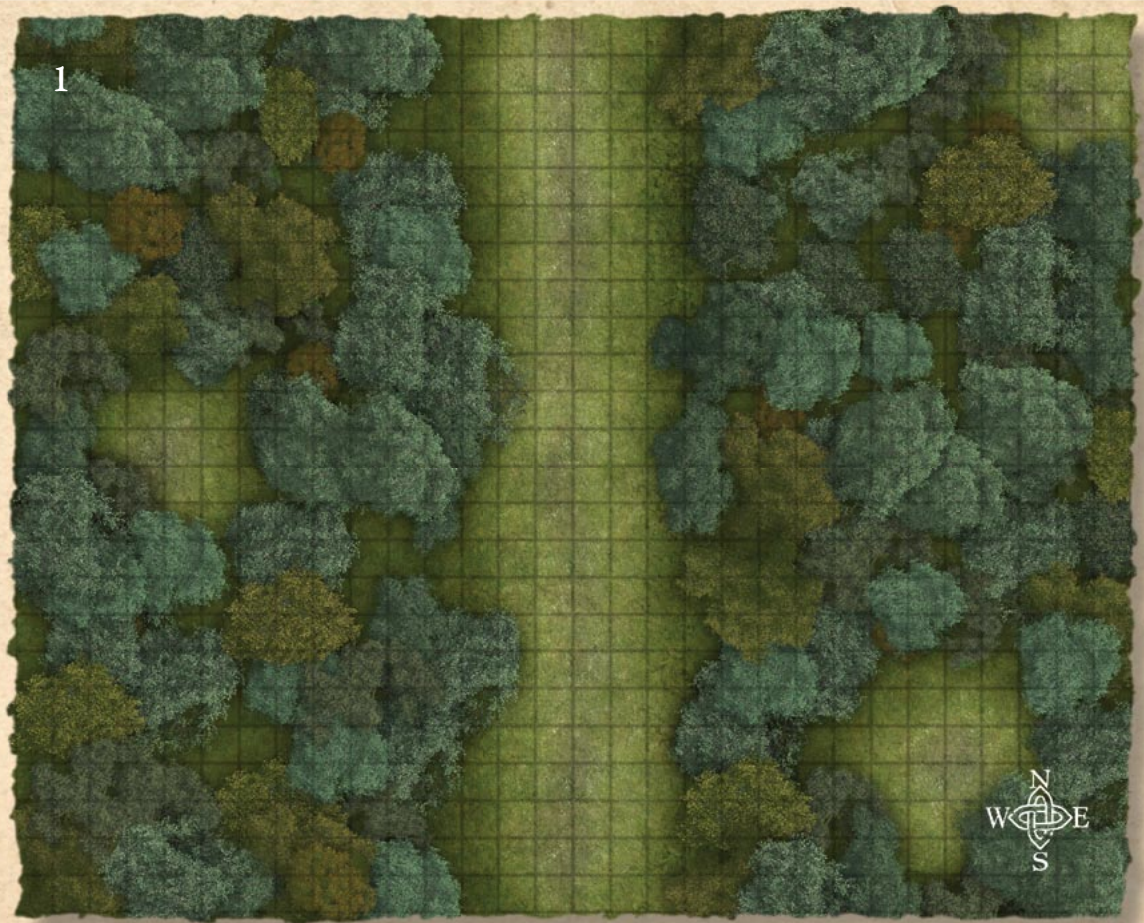


BY GREG A. VAUGHAN

GAMEMASTERY™

MODULE

Arthfell Forest Encounters





INTO THE HAUNTED FOREST

GAMEMASTERY MODULE TC1 TREASURE CHEST ADVENTURE

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Into the Haunted Forest is a GameMastery Module designed for four 1st-level characters. This module is designed for play in the *PATHFINDER CHRONICLES™* campaign setting, but can be easily adapted to any world. This adventure incorporates several GameMastery RPG accessories included in the *GameMastery Treasure Chest™* (or sold separately) to help you maximize your play experience. By the end of this module, characters should reach 2nd level. This module is compliant with the Open Game License (OGL) and is suitable for use with the world's most popular fantasy roleplaying game. The OGL can be found on page 15 of this product.

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The Travelers Stop Inn stands just off the main trade route on the fringe of the Arthfell Forest. While it does not lie within any particular community, it often becomes a small settlement in its own right when large caravans stop by and attract locals from the surrounding area to view the available wares. As such an important trade site, it falls within the jurisdiction of the nearby Shire of Elberwick and is policed by that district's sheriff to ensure the peace is maintained and taxes are collected.

Despite the Travelers Stop Inn's long tenure in the area, locals tell of an even older inn deeper in the Arthfell Forest that once served a now-abandoned trade route from the north. Nothing has been heard of that inn or its occupants for several years.



Adventure Background

The Forest King Narven ruled over the Arthfell more than two centuries ago. Devoted to a druidic faith, this arboreal kingdom left few traces upon the land when it collapsed in a bloody coup led by the peoples of the southern moors, who sought to embrace the civilization of the surrounding lands. The only survivor of the forest king's family fled to the depths of the primeval forest after Narven was slain on the field of battle. Generations later, the last descendant of the forest king's line, a druid named Willowroot, sought out the ancient battlefield where his ancestor fell. He hoped to recover five unique items that once belonged to Narven—the regalia carried into battle by the last forest king, crafted by his druid advisors and supposedly imbued with the elements of nature. These legendary elemental regalia of the king were known collectively as the Panoply of Narven. The panoply consisted of the *breastplate of the sacred fire*, the *wand of earth's ire*, the *codex of the firmament*, the *vial of pure water*, and the *spirit-staff of Narven*. Five years ago, Willowroot succeeded in his quest and unearthed the panoply and chose to re-consecrate it back to the elements from which the items were formed, marking their locations on the monument he raised in remembrance of his ancestor.

After placing the other four items in appropriate shrines, Willowroot carried the *spirit-staff* to a small inn standing at the

center of the Arthfell. The inn, called Spirit of the Wood, was originally founded by a half-satyr as a way to control the encroachment of civilization into the domain of the fey in the wake of the forest kingdom's collapse, while maintaining friendly relations with the races who sought to pass through the wood. Unfortunately, when Willowroot arrived at the inn he found a band of goblin brigands attacking it. Willowroot called forth the powers of nature to defeat the attackers, summoning a wooden protector, but even its mighty power was insufficient to the task, and the goblins slaughtered the druid and his fey allies. Their sacrifice was not entirely in vain, however, and they managed to destroy all of the goblin raiders save one. This last goblin fled from the inn, terrified of the power of nature unleashed. For years he maintained a low profile and honed his latent magical ability. Along the way, he joined up with a group of mercenaries that he slowly manipulated into trusting him. Now, he is finally ready to return to the lost inn and reclaim the loot he was forced to leave behind.

Adventure Summary

After recovering a magical dagger on the roadside, the PCs arrive at the Travelers Stop Inn and quickly become embroiled in a brawl with another party of adventurers who claim the dagger is theirs. During the course of the brawl, an expensive relic belonging to Professor Phineus Krane is



TREASURE CHEST

In addition to this adventure, the *GameMastery Treasure Chest* includes *GameMastery Item Cards: Elements of Power*, *GameMastery Flip-Mat: Woodlands*, and *GameMastery Map Pack: Inns*. These products are also sold separately. You can hand out the Item Cards to the players when they obtain magic items, giving them an easy way to keep track of who has which items. Specific item cards are designated as the magic items in this adventure, and they are referred to in the text by their number as shown on the upper right hand corner on the card's reverse side (e.g., 10/54). Additionally, you can use *GameMastery Flip-Mat: Woodlands* and *GameMastery Map Pack: Inns* as the maps for the encounter locations in this adventure. Specific instructions for how to use each of the components in the Treasure Chest are provided in sidebars like this one throughout this adventure.

destroyed and the local sheriff places both parties of adventurers under house arrest within the inn. The sheriff also confiscates the magic dagger until he can sort out its ownership. During the night, however, the dagger is stolen from the sheriff's room and both groups become suspects the next morning. A short investigation to find the thief follows.

After the dagger is recovered and the perpetrator brought to justice, the sheriff and Doctor Krane task the PCs to recover the Panoply of Narven from a local druid so the professor can create a new relic to replace that which was destroyed in the brawl. Unbeknownst to the PCs, the rival adventuring party receives the same mission and the two groups find themselves in a race through the forest to recover all of the pieces. This race ultimately leads to a three-way showdown against both the rival adventuring party and a terrible spirit of nature within a haunted inn, where the final piece lies.

INTRODUCTION (EL 1)

The dark mass of the Arthfell Forest looms just to the north of the trade route, an ominous wall of unbroken green and shadow. Not far ahead is the famous Travelers Stop Inn, the only safe refuge in the area. Rounding a bend in

the road, you see a trio of mangy dogs playing a gruesome tug-of-war with some sort of humanoid corpse. Their snarls and barks break the silence of the otherwise calm afternoon.

The adventure begins with the PCs traveling down the trade route on the edge of the Arthfell Forest, not far from the Travelers Stop Inn. They might use this fairly well-traveled route for whatever reason fits your campaign, but just before reaching the inn they run across the a group of dogs fighting over the corpse of a hobgoblin.

The corpse is a male hobgoblin bearing several slashing and piercing wounds, at least one of them clearly fatal. These wounds are in addition to the chunks ripped away by the dogs. The corpse still wears an old-fashioned chain shirt and a sundered longsword lies nearby. His belt pouch has been turned inside-out and his belt bears an empty dagger scabbard. A DC 9 Search check reveals the tracks of three or four humanoids in the area. Their orientation indicates that their makers might have fought with the hobgoblin. The freshness of the corpse indicates that the fight occurred within the last day.

A mercenary band calling itself the Company of the Black Banner ambushed this hobgoblin scout in the dark hours of the morning. They slew and looted him, leaving his body when spooked by sounds in the woods they assumed came from allies of his. No such allies existed, and his body has lain abandoned for the past 16 hours.

Creatures: A trio of mangy dogs has since emerged from the nearby woods to feed on the corpse of the hobgoblin. They ignore the PCs entirely until they close to within 15 feet or are attacked, at which point the dogs turn to fight the threat to their meal.

Dogs (3)
hp 6; MM 271

CR 1/3

TACTICS

During Combat The dogs move to attack the nearest foe each round, changing only to attack foes who harm them.

Morale The dogs flee if reduced to 2 or fewer hit points.

Treasure: The Black Banners looted the hobgoblin but left behind one valuable item.

A DC 12 Spot check or a DC 7 Search check detects a glint coming from a nearby bush, which partially conceals the hobgoblin's dagger. The dagger's tang, bolster, and blade's center appear made of liquid flame. This +1 dagger provides its bearer with cold resistance 2. The word "Brightflame" is inscribed on its hilt in Draconic. The hobgoblin threw the dagger at one of the mercenaries, and it was lost in the dark.

PART 1: THE TRAVELERS STOP INN

The Travelers Stop Inn is a modest public house situated just off the main trade route. Owned and operated by **Ostler Merinwaite** (NG male human expert 3), the inn has a small staff of cooks, serving girls, chambermaids, and stable boys, who all live on site or in nearby thorps and hamlets. The inn is located in a spot where the road runs up almost to the edge of the Arthfell Forest and is hidden under the shady canopy of the dark trees, sheltered from the worst of the weather that crosses the moors to the south. Game is plentiful in the area and local hunters and trappers sell their bounty to Merinwaite to supplement the foodstuffs bought from the caravans that come through. The inn is a well-built, brightly painted, two-story affair with an attic loft, where the staff resides. Merinwaite keeps his private room on the first floor. The inn is sturdy and well-insulated, with fireplaces and charcoal braziers providing warmth in the winter months and the shade of the forest and many windows to capture cooling breezes during the heat of summer.

When the PCs approach the inn, read or paraphrase the following.

A well-built inn painted in cheerful colors is tucked beneath the eaves of the forest. A stable stands nearby. A hitching post at the front of the inn has several mounts, and more than one farm wagon sits in the yard. A large red sign above the door proclaims in gilt letters, "Travelers Stop Inn." Above this sign and stretching across the front of the building is a banner with artistic lettering stating "The Traveling Exhibition of Doctor Phineus Krane, Professor of Antiquities and Master of Shroud Artistry." A number of colorful tents have been set up at the rear of the inn yard, apparently for this exhibition.



TREASURE CHEST

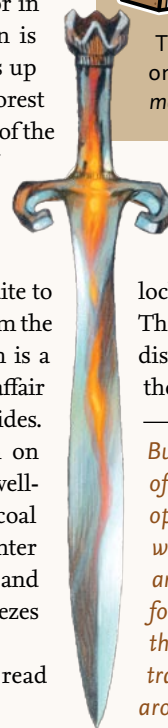
Feel free to let your players use the *GameMastery*

Critical Hit Deck included in the *GameMastery Treasure Chest* box for their characters. Using it increases slightly the amount of damage a character deals with a critical hit, but more importantly it creates numerous tactical effects that can enliven an otherwise standard combat encounter. Only important NPCs, such as Knu, should be allowed to draw from the deck. Otherwise, you face a much greater chance of killing PCs.



TREASURE CHEST

The dagger *Brightflame* is depicted on *GameMastery Item Cards: Elements of Power* card 10/54.



Evening is drawing on as the party arrives, and several curators are securing the tents for the night and locking up their wares in large trunks. The patrons of the exhibit are either dispersing to their homes or heading to the taproom for dinner and drinks.

Business is brisk as the long shadows of evening slant through the taproom's open windows. A bald, red-faced man wearing an apron works behind the bar and several young girls carry platters of food and drinks to various tables. Most of the crowd seems to be local farmers and traveling merchants, although clustered around one table sits a rough-looking group of mercenaries, one of whom is a short, black-cloaked figure who might be a goblin. They huddle over their drinks in quiet conversation, occasionally raising a head to eye the crowd. At a table nearby, a bespectacled scholarly looking fellow discusses a piece of decorated linen spread across the tabletop with a small group of onlookers.

In the taproom, the PCs find a modest crowd but can claim a table or two to pull together for a place to sit.

Currently in the taproom are Ostler Merinwaite, three serving girls, the Company of the Black Banner (see

Appendix 1), **Sheriff Cage Blunnde** (N male human fighter 4), **Doctor Phineus Krane** (CG male human expert 5), and seven customers. Situate them at random around the room with Merinwaite behind the bar, Sheriff Blunnde at the bar, the Black Banners clustered around one table, and Doctor Krane at a table near the PCs.

Rough Crowd (EL 4)

Shortly after the PCs settle in, one of the Black Banners makes a Spot check and catches a glimpse of the dagger *Brightflame*, maybe hanging in a scabbard or barely poking from a backpack, as necessary. At this, Grelm Hammerlock approaches the PCs' table and demands its return.

One of the mercenaries, clad in black scale mail and wearing a dark, travel-stained cloak, approaches. He is careful to keep his hands away from the well-used pommels of the sword and dagger at his belt, but the look on his scarred face clearly shows a hostile intent as he thumps his fists down on the table. "I killed that hob in a fair fight, and the fiery dagger—" he indicates the dagger that rested near the hobgoblin corpse—"is mine by right. Hand it over or face the wrath of the Company of the Black Banner."

His companions push back their chairs from their table and rise to watch the situation closely. They too keep their hands away from their weapons.

Grelm is spoiling for a fight and takes a swing at whomever has *Brightflame* or sticks up for that PC, even if the accosted character hands over the dagger. Once the fight breaks out, all the Company of the Black Banner jump in to assist their leader, although all rely on unarmed attacks and nonlethal damage. They hope to pound the PCs into submission and take *Brightflame*, but they don't intend to commit murder in such a public place. The brawl quickly escalates to the other patrons of the inn and turns into a wild free-for-all in the taproom. The servers flee and Merinwaite ducks behind the bar. Doctor Krane immediately hides beneath his table and Sheriff Blunnde backs out of the way to watch the proceedings.

Creatures: Although there are at least a dozen combatants in the melee, the PCs need only face a portion of the Black Banners and two of the other customers. If anyone draws weapons or casts spells, Sheriff

Blunnde immediately enters the fight with weapon drawn and demands those individuals' immediate surrender, using deadly force if necessary to subdue them. The PCs need only fight Grelm Hammerlock, Pudge Whartley, and Nirashi Sylvanmede, as Knu finds himself accosted by a drunken farmer.

GREL M HAMMERLOCK
hp 10; see Appendix 1.

PUDGE WHARTLEY
hp 7; see Appendix 1.

NIRASHI SYLVANMEDE
hp 8; see Appendix 1.

SHERIFF CAGE BLUNNDE
Male human fighter 4
LN Medium humanoid
Init +1; Senses Listen +1, Spot +1

DEFENSE
AC 16, touch 11, flat-footed 15
(+5 armor, +1 Dex)
hp 34 (4d10+8)
Fort +8, Ref +2, Will +2

OFFENSE
Spd 30 ft.
Melee mwk longsword +9 (1d8+5/19–20/x2)
Melee unarmed strike +7 (1d3+3/x2)
Ranged mwk longbow +6 (1d8/x3)

TACTICS
During Combat Sheriff Blunnde attempts to take prisoners but does not hesitate to take opponents down with lethal damage if they refuse to surrender.
Morale Sheriff Blunnde fights to the death in order to protect the citizens at the inn.

STATISTICS
Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 9
Base Atk +4; Grp +11
Feats Great Fortitude, Improved Grapple, Improved Unarmed Strike, Weapon Focus (longsword), Weapon Specialization (longsword)
Skills Climb +10, Handle Animal +6
Gear +2 studded leather armor, mwk longsword, mwk longbow, 20 arrows
Languages Common

BRAWLERS (2)
Male human commoner 2
N Medium humanoid
Init +0; Senses Listen +2, Spot +2

CR 1 **During Combat** The brawlers use only unarmed attacks during the barroom fight. Against a Small opponent, they try to grapple.
CR 1 **Morale** If weapons are drawn against a brawler, he immediately flees the inn.

STATISTICS
CR 1 Str 12, Dex 10, Con 13, Int 8, Wis 11, Cha 8
Base Atk +1; Grp +2
Feats Alertness, Great Fortitude
CR 4 Skills Handle Animal +4, Listen +2, Profession (farming) +5, Spot +2
Languages Common



SHERIFF CAGE BLUNNDE

CR 1

Development: Regardless of the outcome of the brawl involving the PCs and the Black Banners, Sheriff Blunnde finally breaks it up before it gets too out of hand. As he does so, however, Doctor Krane shrieks from the corner. He stands by the table upon which he had displayed his shroud, beating frantically at the flames upon it with his hands. A lamp tipped over during the fight and ignited the shroud, reducing it to nothing more than ashes in less than a minute. Sheriff Blunnde is unsure of exactly how the fight started but immediately fingers the PCs and the Black Banners for it. He confiscates *Brightflame* as evidence and places the two parties of adventurers under house arrest in their rooms for the night until he can sort things out.

Choose whatever rooms you like for the two parties, although they should be near one another. Mattresses are brought in and laid on the floor to allow for multiple occupants per room. Sheriff Blunnde takes the luxury room on the second floor as his own. No guards stand watch on the PCs' doors, so they are free to leave if they wish. Fleeing makes them look guilty in the eyes of the Sheriff Blunnde, who then posts a reward for their arrest throughout the shire.

The Usual Suspects (EL 1/4)

The next morning, the party is brought down to the taproom, where Sheriff Blunnde holds an audience. The PCs quickly learn that someone stole *Brightflame* from the sheriff's room during the night. He states he went to sleep with it under his pillow and found it missing when he awoke. Lined up in the room are the suspects for the crime. These include Grelm Hammerlock, a local farmer named **Huckaby Trent** (CG male human commoner 1), a traveling tinker named **Lorkyhay Ganderhoddle** (CN male gnome expert 2/sorcerer 2), Ostler Merinwaite, a local witch named **Estle Winterbloom** (CG female human adept 3), and a PC of your choice. The sheriff is stumped and allows the PCs to interview the witnesses (in his presence) and investigate the crime, so long as they do not leave the premises.

Witnesses

The witnesses are as follows.

- **Sara (N female human commoner 1):** One of the inn's serving girls. She claims she saw both Huckaby and Grelm in the hall

outside the sheriff's room at different times last night as she made the rounds checking the locks and windows. A DC 10 Sense Motive reveals the truth of her statements. Grelm claims he was nowhere near there, although a Sense Motive check opposed by Grelm's Bluff (+8) reveals his lie. Huckaby claims he was drunk and looking for a privy, which a dried, odorous stain in the corner near the sheriff's door supports.

- **Doctor Phineus Krane:** The doctor claims he stayed up late in the taproom trying to salvage his shroud when he saw the PC you chose walk in from outside, covered in blood and holding the stolen dagger. A DC 15 Sense Motive check reveals the professor seems unsure of his own story. If a PC changes his attitude from unfriendly to friendly with Diplomacy or Intimidate he admits he imbibed quite a bit of elderberry wine and consumed a number of pickled crows' eggs and might have just dreamed the entire thing. This is further supported by a complete lack of physical evidence matching his tale.

- **Jobe Flint (LN male human expert 2):** This traveling merchant claims he caught the innkeeper hiding in the storeroom next to the sheriff's room. Merinwaite hotly denies hiding and states he was stocking clean linens. A DC 12 Diplomacy or Intimidate check gets Jobe to sheepishly admit he doesn't really know what the innkeeper was doing and had forgotten about the whole incident until he learned of the crime this morning.

- **Tab (CG human male commoner 1):** One of the stable boys, Tab states he saw the gnome tinker, Lorkyhay Ganderhoddle, creeping about beneath the sheriff's windows during the night while Tab made his rounds of the stables. Ganderhoddle claims he was merely taking a late night constitutional, although a Sense Motive opposed by his Bluff (+8) detects that he is not telling the whole truth.

- No witnesses come out against Estle Winterbloom. Sheriff Blunnde merely included her because the locals believe she is a witch and therefore a suspect in any nefarious doings that occur.

Physical Evidence

The existing physical evidence (and the means to find it) is as follows.

- The tracks of a Small humanoid exist beneath the sheriff's window (DC 12 Search check outside below the windows).



TREASURE CHEST

For the floor plan of the Travelers Stop Inn, use the wealthy hotel map from the *GameMastery Map Pack: Inns*, with the addition of a 5-foot-wide stair rising to the second floor of the inn in the back entry room next to the door leading to Ostler Merinwaite's private quarters. A single blue chair and wall sconce are depicted in the three squares that make up the stairwell. The second floor is identical in size and shape to the first, with the taproom actually serving as a large common room with straw tick pallets on the floor for rent to travelers who can't afford a private room. The large room above the innkeeper's quarters is a luxury room. A ceiling hatch with a fold-down ladder is situated in the storeroom next to the common room and provides access to the servants' attic loft (not shown). Most of the action inside the inn takes place in the first floor taproom, so the details of the upper floors should not be necessary to play the adventure.

- Tiny dark marks made up of short, straight lines cover the sheriff's bed near his pillow. These marks are slightly tacky to the touch and appear in pairs and groups of three. A creature with the scent ability automatically recognizes the smell of the marks as mud with a hint of dung, while other creatures can smell the same thing with a DC 15 Wisdom check. A DC 13 Knowledge (nature) check correctly identifies the marks as the footprints of a bird, while beating a DC 18 Knowledge (nature) check narrows the species to a relatively large bird of prey.

- Bits of the same kind of mud appear on the sheriff's windowsill. These small dollops of the stuff contain a few strands of hay.

The clues should lead the party to the stables, where they immediately spot an interior half-wall covered on top with hay-infused mud. If the PCs investigate the area, they find bird foot marks in the mud, as well as bird droppings all around.

SCUTTER, OWL
hp 4; MM 277

CR 1/4

TACTICS

During Combat When anyone begins searching the area of the half-wall, a gray owl silently

swoops down to attack with surprise (unless noticed with a DC 13 Spot check).

Morale The owl fights to the death to defend its master.

Development: Lorkyhay Ganderhoddle is secretly a sorcerer who uses his abilities to steal from customers. The owl, named Scutter, is his familiar. If the owl is slain, Lorkyhay arrives on the scene screaming. He immediately breaks down and confesses to waiting until the sheriff woke in the night to use the chamber pot (he had seen him imbibe quite a bit at the bar) and then cast *sleep* on him through the open window. It was then a simple matter for

Scutter (who used the half-wall as a secondary perch) to fly up, retrieve the dagger and drop it down to the waiting gnome, who then concealed it with the owl until he could make his escape. A DC 10 Search check of the area around the half-wall quickly locates *Brightflame*, which Sheriff Blunnde just as quickly confiscates again, although expressing sincere gratitude to the party.

Ad Hoc XP Award: If the PCs solve the mystery and recover the dagger, award them XP for a CR 3 encounter.

The Proposal

Not long after the sheriff recovers *Brightflame*, the PCs are called into Sheriff Blunnde's chamber.

Professor Krane sits at a small, round table. A large parchment roll lies tied on the table before him. Sheriff Blunnde still has the magical dagger tucked into his belt. He begins by saying, "I appreciate your assistance and cooperation up to this point. I know that you have a legitimate claim to this dagger. However, I also know that due to your conduct in the taproom last night you are at least partially responsible for the destruction of some of Doctor Krane's extremely valuable property." He holds up a hand to forestall any arguments and motions for the professor to continue.

Doctor Krane clears his throat and says, "The subject of my exhibits here at the Travelers Stop is a form of artistry called shrouding. By using certain reagents and magical properties, this art allows the image of a corpse or mummy to be captured orthographically—that is to say, with height, width, and depth—on the linen shroud in question. It was once a common technique among the burial practices of certain ancient cultures but has largely been lost today. The shroud in question that was destroyed carried the image of the Chelish King Haliad III. It was over four hundred years old and the centerpiece of my exhibition.

"The good sheriff here has agreed to not jail you if you can pay off the lost shroud's value—something you will most certainly be unable to do. I do, however, have another proposition for you. Five years ago, a druid named Willowroot located and recovered five artifacts that once belonged to a forgotten king named Narven. I want you to travel to his home in the forest and secure the five items on loan and bring them to me here at the inn. With them I can create a shroud of their

former master. Advise Willowroot that for the use of the panoply the items will, of course, be returned and that I will create a second shroud for him to keep, finally giving the burial honor to King Narven that has been denied him for 200 years. I leave it to you to find a way to convince the druid of my proposal.

"The five items are the breastplate of sacred fire, the wand of earth's ire, the codex of the firmament, the vial of pure water, and the spirit-staff of Narven. I have here a map to the druid's grove and sketches of each of the five items. Bring them back to me and you are free to go, our deal completed, and you avoid debtor's prison for the next 40 years. The choice is yours."

"Just to sweeten the pot," Sheriff Blunnde adds, "and so I don't have to post wanted notices all across the shire, upon your return with the items I'll give you the magical dagger—no questions asked."

After they finish their proposal, Blunnde and Krane look at the party expectantly. If the party refuses the offer, Blunnde attempts to arrest them. If they escape, the sheriff sends out arrest notices, after which they are wanted men in the Shire of Elberwick. In addition, they forfeit any right to *Brightflame*. If they agree, the professor provides them with a map from his roll of parchments showing the location of the druid's grove, six miles northeast of the inn in the forest. He also shows them sketches of the five pieces of the panoply, although the PCs cannot keep these. Show the party the five *Elements of Power* cards that correspond to the items.

If the party asks about the Company of the Black Banner and succeeds on a DC 15 Diplomacy check, Sheriff Blunnde admits that he gave the same offer to the rival party, which left about an hour earlier. He states matter-of-factly that he considers them to also be partially responsible and that whomever returns with all of the panoply first gets *Brightflame*. If both groups bring back part of the panoply, the sheriff keeps the dagger himself. It quickly becomes apparent that the sheriff does not care who is at fault so long as the proper reparations are made and the disruption in his jurisdiction is put to rest. The sheriff makes it clear that if the entire panoply is not recovered, he will hold both groups responsible.



PROFESSOR KRANE

PART 2: ARTHFELL FOREST

The party can attempt to locate traces of the Black Banners' passage while heading into the forest. A DC 9 Search check locates the tracks of one Small and three Medium humanoids. A DC 9 Survival check made each mile follows these tracks, but the checks are mostly unnecessary as they follow the same trail.

1. Treacherous Trail (EL 2)

The trail leads the party into a trap hastily left by Grelm Hammerlock. The Black Banners passed this point and doubled back in the foliage nearby to set the trap, so following their tracks leads the party right to it without giving away its presence beforehand.

Trap: Grelm strung a snare from a tree and camouflaged its loop in the dust of the trail. The first person to step in the loop is swept off his feet and suspended upside down, a few feet above the trail. To add to the danger, Grelm left the slaughtered carcass of a rabbit he was lucky enough to shoot nearby, in hopes of attracting some of the wolves known to inhabit the area to prey upon anyone caught in the trap. A DC 12 Search check of the surrounding area reveals the dead rabbit. The trap deals 1d3 points of nonlethal damage. The suspended victim must make a DC 15 Escape Artist check to get free without help or his comrades can use a bladed weapon to cut the rope as a standard action.

SNARE TRAP CR 1
Type mechanical; Search DC 15; Disable Device DC 10

EFFECTS

Trigger touch; **Reset** repair

Effect DC 15 Reflex save avoids (1d3 nonlethal damage, snare); DC 15 Escape Artist

Creature: A hungry wolf, attracted by the scent of the dead rabbit, prowls the area. It arrives 1 round after the trap has been activated or avoided and attacks, driven into a frenzy by the smell of blood.

WOLF CR 1
hp 13; MM 283

TACTICS

During Combat The wolf prefers to attack someone caught in the snare, ignoring anyone else. Anyone in the snare is considered to be entangled.

Morale The wolf is ravenous and pursues its quarry until slain.

Treasure: A search of the area along the trail (Search DC 10) reveals a leather scroll case carelessly dropped in the brush. This holds an arcane *scroll of comprehend languages*. It was dropped by Pudge Whartley in his haste to leave the area.

2. The Druid's Grove (EL 3)

At the location marked on Doctor Krane's map, a clearing opens in the wood ahead. A sudden thrashing noise coming from the clearing breaks the silence of the forest. A crude stone altar constructed as a dolmen—a stone slab supported at either end by smaller stones—sits in the center of the clearing. Flanking it are two rough stone monoliths, lines of writing rudely chiseled into their surfaces. The altar and entire floor of the clearing is covered in a growth of thick, brown vines. The thrashing noise comes from a full-grown wolf that lies entwined within the grasp of these vines, feebly struggling as the last of its breath is squeezed from its body by the plant.

This altar, dedicated to the forces of nature, marks the former sacred grove of the druid Willowroot. Willowroot carved the writing on the monoliths, in Sylvan, to mark where he planned to consecrate and place the various parts of the Panoply of Narven. The writing on the outermost faces of the two monoliths is visible from the concealing tree line, but a character must be within 5 feet (or using a spyglass) to read the writing on the inner faces.

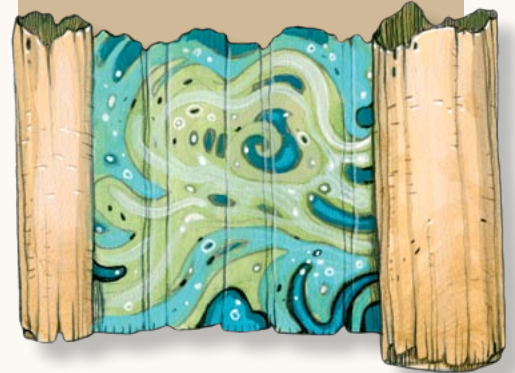
The Company of the Black Banner arrived in the clearing only about 15 minutes prior to the PCs. Nirashi reads Sylvan and translated the writing on the outside of the monoliths to learn the hiding places of the *wand of earth's ire* and the *vial of pure water*. The Company of the Black Banner dared not enter the clearing for fear of the deadly flora growing here. The arrival of a wolf that had tracked them since they laid the snare on the trail forced them to flee before they could formulate a plan. A DC 15 Search check (made higher due to the concealing foliage) through the surrounding undergrowth reveals four sets of humanoid footprints running in three different directions. Attempts to follow them are foiled by the density of the foliage.



TREASURE CHEST

For this encounter, use the reverse side of the *GameMastery Flip-Mat: Woodlands*, which depicts a simple forest trail. Place the trap somewhere near the middle of the map.

The *scroll of comprehend languages* is depicted on *GameMastery Item Cards: Elements of Power* card 30/54.



A DC 16 Spot check or a DC 18 Intelligence check (both automatic if a player asks about it) reveals that a tree growing at the edge of the clearing has a large limb that hangs over the clearing directly above the two monoliths. Anyone climbing out on this bough (Climb DC 5) is close enough to the inscriptions on the inner sides of the monolith to read them without coming into range of the plants below. A fall from the 15-foot limb deals 1d6 points of damage and places the victim within the plant's clutches.

The inscriptions on the outside of the stones contain two riddles. The first riddle says, "Two miles toward the sun's first fire, the earth's embrace will still its ire." This refers to a cave to the east where Willowroot placed the *wand of earth's ire*. The second riddle states, "A league to the south in sacred mother's home, the royal water is returned to its own." This refers to the forest pool where he took the *vial of pure water*.

The inner faces of the monoliths hold three rhyming hints. The first declares, "Southeast four miles the image flies, atop forest giant in azure skies." This refers to the tree to the southeast from which Willowroot hung the *codex of the firmament*. The second says, "Lofty stone reaching higher, holds in its grasp the sacred fire." This refers to the *breastplate of sacred fire* atop one of the monoliths. Finally, the third states, "Six miles and some at forest's heart, where



TREASURE CHEST

For this encounter, use the portion of the *GameMastery Flip-Mat: Woodlands* that depicts an altar flanked by two stone monoliths. Fold the flip-mat so only that section is showing.

The *ring of swimming* is depicted on *GameMastery Item Cards: Elements of Power* card 28/54.



name and namesake no longer part.” This refers to the *spirit-staff of Narven*, hidden at the old Spirit of the Wood Inn twelve miles to the north.

Creature: Since Willowroot abandoned this grove, an assassin vine took root beneath the altar stone. While it has the full abilities of a standard assassin vine, it has not yet fully matured and has a reach of only 5 feet with its vine, meaning it can reach anywhere within the clearing but not effectively into the surrounding tree line and not to the tree branch or tops of the monoliths above. It is not mobile. The wolf following the Black Banners wandered into its reach only moments before the party’s arrival, and the vine only just finished constricting it to death.

ASSASSIN VINE

CR 3

hp 30; MM 20

Speed 0 ft.

Space/Reach 10 ft./5 ft.

TACTICS

During Combat The vine grasps and attempts to constrict the first creature to come in range, releasing those that it kills or that become unconscious or play dead.

Morale The vine fights until destroyed.

Treasure: Anyone perched upon the tree branch above the altar easily notices the *breastplate of sacred fire* placed in a concavity atop the stone where sacred fire once burned during druidic rituals. A bowl in the top of the other stone monolith holds a *ring of swimming* made of stained silver

with a repeating wave pattern around its circumference.

Ad Hoc XP Award: If the PCs recover the breastplate and the clues of the inscriptions without having to fight the assassin vine, award full XP as if they had defeated the plant.

3. The Earth's Embrace (EL 2)

The trees part, revealing a small clearing before a steep embankment. A dark, eight-foot-diameter opening breaches the small rise.

Willowroot hid the *wand of earth's ire* within this natural cave. A DC 10 Search check reveals a set of Medium and a set of Small humanoid footprints leading into and back out of the cave. The Company of the Black Banner split up after it left the grove. Grelm and Knu have already been here and stolen the *wand of earth's ire*. Their tracks disappear in the foliage. A small shelf at the back of the cave holds an open wooden coffer with a musty velvet cushion. An imprint of the wand still rests in the velvet.

Creature: A black bear recently took up residence in this cave. While Knu snuck in, Grelm distracted it and wounded it in the process. The angry bear is still within and attacks anyone who enters.

BLACK BEAR CR 2

hp 19 (currently 14); MM 269

TACTICS

During Combat The bear focuses its attacks on one individual.

Morale The enraged bear fights until slain or somehow calmed. It is currently hostile.

4. Forest Pool (EL 1 and 1)

A thicket of tall rushes surrounds a pool formed from a crystalline, bubbling spring.

The tall rushes conceal any tracks and are considered undergrowth (DMG, 87). The center of the pool is 12 feet deep.

Creatures: The pool is the home of Cachee, a nixie to whom Willowroot gave the *vial of pure water*. When Nirashi and Pudge arrived here, Cachee managed to charm Pudge, who drove off Nirashi and is now under orders to slay anyone who approaches. Pudge hides in the rushes and surprises the PCs with a *magic missile* unless one of them beats his Hide check

(+3) with a Spot check. He fights to the death. Cachee remains hidden in the pool during the combat.

PUDGE WHARTLEY CR 1

hp 7; see Appendix 1.

CACHEE CR 1

hp 3; MM 235 (nixie)

TACTICS

During Combat Cachee readies a *charm person* before battle to create a new protector in the first round and then retreats to the bottom of her pool to hide.

Development: The nixie cares nothing for the fate of Pudge, having only charmed him when he and Nirashi threatened her. Once the battle ends, she cautiously reveals herself without leaving the water to see what the newcomers want. Her initial attitude is indifferent unless threatened, in which case she becomes hostile. If made friendly she admits that Willowroot gave her the *vial of pure water*, but she only agrees to part with it if given some other magic item attuned to her element, such as the *ring of swimming*. If made helpful, she turns over the vial without payment.

Treasure: A DC 20 Search check reveals the *vial of pure water* hidden at the bottom of the pool. It is sealed and holds a *potion of cure light wounds* with two doses. Since the PCs need only return the vial to Doctor Krane, they can use its contents if necessary.



TREASURE CHEST

Two miles to the east of the grove is the shallow cave depicted on the *GameMastery Flip-Mat: Woodlands*. Fold the flip-mat so that only that section is showing.



TREASURE CHEST

Three miles south of the grove is the pool depicted on the *GameMastery Flip-Mat: Woodlands*. Fold the flip-mat so that only that section is showing.

5. The Forest Giant (EL 2)

The trees of the forest are older and grow much taller in this area. Carried softly on the breeze is a strange thumping noise. A massive hollow tree trunk towers above the surrounding woodland—once truly a forest giant. Upon one of its remaining upper limbs dangles a bone scroll case, swaying in the wind and thumping against its hollow side.

The scroll case holds the *codex of the firmament* and is sealed against the weather.

A DC 15 Climb check is necessary to climb the 25 feet to retrieve the scroll.

Creature: Unfortunately for the PCs, a giant bombardier beetle resides in the hollow trunk of this



CACHEE



TREASURE CHEST

Four miles to the southeast from the grove is the hollow tree depicted on the *GameMastery Flip-Mat: Woodlands*. Fold the flip-mat so that only that section is showing.



TREASURE CHEST

Twelve miles north of the grove on an old overgrown road stand the ruins of an inn. Use the Run Down Flophouse Map from *GameMastery Map Pack: Inns* for this location. The inn fits right atop the path on the backside of the *GameMastery Flip-Mat: Woodlands*.

tree. Anyone attempting to climb the tree or making noise around its base provokes the creature into emerging from a hollow beneath the tree and attacking.

GIANT BOMBARDIER BEETLE CR 2
hp 13; MM 284

TACTICS

During Combat The beetle uses its acid spray on the first round of combat to catch as many enemies as possible before moving in to attack with its bite.

Morale This tree is the beetle's home and it fights to the death to protect it.

6. Spirit of the Wood Inn (EL 5+)

An ancient road winds its way through the trees, some of which encroach upon the road itself. Dimly visible in the green gloom ahead is an old ramshackle building. It is so overgrown and encrusted with moss and ferns among its shingles as to almost seem to be a part of the forest itself, a fey hillock here at the heart of the primeval wood. Closer examination reveals gaping windows and an open doorway, the door hanging by the remains of one leather hinge.

Run by a half-satyr friend of Willowroot's, the inn was built to peacefully accommodate the intrusions of outsiders along the forest road while preserving the woods themselves. The druid thought the inn, a meeting place of civilization and the wild, a good place to hide the *spirit-staff of Narven*. Unfortunately, his arrival coincided

with that of a band of goblinoid brigands. During the fight, Willowroot called upon the powers of nature to defend the inn, conjuring a powerful guardian. While the battle was ultimately lost, and everyone at the inn was slaughtered, the guardian still remains, standing silent vigil over the site. Of the goblins, only one survived the melee to flee in terror from the wrath of the forest. The inn and its slain inhabitants have lain undisturbed ever since.

For the most part, the rooms of the inn are dark and empty, save for the rotting remains of rough tables and chairs. In the common room, a ghostly, colorless fire burns in the fire pit, creating weird shadows around the room. Scattered about are the skeletal remains of a half-dozen goblins, the half-satyr innkeeper, and a centaur, all locked in the throes of their violent deaths. Beside the fire pit is the gleaming skull and spinal column of Willowroot. The rest of his remains long ago moldered away.

Creatures: After their close calls at the bear's cave and the nixie's pool, the surviving Black Banners chose to let the PCs recover the rest of the panoply and plan to waylay them afterward. To this end, they hide 90 feet from the inn, watching from the foliage and waiting for the PCs to enter. The Black Banners become impatient and enter after the PCs, confronting them in the common room and demanding they lay down their arms and surrender. The inn itself, however, is not unoccupied. The wooden protector still guards it against all intruders. It emerges from a pile of detritus in the back corner the same round that the Black Banners enter the inn.

GRELM HAMMERLOCK CR 1
hp 10; see Appendix 1.

KNU CR 2
hp 8; see Appendix 1.

NIRASHI SYLVANMEDE CR 1
hp 8; see Appendix 1.

WOODEN PROTECTOR CR 3
hp 45; see Appendix 2

TACTICS

During Combat The wooden protector attacks whomever is closest. It is easily distracted, switching targets and attacking whomever attacked it last. The only exception being

that it relentlessly attacks any creature who uses fire to harm it.

Morale The wooden protector fights and pursues until destroyed. It does not leave the inn unless a living creature that fought against it possesses any piece of the panoply.

Development: Once the wooden protector attacks, the Black Banners immediately see it as the greatest threat and turn their resources to the side of the PCs to fight against it. Knu, who guided the Black Banners to this moment all along, takes this opportunity to Hide and maneuver to a defensive position, letting the others worry about the guardian plant. He uses the *wand of earth's ire* to get as many opponents as possible in its *burning hands*, including his own party members. He then continues to Hide and move to make other attacks when possible. Grelm and Nirashi gladly assist the PCs in slaying the treacherous goblin. The battle should be frantic and nerve-wracking, as the PCs face both the wooden protector and the fire-throwing goblin while fighting side-by-side with the untrustworthy Black Banners. Once Knu and the wooden protector are defeated, any truce with the Black Banners ends and they immediately turn on the PCs.

Treasure: The *spirit-staff of Narven* rests under the remains of Willowroot. A DC 12 Search check uncovers it.

CONCLUDING THE ADVENTURE

Once the PCs possess all five pieces of the panoply, they can return to the Travelers Stop Inn to clear their names. The PCs might choose to just take the panoply themselves and depart, willing to risk being wanted in the shire. If they return to the Travelers Stop Inn, they find Sheriff Blunnde and Professor Krane waiting for them. Professor Krane is ecstatic upon receiving the panoply. He forgives them the debts they owed him even as Sheriff Blunnde formally clears them of any wrongdoing and gives them possession of *Brightflame*. The PCs can continue on with their travels or perhaps even plumb the depths of the mysterious Arthfell Forest some more, looking for traces of Narven's lost forest kingdom and any treasures it might still hide. Doctor Krane knows of other antiquities and might hire the PCs to recover them as well. Whatever the case,

the party should be off to a good start in its adventuring career.

APPENDIX 1: COMPANY OF THE BLACK BANNER

The Company of the Black Banner gets its name from the soot-stained banner carried by Nirashi Sylvanmede. Grelm Hammerlock is the leader, although Knu subtly manipulates the members from behind the scenes. In addition to their normal equipment, each carries a backpack with a bedroll, a waterskin, and 5 days' trail rations.

Grelm Hammerlock

Grelm wears all black, including his scale mail and cloak. His belt has tiny skulls embossed upon it. Grelm specializes in fighting humans and always chooses to fight them over other races. He is something of a coward, preferring to attack from hiding with his bow, but he has a volatile temper that compels him to approach and land the killing blow with his greatsword.

GREL M HAMMERLOCK

Male human ranger 1
CN Medium humanoid
Init +7; **Senses** Listen +5, Spot +5

DEFENSE

AC 17, touch 13, flat-footed 14
(+4 scale mail, +3 Dex)

hp 10 (1d8+2)

Fort +4, **Ref** +5, **Will** +1

OFFENSE

Spd 20 ft.

Melee mwk greatsword +4 (1d10+1/19–20) or punching dagger +2 (1d4+1/x3)

Ranged longbow +4 (1d8/x3)

Special Attacks favored enemy +2 (humanoid [human])

TACTICS

Before Combat Against an obviously evil foe, Grelm anoints his sword or his bow with *oil of bless weapon*.

During Combat Grelm prefers to hide and attack from ambush and weaken opponents with his bow. He likes to finish his wounded foes in hand-to-hand combat whenever

CR 1

possible. He always attacks humans first.

Morale As long as at least one other member of his party remains in the fight, Grelm does not retreat except to drink his potions.

STATISTICS

Str 13, **Dex** 16, **Con** 14, **Int** 9, **Wis** 12, **Cha** 10

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

Feats Improved Initiative, Track, Weapon Focus (greatsword)

Skills Climb +0, Craft (trapmaking) +1, Hide +4, Listen +5, Move Silently +4, Spot +5, Survival +5

Languages Common

SQ wild empathy +1 (–3 magical beasts)

Combat Gear *oil of bless weapon*, 2 *potions of cure light wounds*; **Other Gear** 50-foot hempen rope, explorer's outfit, flint and steel, longbow, 20 arrows, mwk scale mail, mwk greatsword, punching dagger, whetstone, carnelian (50 gp), 13 gp, 3 sp, 8 cp.

Knu

Knu subtly manipulates Grelm for his own ends. He wears a dark, hooded cloak that covers his face to avoid notice and tries to





TREASURE CHEST

Now that you've completed the adventure, your players undoubtedly want to know what happens next. Keep track of your next and future adventures with the red-covered *GameMastery Campaign Workbook* included in the *GameMastery Treasure Chest* box. With the *GameMastery Campaign Workbook*, you can keep track of everything from the most vital plot points to the name of the least-important NPC stuck in a forgotten tavern.

not let on that he is a sorcerer until battle is joined. He despises melee combat and avoids it at all costs unless he can make a sneak attack and retreat.

KNU **CR 2**

Male goblin rogue 1/sorcerer 1
CE Small humanoid (goblinoid)
MM 133

Init +2; **Senses** darkvision 60 ft.; Listen +3, Spot -1

DEFENSE

AC 16, touch 14, flat-footed 14

(+2 leather armor, +1 deflection, +2 Dex, +1 size)

hp 8 (2 HD; 1d6+1d4)

Fort +0, **Ref** +4, **Will** +1

OFFENSE

Spd 30 ft.

Melee mwk rapier +4 (1d4-1/18-20)

Ranged dagger +3 (1d3-1/19-20)

Special Attacks sneak attack +1d6

Spells Known (CL 1st, 10% spell failure):

1st (4/day)—*obscuring mist*, *sleep* (DC 12)

0 (5/day)—*daze* (DC 11), *detect magic*, *disrupt undead* (+3 ranged touch), *read magic*

TACTICS

Before Combat Knu prefers to Hide before battle and casts *obscuring mist* if necessary to do so.

During Combat Knu casts *sleep* on likely fighters and rogues. He likes to make sneak attacks from concealment, even if it means moving out of his *obscuring mist* to do so. Once he obtains the *wand of earth's ire*, he remains concealed and attacks with it rather than expose himself to danger.

Morale Once he loses half his hit points, Knu attempts to flee.

STATISTICS

Str 8, **Dex** 15, **Con** 10, **Int** 10, **Wis** 9, **Cha** 12

Base Atk +0; **Grp** -5

Feats Weapon Finesse

Skills Bluff +5, Concentration +2, Escape Artist

+6, Hide +10, Listen +3, Move Silently +10, Open Lock +6, Ride +6, Search +4, Sleight of Hand +6

Languages Goblin, Common

SQ summon familiar, trapfinding

Combat Gear *wand of earth's ire* (*wand of burning hands*, 38 charges) [not available until Spirits of the Woods Inn]; **Other Gear** black hooded cloak, leather armor, *ring of protection* +1, Small dagger (2), Small mwk rapier, spell component pouch, traveler's outfit, 6 sp.

Nirashi Sylvanmede

Nirashi is a thin and pale elven woman with nearly white hair worn long and loose. As a cleric of Urgathoa, the Pallid Princess, Nirashi focuses on the goddess's seductive aspect of strength and magic. She rarely speaks other than to cast spells or utter vile curses in the name of her goddess and she absolutely despises half-elves.

NIRASHI SYLVANMEDE **CR 1**

Female elf cleric 1 (Urgathoa)

NE Medium humanoid

Init -1; **Senses** low-light vision; Listen +5, Spot +5

Aura evil

DEFENSE

AC 15, touch 15, flat-footed 15

(+6 armor, -1 Dex)

hp 8 (1d8)

Fort +2, **Ref** -1, **Will** +5; +2 racial bonus against enchantment spells and effects

Immune magic sleep effects

OFFENSE

Spd 20 ft.

Melee mwk scythe +3 (2d4+3/x4)

Ranged javelin -1 (1d6+2)

Special Attacks command undead 4/day (+1, 2d6+2, 1st), feat of strength 1/day (+1 Strength), spontaneous casting (*inflict* spells)

Spells Prepared (CL 1st):

1st—*cure light wounds*, *enlarge person*^D (DC 14), *magic weapon*

0—*cure minor wounds* (x2), *virtue*

D: Domain spell **Domains** Magic, Strength

TACTICS

Before Combat If there is time, Nirashi casts *magic weapon* on her scythe and *enlarge person* on herself, in that order. If a major battle seems imminent, Nirashi drinks her *potion of shield of faith* +2.

During Combat Nirashi prefers to fight in melee with her scythe in hopes of getting a devastating critical hit. If an opponent

falls nearby, she attempts a coup de grace or spontaneous *inflict* spell to finish him if possible.

Morale Nirashi fights to the death for the glory of Urgathoa.

STATISTICS

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

Base Atk +0; **Grp** +2

Feats Martial Weapon Proficiency (scythe)

Skills Concentration +4, Heal +7, Knowledge (religion) +5, Listen +5, Search +2, Spot +5

Languages Common, Elven, Sylvan

SQ magic item use

Combat Gear 2 flasks of unholy water, *potion of shield of faith* +2; **Other Gear** 50-ft. silk rope, banded mail, black banner emblazoned with symbol of Urgathoa, courtier's outfit, healer's kit, 3 javelins, mwk scythe, spell component pouch, wooden holy symbol of Urgathoa, small spinel (75 gp), 6 gp, 4 sp.

Pudge Whartley

Extremely lazy, Byron "Pudge" Whartley chose magic as the path of least physical labor. He has a large paunch and is in poor physical condition, earning him his nickname. He holds his place in the group through magic alone and whines constantly about the rigors of adventuring. He neither likes nor is well-liked by the others but finds it easier to stay with them than quit their group. He wears gold-trimmed robes with fake mystical symbols.

PUDGE WHARTLEY **CR 1**

Male human wizard 1

NE Medium humanoid

Init +1; **Senses** Listen +2, Spot +2

DEFENSE

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 shield)

hp 7 (1d4+3)

Fort +0, **Ref** +1, **Will** +2

OFFENSE

Spd 30 ft.

Melee club -2 (1d6-2)

Ranged mwk light crossbow +2 (1d8/19-20)

Spells Prepared (CL 1st):

1st—*magic missile*, *shield*

0—*daze* (DC 12), *ray of frost* (ranged touch +2)

TACTICS

Before Combat Pudge always casts *shield* before combat. If outnumbered, he drinks his *potion of blur*.

During Combat Pudge stays at range using his rays, *magic missile*, and crossbow. If multiple

PANOPLY OF NARVEN

These ancient items served as the regalia for the forest king Narven. Lost in battle at the time of his death, they only recently were recovered by his druidic descendant and re-consecrated to the natural elements that formed them.

Breastplate of Sacred Fire: This masterwork breastplate has an orange and red flame at its center that dances and constantly gives off heat as if made of actual fire, although it causes no damage. The fire is the result of a *permanent image* cast on the breastplate (caster level 14th).

GameMastery Item Cards: Elements of Power, 01/54

Codex of the Firmament: This scroll is all that remains of a bound collection once dedicated to the skies and the element of air. It is a long scroll with simple wooden dowels at each end. A bright-burning sun illuminates its face. On the reverse side are scribed the divine spells *daylight*, *gust of wind*, and *shillelagh* (caster level 5th). The entire scroll has been treated with a permanent *endure elements* (caster level 15th) that only affects the scroll itself (but not its bearer).

GameMastery Item Cards: Elements of Power, 28/54

Spirit-Staff of Narven: This is a fiery, ruby-studded masterwork quarterstaff. A pair of burning gold wings decorates its top, and the other end is capped with a red iron claw. It is worth 550 gp for its workmanship alone. A permanent *magic aura* spell makes it appear to be a *staff of fire*.

GameMastery Item Cards: Elements of Power, 34/54

Vial of Pure Water: This vial is made of green glass and clay and is sealed with a speckled cork. A water motif of wave designs decorates the container. The vial is nonmagical but remains airtight when sealed.

GameMastery Item Cards: Elements of Power, 42/54

Wand of Earth's Ire: Crafted of red clay, the handle of this wand is made to appear like an eruption of lava before tapering roughly to a rounded point at the tip. This is a *wand of burning hands* with 38 charges remaining.

GameMastery Item Cards: Elements of Power, 38/54

POWER OF THE PANOPLY

Legend holds that the items that make up the Panoply of Narven were very powerful magic items, but over the years, these powers have waned. With effort, these items might, over time, regain their former glory.

The method of advancement for these objects is left up to you, but possibilities include consecrating the items at various druid sites scattered across the globe or taking each relic to its respective Elemental Plane to recharge it. Regardless of the method employed to invigorate the panoply, the items should increase in power as the PCs do. At 10th-level, for example, the *breastplate of sacred fire* might become a +3 *breastplate* that allows the wearer to cast *fire shield* once per day. The *spirit staff of Narven* might become a fully charged *staff of fire*, while the *vial of pure water* might allow one person to drink from it each day to receive the effects of both a *water breathing* and *freedom of movement* spell. In the end, these new powers are left up to you and should be suitable to the power level of your campaign.



opponents are in the same general direction, he uses his *screaming bolt* to unnerve them.

Morale If Pudge is injured or an injury appears likely, he flees unless somehow prevented from doing so (if charmed, for instance).

Base Statistics When not using a *shield* spell, Pudge's Armor Class becomes 11 (touch 11, flat-footed 10).

STATISTICS

Str 6, Dex 13, Con 10, Int 15, Wis 14, Cha 9

Base Atk +0; Grp -2

Feats Combat Casting, Scribe Scroll, Toughness

Skills Concentration +4 (+8 when casting defensively), Hide +3, Knowledge (arcana) +6, Spellcraft +6

Languages Common, Draconic, Infernal
SQ summon familiar

Combat Gear *potion of blur*, *screaming bolt*;
Other Gear club, mwk light crossbow with 10 bolts, scholar's outfit, spell component pouch, spellbook

Spellbook spells prepared plus 0—all; 1st—*alarm*, *ray of enfeeblement*, *true strike*

APPENDIX 2: WOODEN PROTECTOR

During the desperate battle with the goblins, Willowroot summoned an ancient forest guardian to aid in the fight. This wooden protector lingers on still, guarding over the site in an endless vigil.

Except for its head, this humanoid-shaped creature is composed entirely of twisting wooden vines, which

thicken at its lower half to give it the appearance of wearing robes. Its head looks like a wooden full mask in the rough shape of an owl's face, with actual owl feathers rising like a crown. The creature wields a thick staff or long club made of twisting vines. Both a crystal at the head of its weapon and the creature's own wide eyes glow bright green.

WOODEN PROTECTOR CR 3

N Medium plant

Init +0; Senses low-light vision; Listen +7, Spot +10

DEFENSE

AC 15, touch 10, flat-footed 15 (+5 natural)

hp 45 (6d8+18); regeneration 2

Fort +8, Ref +2, Will +4

Immune plant traits

GRELM

NIRASHI

PUDGE

KNU



OFFENSE

Spd 30 ft.

Melee spear +8 (1d8+6/x3)

Ranged shortbow +5 (1d6+4/x3)

Special Attacks create weapon, grasp of wood

Spell-Like Abilities (CL 3rd):

At will—*wood shape*

1/day—*warp wood* (DC 14)

TACTICS

Before Combat A wooden protector typically lies in wait, hiding in a wooded environment until enemies are within 30 feet before moving to attack.

During Combat A wooden protector uses its grasp of wood ability on any character using fire against it. It otherwise uses its create weapon ability to craft a spear or bow to attack nearby foes.

Morale As a creature summoned to protect an area, a wooden protector typically fights until destroyed.

STATISTICS

Str 18, Dex 11, Con 16, Int 7, Wis 14, Cha 9

Base Atk +4; Grp +8

Feats Alertness, Power Attack, Weapon Focus (shortbow)

Skills Hide +0 (+8 in wooded settings), Listen +7, Spot +10

Languages sylvan

SQ natural movement

ECOLOGY

Environment Any forest or jungle

Organization Solitary, pair, or bunch (3–5)

Treasure None

Alignment Always neutral

Advancement 7–12 HD (Medium), 13–19 HD (Large)

SPECIAL ABILITIES

Create Weapon (Ex) A wooden protector can, as a free action, use its body to fashion any simple or martial weapon composed almost entirely of wood (such as bows, quarterstaves, and spears). Weapons created in this way cannot be sundered or disarmed. If the weapon created requires ammunition (such as bows), the wooden protector takes 1 point of damage each time the weapon is fired. This damage can be regenerated as normal. Created weapons can be reabsorbed as a free action or used to create a new weapon.

Grasp of Wood (Su) As a standard action, a wooden protector can focus its gaze on a single target within 30 feet. The target must make a DC 17 Reflex save or be encased in a web of wooden branches. Those who fail are entangled and cannot move, but can



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escape with a successful DC 17 Strength or Escape Artist check. The branches last for 1d6 rounds before becoming brittle and breaking. The DC is Strength-based.

Natural Movement (Ex) A wooden protector may move through any sort of undergrowth at its normal speed without taking damage or suffering any other impairment. This ability extends to magically manipulated undergrowth such as *entangle* and *wall of thorns*.

Regeneration (Su) Fire deals lethal damage to a wooden protector.

Undying guardians of forests, wooden protectors form when druids call upon nature to defend itself, when the druids' own personal power cannot hope to defend the wilds from what opposes them. As tireless defenders, wooden protectors frequently outlive their callers, but never stray far from where they were created.

Ecology

A wooden protector has as much impact on a forest's ecosystem as a young tree. It feeds off sunlight and minerals its rootlike vine legs glean from the earth when it stands still. Like a tree, a wooden protector also sheds leaves, bark, and other plant matter that contributes to the health of the forest.

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Valeros
MALE HUMAN FIGHTER I

ALIGN NG INIT +2 SPEED 20 ft.

ABILITIES

14	STR
15	DEX
12	CON
13	INT
8	WIS
10	CHA

DEFENSE

HP 11
AC 17
touch 12, flat-footed 15
Fort +3, Ref +2, Will -1

OFFENSE

Melee longsword +4 (1d8+2/19-20)
Melee longsword +2 (1d8+2/19-20)
shortsword +1 (1d6+1/19-20)
Ranged shortbow +3 (1d6/x3)

SKILLS

Climb	+2
Intimidate	+4
Ride	+6
Swim	-2

FEATS

Combat Expertise, Two-Weapon Fighting, Weapon Focus (longsword)



Combat Gear alchemist's fire; Other Gear backpack, chainmail, longsword, rations (2), shortbow with 20 arrows, shortsword, silk rope, 1 gp



Seoni
FEMALE HUMAN SORCERER I

ALIGN LN INIT +2 SPEED 30 ft.

ABILITIES

8	STR
14	DEX
12	CON
10	INT
13	WIS
15	CHA

DEFENSE

HP 5
AC 12
touch 12, flat-footed 10
Fort +1, Ref +2, Will +3

OFFENSE

Melee quarterstaff -1 (1d6-1)
Ranged dagger +2 (1d4-1)
Spells Known (CL 1st, +2 ranged touch):
1st (5/day)—*mage armor, magic missile*
0 (6/day)—*acid splash, detect magic, daze*
(DC 12), *read magic*

SKILLS

Bluff	+6
Concentration	+8
Spellcraft	+4

FEATS

Dodge, Skill Focus (Concentration)



Combat Gear smokestick, tanglefoot bag; Other Gear backpack, dagger, quarterstaff, rations (4), sunrod (5), 27 gp



Kyra
FEMALE HUMAN CLERIC I

ALIGN NG INIT -1 SPEED 20 ft.

ABILITIES

13	STR
8	DEX
14	CON
10	INT
15	WIS
12	CHA

DEFENSE

HP 10
AC 16
touch 9, flat-footed 16
Fort +4, Ref -1, Will +6

OFFENSE

Melee scimitar +1 (1d6+1/18-20)
Ranged lt crossbow -1 (1d8/19-20)
Special Attacks greater turning 1/day, turn undead 4/day (+1, 2d6+2)
Spells Prepared (CL 1st):
1st—*bles*, *cure light wounds**, *shield of faith*
0—*detect magic, light, read magic*
* domain spell (healing, sun)

SKILLS

Concentration	+6
Heal	+6
Knowledge (religion)	+4

FEATS

Iron Will, Martial Weapon Proficiency (scimitar)



Gear backpack, chain shirt, heavy wooden shield, light crossbow with 10 bolts, rations (6), scimitar, silver holy symbol, 12 gp



Merisiel
FEMALE ELF ROGUE I

ALIGN CN INIT +3 SPEED 30 ft.

ABILITIES

12	STR
17	DEX
12	CON
8	INT
13	WIS
10	CHA

DEFENSE

HP 7
AC 16
touch 13, flat-footed 13
Fort +1, Ref +5, Will +1 (+2 vs enchantment)
Immune sleep

OFFENSE

Melee rapier +1 (1d6+1/18-20)
Ranged dagger +3 (1d4+1/19-20)
Special Attacks sneak attack +1d6

SKILLS

Balance	+5
Climb	+3
Disable Device	+3
Hide	+7
Jump	+5
Listen	+5
Move Silently	+7
Search	+5
Spot	+5
Tumble	+7

FEATS

Dodge



Combat Gear acid, alchemist's fire (2), thunderstone; Other Gear backpack, daggers (6), grappling hook, hooded lantern, leather armor, oil (5), rapier, rations (3), silk rope, thieves' tools, 25 gp



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Spirit of the Wood Inn



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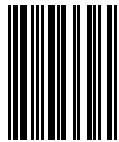
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