

PER2-07



WATERING HOLE

A One-Round D&D[®] LIVING GREYHAWK[®]
Perrenland Regional Adventure

Version 1

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What is troubling the villages of Kottsmort and Vostrem in the Sepia Uplands? Rumors say that something hungry has been taking game from the local hunting grounds. All attempts to catch it have failed and now it's taking hunters too, but sooner or later everything must come to the watering hole. An adventure for characters levels 1 – 8.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

First, print this scenario. This scenario was created to support double-sided printing, but printing it single sided works as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before running the event. Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *DUNGEON MASTER's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It's also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. You cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for both the players and the DM to keep track of who is playing what character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK adventure. As a LIVING™ adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site (www.wizards.com/rpga), and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK Gazetteer.

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the character participating in the adventure. To determine the Average Party Level (APL):

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6 0	0	0	1	
1/3 and 1/2 0	0	1	1	
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

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

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to join them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in Perrenland. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

Nearly a year ago a colony of aranea arrived in the little-traveled area of woods and hills east of the villages of Kottsmort and Vostrem in the Sepia Uplands, strategically located for an assault on Traft. The aranea are agents of a Lesser Boneheart tasked to gather information on the Sepia Uplands by its master Iuz. Successfully using their alternative forms to infiltrate the nearby communities they have compiled reports on weaknesses in local defenses and kidnapped some gnomes who may have presented problems for an invasion. The local villagers are aware that something sinister lurks in the nearby hills, but do not know its nature or true purpose.

Meanwhile in nearby Perrenland the news that monstrous attacks have increased against communities in the Sepia Uplands has not gone unnoticed. The nearest Auszugen's resources were stretched thin patrolling the borderlands between the canton of Traft and the Sepia as a precaution against monsters entering Perrenland itself. Things were not helped when the Voormann ordered a sizable contingent of the 1st Auszugen out of Traft canton to keep the peace between the Hussen and Weisspeer clans in the south of Perrenland. In response to the depleted presence of the Auszugen Hetmann Orgus Bildger, one of the leaders of Perrenland's anti-Iuz faction, "Das Legio der Honur," has raised troops to assist in patrolling the border. This decisive and well-publicized action earned him a lot of appreciation locally and he was subsequently nominated for a seat on the Concatenated Council in the upcoming elections.

Recently Bildger's "Border Rangers" repulsed a few monsters raiding northern villages of the canton and Bildger began to talk of extending the actions of the rangers into the Sepia itself to "pre-empt attacks against citizens on our own soil". This idea has proven popular and locals in taverns can often be heard voicing the opinion that the Auszug itself should be sent to clean up the Sepia and take the local communities of gnomes and halflings under Perrenese protection.

The inhabitants of the Sepia have heard the talk and in general are less than impressed with what they see as imperialistic posturing on the part of Perrenland. Many gnomes and halflings resent the suggestion that they need the protection of larger races to survive. Others like those in and near to the villages of Kottsmort and Vostrem have decided that the protection of their neighbor might be the lesser of two evils. This has seen the formation of a Pro-Perrenland faction in the Sepia, a faction whose intention is to bring the Sepia into the realm of Perrenland as the Canton of Vesbergen.

The aranea have reported all this public talk to their master and the Boneheart subsequently upgraded his plans. Six weeks ago the aranea received new instructions. As the nearby villages were no longer active near their lair, they were to secure the immediate area and gather supplies to support a larger troop infestation. Thus they

proceeded to capture and preserve most of the area's game, working from smaller, easier prey before moving on up the food chain. Local hunters soon noticed and began setting traps in an attempt to catch whatever was ruining their livelihood. Using their abilities the aranea managed to stay one step ahead of the hunters, whilst waiting for the opportunity to add them to the larder.

Thimble Weasel, a strong-willed gnome whose uncle Fernas Mandrake Bucker, disappeared whilst hunting, recently decided to go against the wishes of her village elders and headed into Traft to hire some mercenaries. Unfortunately she was unable to afford any. In desperation she turned to the Border Rangers who took her to see Orgus Bildger. Not wishing to foster more anti-Perrenland sentiment by sending official troops he instead asked his sister's son Dettweir Urwiggen the Captain of the Border Rangers to seek out some adventurers to quietly infiltrate the region and search for the gnome's father. If the adventurers succeed, he uses the incident to try and foster more support inside the Sepia for closer cooperation between the peoples of the Uplands and Perrenland. He sent Thimble Weasel home to Kottsmort filled with hope.

Back in the Sepia between Kottsmort and Vostrem two other denizens of the surrounding valley have changed their behavior due to these events. Firstly, a mountain lion with two cubs to feed and a dwindling supply of food has decided a hunter might make a nice snack. Secondly, a stone giant living nearby has been observing a local watering hole to try and determine the cause of the lack of game. It has come to the conclusion that over-hunting is the cause and wants it to stop.

The adventurers arrive in the area just after the mountain lion attacks the hunters.

Hired by Dettweir to quietly investigate the area surrounding the villages of Kottsmort and Vostrem the characters stumble onto a clue when a panicked hunter runs across the characters path, screaming that "It" took Dworl and that Jatla is dead. The hunter, Herrek, stops just long enough to beg the characters to help his friend and point them in the right general direction before plunging once more off into the forest.

Investigation leads them into negotiation with the stone giant Jalkir, to restore the local balance of nature in return for releasing Jatla. Further careful investigation leads to the rescue of Dworl from the mountain lion's lair.

Meanwhile Herrek has been ambushed and killed by the real culprits, the aranea. Tracking Herrek leads the party to a climactic final battle, where they can uncover the sinister truth and rescue Thimble Weasel's uncle, Fernas Mandrake Bucker.

The party can then return to Traft to report to Bildger and collect their just reward.

COMMUNING WITH NATURE

This adventure is set entirely around a small valley in the wilderness. At higher APLs it is conceivable that some characters may have the ability to cast *commune with nature* or *speak with plants*. The results of these spells vary slightly depending on where they are cast but the

following explanations of the general results should be kept in mind:

Commune with Nature: Casting this spell instantly tells the caster that the area is unnaturally devoid of life. In most places it also lets the caster know the location of *Encounter 3: The Hide* and *Encounter 9: The Hunters Camp*. The three other lairs are all natural caves that cannot be detected. The occupants of those lairs are also not detected unless the caster is within the “underground” range of the spell. In most cases this means that the caster can already see the entrance to the cave. A successful Knowledge (nature) skill check (DC 15) reveals that the area is founded on limestone rock and in all probability is riddled with caves and holes that would effectively block detection.

Speak with Plants: Characters may cast either of these spells in order to talk to plants. Here is a list of possible questions and answers. If a question comes up that is not on this list, remember that plants aren’t that bright and they can’t see. Under no circumstances can they tell the difference between a giant spider and the aranea.

Q: What is eating all the animals?

A: **Animals eat animals all the time. They eat us too. Whatever eats all the animals must be very big and very hungry. There aren’t too many animals left. They don’t eat plants. Except for the biggest one. It eats dead plants. We eat dead plants too. We are in competition with it.** (The plants are talking about the stone giant, which gathers dead wood for his fire every day).

Q: Where have all the animals gone?

A: **We don’t know. They are not here. Less and less animals pass by every day. It’s much quieter now. We like it better.**

Q: What kinds of animals live around here?

A: **Not very many; most of them have gone away. Maybe they were eaten. There are four kinds of big animals left. The ones like you (the hunters), the really big one like you that brushes past our branches twice as far from the ground as you (the giant), the one that scratches us and walks along our branches (the mountain lion) and the ones that tie our branches together and walk along our branches (the aranea).**

INTRODUCTION

Rumors of monsters plaguing the border area of the Sepia Uplands and Traft canton recently drew you to the city of Traft looking for a piece of the action. Upon arrival you were disappointed to find that the Hetman, Orgus Bildger, had already organized and dispatched a unit of “Border Rangers” who seem to have the matter in hand, leaving you without any good prospects for adventure. Worse, locals have been voicing the opinion that the Auszug should be sent to clean up the Sepia and take the local communities of gnomes and halflings under Perrenese protection, an attitude that has made several inhabitants of the Sepia less than friendly towards Perrenlanders adventuring in their land.

A few days ago your situation abruptly changed when the Captain of the Border Rangers Dettweir Urwigen, the Hintervoormann’s son, approached you with a request. He offered you a handsome reward for a discreet mission into the Sepia if you return and report successfully. Your mission is as follows.

1. Quietly investigate the area surrounding the villages of Kottsmort and Vostrem. Respect for Sepian autonomy is to be preserved at all costs.
2. Report on and destroy, if possible, any threats to those villages, or the security of Perrenland that you encounter.
3. Rescue or report on any local inhabitants who may have fallen foul to the above-mentioned threats. In particular, if you find a Gnomish hunter called Fernas, tell him that his niece Thimble Weasel will be glad to see him again should he wish to return home.
4. Dettweir feels that there is no need to mention that you are working for him or that someone in Perrenland is paying you.

Thus it is, that you found yourself in the area with the local gnomes none the wiser that you have been secretly sent to help them. After several days in the wilderness, all you have determined so far is that the area is much quieter than you would normally expect.

*The amount of the reward for each character varies with the APL as follows:

APL 2: 50 gp; APL 4: 160 gp; APL 6: 270 gp APL 8: 600 gp

Physical Location

The valley is situated to the northeast of Vostrem and Kottsmort. A location map is provided near the end of this adventure.

ENCOUNTER 1: A PANICKED PLEA

Your quiet trek through the woods is broken by the sound of running footsteps. Seconds later a human dressed in animal hides bursts out of the undergrowth and onto the trail in front of you. Wild-eyed he stumbles toward the party pointing back the way he came and gasps:

“It took them! It took them! Jatla is dead and now its taken Dworl! Back there, near the waterhole, help them!”

He moans once in horror before plunging off into the woods in the opposite direction.

Creature: This is Herrek, running in panic from whatever attacked his companions. The characters have one round to try and catch him or use magic to calm him down or he simply runs off and leaves them there. He struggles for 2 rounds if grappled, and then gives in to sobbing hysterically.

After a few minutes of quiet reassurance from the characters, requiring a successful Diplomacy check (DC 10), he calms down enough to beg the characters to try and rescue Dworl from "It". He can relate what he knows about the situation to the players but is still obviously distressed. He points them to the waterhole but does not accompany the characters back to the area, even if charmed. Upon leaving he goes back to the hunters' cabin to pack his things (see *Encounter 9*).

Herrek can tell the characters that over the last season or so the game has been dwindling in this area. First small creatures such as rabbits and squirrels, then larger ones until there is almost nothing left. Even the birds are not as numerous as they should be. He and his hunting companions concluded that some kind of ravenous beast has moved into the area and set about trying to catch whatever was ruining their livelihood. However the beast is cunning, leaves no tracks and has so far successfully avoided all their traps.

This morning the hunters had decided to stake out the watering hole in the hope of ambushing it. Herrek was taking a nap in the hide whilst the others stood watch. Screaming suddenly awakened him. Dworl was being dragged into the bushes by something huge. Jatla lay next to him, dead. Seeing the situation was hopeless he decided that discretion was the better part of valor and ran.

Herrek is not telling the whole truth, even as he knows it. He was indeed asleep, but it was his turn to be on watch. He did not see that Jatla was only wounded nor did he see the thing that took Dworl because he just grabbed his stuff and ran, leaving his companions to their fate.

To find the watering hole the characters can do one of the following.

- Track Herrek using the Track feat by making a successful Track check (DC 12).
- Deduce the hole's location from the lay of the land by making a successful Wilderness Lore check (DC 15)
- Follow their noses in the direction he pointed and make a successful Intuit Direction check (DC 20).

The watering hole is a good 15 minutes walk away. A party that fails at this task will wander the woods for an additional 15 minutes before stumbling upon the waterhole (*Encounter 2*).

◆ **Herrek:** Male human Exp1; hp 7; see Appendix 1: NPCs.

ENCOUNTER 2: THE WATERING HOLE

The brush thickens as the land dips down into a natural hollow. The trees here are tall and wide-limbed, blanketing the area in cool darkness. A game trail leads down to a pool of clear water, around which the prints of several woodland animals can be

seen. An eerie quiet hangs over the area. Even the wind is still here.

This is the watering hole. A rim of muddy grass surrounds the hole. The tracks of many animals that were once native to the area can be seen. Characters with the Track feat who succeed at a Track check (DC 15) can determine that all the mundane animal prints are at least a week old. The only recent ones are 1-2 day old partial prints as follows.

- Several pairs of medium-size humanoid boots.
- A large barefooted humanoid.
- A big cat.

Further tracking is inconclusive due to the sheer volume of trails. There are no signs of violence around the hole.

A successful Spot check (DC 20) locates the hunter's hide immediately (*Encounter 3*). Those parties who backtracked Herrek's trail arrive at the hide directly. Allow others to find the hide after 10 minutes of searching the area.

ENCOUNTER 3: THE HIDE

Carefully placed branches and other greenery lean under and around a huge fallen log, effectively camouflaging a hunting hide that looks out over the waterhole 50 feet away. If it wasn't for the disturbed brush at the rear, and the torn, bloody cloak on the ground, you may not have even noticed it.

This is where the three hunters, Herrek, Dworl, and Jatla lay in wait for "It". The torn bloody cloak is Jatla's. She was clawed by the mountain lion, and then the stone giant chewed the hem and tore it into strips for bandages. The giant then bandaged Jatla, discarding the useless cloak and a few extra strips he hadn't used before carrying her off to his lair.

If the characters inspect the cloak a successful Search check (DC10) reveals that it has been ripped on one side by some kind of large animal and the other side has been chewed by something with blunt teeth, then torn into strips. Some of these strips lie under the cloak. A large pool of blood is next to the cloak in which the footprint of a large barefooted humanoid can clearly be seen.

It is obvious that there has been quite a bit of traffic in and out of the hide. The ground around the entrance is quite muddy and the grass flattened.

Inside the hide a heavy crossbow, 8 bolts, and a dagger lie on the ground. These items belong to Dworl, and Jatla asks for their return on his behalf if she sees any of the characters carrying them and Dworl is rescued. For this reason their value is not included as treasure for this adventure.

If the characters inspect the rest of the area they find several sets of medium-size humanoid boot prints entering the hide and leaving in the direction the characters came from. The large humanoid footprints move away to the north. The characters can follow the

large footprints with a successful Search check (DC 9). Characters with the Track feat may use Wilderness Lore for this check instead if they wish and in this case if they make DC 15 or greater on the check they notice that the giants prints are softer approaching the hide and deeper leaving, as if carrying a heavy load. The large footprints lead straight to the disabled trap (Encounter 4).

Characters who specifically say they are looking on top of the log and succeed at a Search check (DC 20) find a single bloody hand print half way along the log, leading away from the hide. Next to the print is a small piece of blue cloth stuck on a protrusion of bark. Characters who have already visited the stone giant may take 20 on this check. Ask those characters where exactly they are looking and be sure to read the description again in this case. Characters with the Track feat who succeed at a Wilderness Lore check (DC 29) and a Climb check (DC 10) can track the mountain lion through the trees to the pit (Encounter 7). Characters who spread out and carefully search the area surrounding the hide find a few spots of blood and a bloodied handprint on a log to the northwest after an hour of searching. After two hours of spreading out and slowly searching for more spots of blood they arrive at the pit (Encounter 7). Tracking does not help in this case because there is no proper trail to follow.

ENCOUNTER 4: A TRAP DISABLED

A large piece of battered metal with two curved and twisted rows of sharp looking teeth is lying across your path. The large barefooted humanoid's trail continues northwest along the game trail beyond it.

This bear trap is now a useless piece of tangled metal. The giant's familiar was trapped and wounded by it this morning. Angered, Jalkir smashed it a few times with his club before ripping it off the chain that secured it to the ground, twisting it in his bare hands and hurling it away. Characters who inspect the trap and succeed at a Search check (DC 10) find bloodstains and a piece of fur stuck on the teeth. A successful Knowledge (nature) check (DC 15) identifies the fur as belonging to a weasel. The footprints lead straight on to the stone giant's lair (Encounter 5).

ENCOUNTER 5: THE STONE GIANT'S LAIR

The trail you have been following leads up into hills northwest of the watering hole. The ground gets steadily steeper and rockier, the trail winding up and around craggy defiles until you come out on a wide rock ledge above the tree line with a picturesque view of the woods and the watering hole below. Toward the end of the ledge smoke wafts faintly from behind a large boulder that partially blocks a cave mouth. A guttural burp and the sound of crunching bone echoes from within.

Creature: This is the lair of Jalkir, a stone giant who has just become an elder. He has laid Jatla down to recuperate in the inner cave and is munching happily on the remains of a smoked deer haunch. He sits just inside the cave mouth next to a small cooking fire turning the rest of the deer on a spit and looking dreamily out at the view. The boulder blocks most of the ledge and the cave mouth, leaving only a 5-ft wide gap to walk around and enter the cave. If the party steps upon the ledge the *alarm* spell Jalkir has cast over the cave entrance and ledge is triggered. He's been expecting someone to come for Jatla. Read or paraphrase the following.

As you step upon the ledge a small bell rings within the cave. A deep, gravelly voice booms forth "Welcome little ones, what do you want with me?"

Jalkir is peaceful and doesn't want to get into a fight. He came to this cave to meditate upon his emerging powers and would much prefer to be left alone. He is convinced that the humans have been over-hunting the area and looks upon the arrival of the party as an opportunity to negotiate for the return of the correct natural balance. Jalkir is holding Jatla as a bargaining chip. He wants the characters to agree to bring him the other two hunters he has seen setting too many traps and over-hunting in the area. He wants those hunters to explain to him personally why they are so greedy and he wants them to remove all the traps they have laid in the northern end of the woods. He tells the characters that his pet, Fulkir was caught in one of the hunters' traps and that is why he has taken a personal interest. If quizzed about his presence at the watering hole this morning he explains that he was going down there earlier today to refill his water supply when he heard screaming. By the time he arrived Jatla was unconscious and the rest of the little people had disappeared. He readily admits to holding Jatla. If asked about the other hunter he mentions that there is a large mountain lion living in the area and that it was bound to get very aggressive now that the humans have taken too much game. He suggests they take another look at the hide. If the party seems amenable to his requests he cautiously lets one of them into the inner cave to attend to Jatla's wounds, provided they agree to also tend Fulkir.

Tactics: Note that at most only one character can stand on the ledge and one more in the cave mouth with an unobstructed view of the giant. Both such characters are in the area threatened by the giant's 10-ft reach. The rest of the characters have to queue up along the ledge on the other side of the boulder.

If the characters start a fight, Jalkir holds his action until after the characters and fights defensively in the first round, not striking at the characters and attempting to begin negotiations by yelling at the characters to stop. If he takes more than 10 points of damage Jalkir attacks to subdue by striking the character closest to him with his club and forcing them out of the cave mouth. If the characters are still trying to attack him he casts *transmute rock to mud* turning the ledge to mud. Any character

standing on the ledge must succeed at a Reflex save (DC 15) or fall off the ledge. Those who successfully save are left hanging on the cliff face on a much smaller ledge. Climb checks (DC 10) are required to move from this position.

The drop below the ledge is 40 feet into a steeply sloping defile. Due to the angle of the ground at the bottom, a character only takes 3d6 damage, as if the fall was only 30 feet. If the characters have fallen because of the *transmute rock to mud*, all the falling damage taken is subdual damage due to the added slipperiness of the mud helping to break the fall. Any character that falls, bounces down the cliff face and then continues rolling on down the defile at the bottom for 4 rounds thereafter before coming to rest in the trees. A successful Tumble check (DC 15, DC20 if the ledge was transmuted) is required to stop the character from rolling any further down the hill. Once they stop rolling, a character must take the number of rounds they rolled downhill plus 2 to make their way back up the defile and onto the ledge. If characters are still making aggressive actions, the giant shouts angrily at the characters and begins throwing mud balls at them from the pile of 10 he has just inside the cave mouth, whooping for joy every time he scores a hit. Mud balls have the same statistics as thrown rocks except they only cause subdual damage and do not careen further down the defile.

If fighting continues and Jalkir is reduced to 60 hit points or less, he lets out a belch of rage and begins fighting to kill. If throwing mud balls he switches to real rocks. When throwing rocks the closest character in the defile is struck as normal. However every other character further away in the defile that fails a Reflex save (DC 10) could be struck by a rock as it careens on down the defile as follows.

✎ **Careening Rock:** 2d8; Reflex save (DC 10) to avoid.

If Jalkir is reduced to 30 hit points or less he withdraws to the inner cave and pushes the boulder into place, blocking the entrance.

Development: If the characters return with one of the hunters, Jalkir offers to “look after” him until the characters return with the third. If either the hunters or the characters try to convince the giant that a third party is responsible, he refuses to let Jatla go until the characters bring proof that someone or something else is responsible. The hunters try to get the party to convince the giant that this is the case if they are brought here. Neither the hunters nor the giant accept that it was the mountain lion’s doing, as they both know it’s been around for years.

If the characters somehow deliver Herrek to Jalkir before they attempt to rescue Dworl, Herrek escapes and runs off back to his hut. Jalkir is very cross about this.

ALL APLS

✎ **Jatla:** Female elf Rng1; hp 9 (currently -7); see Appendix 1: NPCs.

APL 2 (EL 9)

✎ **Jalkir, Stone Giant Elder:** Male stone giant Sor1; hp 137; see Appendix 1: NPCs.

APL 4 (EL 11)

✎ **Jalkir, Stone Giant Elder:** Male stone giant Sor3; hp 151; see Appendix 1: NPCs.

APL 6 (EL 13)

✎ **Jalkir, Stone Giant Elder:** Male stone giant Sor5; hp 165; see Appendix 1: NPCs.

APL 8 (EL 15)

✎ **Jalkir, Stone Giant Elder:** Male stone giant Sor7; hp 179; see Appendix 1: NPCs.

ENCOUNTER 6: THE INNER CAVE

The inner part of the cave has a large boulder set up to be rolled into place and block the entrance. A successful Strength check (DC 35) is required to push it out of the way, but a simple shove, requiring only a Strength check (DC 15) rolls it into place. Jalkir keeps this as a last resort. Once inside, he has to slowly work his way out using his elder magic. A primitive painting of a mountain lion adorns one wall.

Jalkir’s giant bag lies on the floor next to a horizontal niche in which rests a 20-gallon barrel of water and a smoked deer. Jalkir’s bag contains the following.

A satchel of berries, a stone mortar and pestle, a giant sized towel, a set of large paint brushes, a wax sealed crock of ochre, a misshapen lump of brown sealing wax, a 200 ft long knotted hawser (2 inch thick rope) a *potion of jump*, *potion of climb*, and a *potion of spider climb*.

Jalkir may allow one character in to tend to Jatla’s wounds. Jatla regains consciousness whilst she is being tended but is in no fit mental state to answer questions. She is distraught and liable to thrash about and reopen wounds if pressed too hard to answer questions, resulting in loss of consciousness again. She was asleep when it all happened and only remembers incredible pain and a large hairy claw tearing at her torso. She doesn’t know what “It” is. All she wants now is to rest until she is better and then run away. In any case Jalkir stops the questioning after a very short time to prevent further distress.

Creatures: Jatla and Falkir lie wounded on an animal hide bower.

Development: If the characters return to the cave with proof that the aranea are behind the over hunting then Jalkir releases any hunters in his care. If the characters have not fought with the giant at any time he

gives them the *potion of jump* as a bonus. If the characters have also healed Jalkir of some damage at any stage then he gives them the *potion of spider climb* as well, in appreciation for this deed.

Treasure: *potion of jump*, *potion of spider climb* (Value 8 gp per *potion* per character).

ENCOUNTER 7: THE PIT

The painstaking and difficult trail leads up into the hills to the northwest of the hide. As the trees thin out you come upon a muddy path in the midst of which a 10-ft deep pit has been dug. Large paw prints can be clearly seen on the trail leading away from the pit.

Characters arrive at this encounter as a result of tracking the mountain lion through the trees or the blood trail on the ground from the hide (Encounter 3). The mountain lion was agile enough to avoid the pit, leaping clear as the branches camouflaging it, fell away.

Characters with the Track feat who succeed at a Wilderness Lore check (DC 12) can see that the tracks are those of a large mountain lion carrying something heavy. No check is required to follow these tracks to the mountain lion's lair (Encounter 8).

ENCOUNTER 8: THE MOUNTAIN LION'S LAIR

The muddy trail leads right up to the base of a rocky escarpment. A tree blown over in some previous storm slopes up toward the center of the outcropping, ending on a rock ledge 15 or so feet below an overhang and 20 foot above the ground. Behind the greenery can be heard pitiful screams mixed with the growls of several large animals.

Creatures: The screams belong to Dworl, currently being toyed with by the two lion cubs as their mother looks on proudly in the shallow cave obscured by the greenery. Dworl's screams get louder for the first two rounds, then quieter on the third and cease altogether on the forth. Unless the characters have reached the ledge by then, Dworl dies. If they do reach the ledge, the lions are distracted from their snack and Dworl is alive but badly wounded and dying when they finally reach him. He is at –7 hit points whenever the first character gets to him and bleeding profusely. He does not self-stabilize and dies in three rounds unless something is done. The characters begin this encounter at the base of the tree, 55 feet from the base of the cliff.

Getting to the ledge is not a simple as it looks. The ledge is 10 feet wide. Thick greenery at the top of the tree trunk covers the left-hand side of the ledge.

- A Balance check (DC 10) is required to move along the bowed tree trunk. The trunk is 60 ft long and wide enough for one character. Failure indicates the

character has stopped to grab a branch and regain their balance instead of falling. If the character charges or runs up the trunk the difficulty is the same, but failure indicates they have slipped and fallen 20 feet to the ground.

- At the top of the trunk a character can push through the greenery and onto the ledge. Alternately a successful Jump check (DC 16) is required to leap onto the clear side of the ledge (DC 12 if running). Failure indicates the character falls 20 ft to the ground below. If a character further away attempts to jump to the ledge because another character is already in the greenery add +6 to the DC.
- A Climb check (DC 15) is required to climb up the 20-foot rock face below the ledge.
- A Climb check (DC 25) is required to climb down from the top of the outcrop under the overhang to the ledge. A character that fails this check makes no progress, a character that fails this check by 5 or more falls 10 feet onto the ledge. A character that fails this check by 15 or more falls 30 ft to the ground below the lair. It is 65 feet around the outcrop to the top from the base of the cliff.
- A character climbing down a rope lowered from above ends up dangling 10 ft from the ledge. A Tumble skill check (DC 15) is required to build up enough swing to land on the ledge safely. A failed check means you are still swinging and need more momentum to reach the ledge. A failure by 5 or more means you badly misjudge it, slip and fall 20 feet to the ground.

Characters making it to the ledge are in for more fun and games. Unless they have attempted to sneak up to the ledge and succeed at an opposed Move Silently/Listen skill check against the adult lion, she knows that they are coming and delays her action to coincide with the arrival of the first character. It rushes forward just as the character attempts to swing, jump, climb or step onto the ledge and attacks with both fore claws and a bite. Characters in this situation are denied their Dexterity bonus to their AC. Any character hit must make another skill check of the same kind they made to get to the ledge, adding any damage taken from the lion to the difficulty of the check, with the same consequences.

If the lion is occupied with a character on the open section of the ledge and another character moves into the greenery, both the cubs attack the second character in the same manner.

If the characters look in the greenery after the fight and succeed at a Search check (DC 15) they find a tattered leather pouch containing 5 gp and 16 sp.

If the characters succeed in rescuing Dworl and restoring him to consciousness he remains in shock, eyes glazed and in a daze. He agrees to anything the characters ask of him. Questions are met with a blank stare or a vague pointing in a random direction. In any case, Dworl knows nothing useful.

Development: Should a druid or ranger cast animal friendship on the mountain lion they may befriend it as

an animal companion. The cubs cannot be befriended unless the mother is also taken or killed, as she defends them to the death. If befriended using this spell the cubs grow up and leave the character before the next adventure, but the mother can be taken as a permanent animal companion. If the mother is befriended, the cubs follow her and do not trouble the characters... much, just don't leave your familiar alone with them. Note that if a character expresses a wish to sell the cubs then the animal friendship spell automatically fails. Befriending a mother to profit from her children is not an act of genuine friendship.

Treasure: 14 gp per character

ALL APLS

🐾 **Mountain Lion Cubs (Cats)** (2): hp 4, 4; see *Monster Manual*.

🐾 **Dworl:** Male dwarf Com1; hp 12; see Appendix 1: NPCs.

APL 2 (EL 2)

🐾 **Mountain Lion (Leopard):** hp 19; see *Monster Manual*.

APL 4 (EL 4)

🐾 **Mountain Lion (Tiger):** hp 45; see *Monster Manual*.

APL 6 (EL 6)

🐾 **Mountain Lion (Dire Lion, Advanced):** hp 70; see Appendix 1: NPCs.

APL 8 (EL 8)

🐾 **Mountain Lion (Dire Tiger):** hp 120; see *Monster Manual*.

ENCOUNTER 9: THE HUNTER'S CAMP

If the characters come here before attempting to rescue Dworl, read or paraphrase the following.

The trail of the hunter leads southwest to a small clearing containing a small, windowless log cabin. Smoke drifts lazily from the chimney into the darkening sky, a brace of rabbit hangs on a rack to the left and the skins of several deer hang on a line to the right. Three mules are hitched to a rail at the door, packsaddles open. As you watch the hunter rushes out of the door to the mules, carrying an armload of mundane equipment.

Creature: Herrek is rushing around packing everything he possibly can onto three mules. He intends to leave the area as soon as possible, right after he's cured the rabbits, eaten a good meal and packed everything up. He's no longer panicking, but determined to get away. His obnoxious and cowardly nature is coming to the fore.

The fact that the characters are here indicates to him that they have been unsuccessful in finding his companions. Sure, he's packing and taking all their equipment but he doesn't feel obligated to rescue them. He's no hero; he's alive and intends to stay that way. He is not interested in helping them in any way. If accused of over-hunting he denies it, saying that it is some kind of very hungry invisible magical beast that leaves no tracks that is responsible. He does not go willingly to the giant, even if he is charmed. The best the characters can do is get him to agree to stay here until they return with his friends, and though he is sincere at the time, he leaves before nightfall anyway.

Development: If the characters come here a second time or if they come here after attempting to rescue Dworl then Herrek has left already, taking the mules and everything else not nailed down with him. His trail leads back to the main track through the region and off to the southeast. If the characters follow this trail then they eventually come upon the ambush site (*Encounter 10*).

🐾 **Herrek:** Male human Exp1; hp 7; see Appendix 1: NPCs.

ENCOUNTER 10: THE AMBUSH SITE

The mule prints left in the muddy trail end suddenly in confusion. Four bloody swathes lead off through the undergrowth. Rain begins to fall, gently at first, then more determinedly. The trail starts to wash away before your eyes.

At this point the aranea dropped out of the trees and attacked. Surprised, Herrek and the mules were quickly overcome by the monsters' venomous bites and dragged off to their lair. The trail has not been covered because the mules were too heavy and the rain was coming to wash away the tracks anyway.

If the characters wish to follow the tracks they have to do so in a hurry. If they run and succeed in a Track check (DC 9) they identify the prints of several large multi-legged creatures in and around the blood trail and are able to easily follow them to the sinkhole (*Encounter 11*), arriving in 15 minutes. Characters with the Track feat who succeed at a Wilderness Lore check (DC 12) can identify the prints as those of large spiders (2 at APL 2; 4 at APL 4 or greater).

If the characters refuse to hurry or the party all fails the check, a character can follow the trail with a successful Search check (DC 18). Characters who fail this take a further two hours to find the sinkhole.

ENCOUNTER 11: THE SINKHOLE

The muddy trail leads right into a 3-foot diameter sinkhole at the base of a densely wooded depression. Muddy water sloshes into the hole, splashing like a waterfall into an underground pool 40 feet below. The rain eases to a steady drizzle but looks like it has set in for the foreseeable future.

This is the entrance to the araneas' lair. It is a simple matter to attach a rope to a nearby tree and lower another character down into the pool. If a character climbs down the rope instead, the water makes the task more difficult than normal and a Climb check (DC 10) is required (DC 5 for a knotted rope). Characters may jump down into the water instead, taking no damage if they succeed at a Swim or Tumble skill check (DC 20). Falling into the water otherwise causes 2d3 points of subdual damage and alerts the Aranea to the party's presence.

At the bottom the characters find themselves in a circular rock pool some 10 feet deep and 10 feet in diameter, with a current pulling them down. Characters can tread water with a successful Swim check (DC 15) or attempts to hang onto the slippery, moss covered sides with a successful Climb skill check (DC 25). Failure indicates the character is dragged underwater for two rounds to The Larder (Encounter 12).

The only other way out of here is under the water. A 20-ft. long tunnel connects the Pool with the Larder. It is pitch black under the water but the current drags characters along swiftly and they arrive in the shallows after only two rounds. Characters who deliberately swim with the current and succeed in a Swim check (DC 10) arrive in one round.

Development: To swim back from the Larder to the rope requires a successful Swim check (DC 20) whilst the water is high. By the time the characters have dealt with the aranea and searched the lair, the water has drained away to a depth of 2 feet, low enough for the characters to wade out and climb back up without trouble.

ENCOUNTER 12: THE LARDER

The water drags you under and along a pitch-black tunnel before suddenly ending in a shallow rocky shingle. Here the water gurgles loudly away through gravel into the depths of the earth, the sound echoing around the cavern. The smell of smoked meat assaults your nostrils. A single torch jutting from a stalagmite barely illuminates the dried carcasses of hundreds of animals and a couple of humanoids decorating the roof, each bound to stalactites with thick strands of web. A monstrous spider hangs just off the ground by one such strand 30 ft away. Its back is to you as it sucks the juices from a cadaver. To the spider's left, the glow of another light betrays an entrance to a deeper cave.

Creature: This is where the aranea are storing all the food they have captured to feed Iuz's troops when they arrive next month. The animals are all sizes, large and small. The

monstrous spider is actually the aranea Slet having a snack. Slet initially has his back to the entrance and does not notice the characters enter provided they are reasonably quiet (Give characters a +15 circumstance bonus to Move Silently in this room due to the loudly gurgling water). However, large surges such as those caused by a character falling into the pool below the sinkhole attract Slet's attention (see *Development* below).

Tactics: If attacked Slet clacks his mandibles for help whilst attempting to climb out of melee range, and then attacks with his *web* and *ray of enfeeblement*. The other aranea arrive from the inner cave and join the fray on the second round of combat.

Development: Whilst the description above stays the same, the actual situation changes depending on the characters entrance to the sinkhole. If any characters fell into the pool in the other room, then Slet and the other the aranea from the deeper cave are prepared for them. Under these circumstances, the spider hanging in the light is a *silent image* cast by Slet, who is now hidden amongst the stalactites on the roof, and requires a successful Spot check (DC 26) to notice. In this position he has 1/2 concealment. Slet continues to concentrate on the *silent image* of the monstrous spider feeding on a carcass until it is attacked. Thereafter he has it move as if attacking and maintains the illusion as long as it is useful to him. He hopes to use it mainly to draw spell fire from the characters.

Slet tries to wait until after the party has engaged the *silent image* and/or the other aranea before attacking the most vulnerable looking target at the rear of the group with *ray of enfeeblement* and *web*. Once an opponent is caught in his web he drops down to bite, grapple and carry the helpless victim up to the roof where he spends two rounds binding them to a stalactite before returning to the fray.

The other aranea move into the cavern from the deeper cave and begin attacking with webs and spells as soon as it appears that the *silent image* is no longer fooling the characters. They are detailed here because this is the most likely place that the characters encounter them.

APL 2 (EL 6)

☛ **Slet:** Male aranea Sor3; hp 19; see Appendix 1: NPCs.

The other aranea from the deeper cave are as follows.

☛ **Glet:** Male aranea Sor3; hp 19; see Appendix 1: NPCs.

APL 4 (EL 8)

☛ **Slet:** Male aranea Sor3; hp 19; see Appendix 1: NPCs.

The other aranea from the deeper cave are as follows.

☛ **Glet:** Male aranea Sor3; hp 19; see Appendix 1: NPCs.

☛ **Krait:** Male aranea Sor3; hp 19; see Appendix 1: NPCs.

☛ **Mayek:** Female aranea Sor3; hp 19; see Appendix 1: NPCs.

APL 6 (EL 10)

☛ **Slet:** Male aranea Sor3/War3; hp 45; see Appendix 1: NPCs.

The other aranea from the deeper cave are as follows.

☛ **Glet:** Male aranea Sor3/Adp3; hp 48; see Appendix 1: NPCs.

☛ **Krait:** Male aranea Sor3/War3; hp 45; see Appendix 1: NPCs.

☛ **Mayek:** Female aranea Sor3/War3; hp 45; see Appendix 1: NPCs.

APL 8 (EL 12)

☛ **Slet:** Male aranea Sor3/War5; hp 59; see Appendix 1: NPCs.

The other aranea from the deeper cave are as follows.

☛ **Glet:** Male aranea Sor3/Adp5; hp 62; see Appendix 1: NPCs.

☛ **Krait:** Male aranea Sor3/War5; hp 59; see Appendix 1: NPCs.

☛ **Mayek:** Female aranea Sor3/War5; hp 59; see Appendix 1: NPCs.

Treasure:

APL 2: L: 500 lbs of assorted edible smoked meats. (Value 30 gp per character). M: *everburning torch* (Value 14 gp per character).

APL 4: L: 500 lbs of assorted edible smoked meats. (Value 30 gp per character). M: *everburning torch* (Value 14 gp per character), *potion of cat's grace*, *potion of bull's strength* (Value 45 gp per potion per character).

APL 6: L: 500 lbs of assorted edible smoked meats. (Value 30 gp per character). M: *everburning torch* (Value 14 gp per character), *potion of cat's grace*, *potion of bull's strength*, 2 *potions of cure moderate wounds* (Value 45 gp per potion per character).

APL 8: L: 500 lbs of assorted edible smoked meats. (Value 30 gp per character). M: *everburning torch* (Value 14 gp per character), *potion of cat's grace*, *potion of bull's strength*, 2 *potions of cure moderate wounds* (Value 45 gp per potion per character), *potion of cure light wounds* (Value 8 gp per character), *bracers of armor +1* (Value 150 gp per character).

ENCOUNTER 13: THE DEEPER CAVE

The deeper cave opens directly off the main cavern. The stench of smoking meat is stronger here. A small trench filled with coals

provides a little light. Across it on a spit hangs the carcass of a mule. The bodies of two more and that of the hunter lie bound in webs beside the spit. A pile of swords, armor and miscellaneous items stripped from the aranea's victims lie at the back of the cave along with a small wooden chest. Webbed against a back wall is an emaciated gnome.

The gnome is Thimble Weasel's uncle, Fernas Mandrake Bucker. He is a local trapper from Kottsmort. About a fortnight ago the aranea captured him. They have kept him prisoner whilst they question him about the Sepia Uplands but he is near death from lack of food and water. A successful Heal check (DC 15) brings him around, but he is mostly incoherent, shying away from shadows, mumbling "No, no" and croaking pleas for water. It takes a full day of rest and healing before he may convey his story to the characters. He then asks them to help him return to Kottsmort so that he can warn his people.

Treasure: The pile contains the following items in useable condition:

L: hide armor, leather armor, 2 shortspears, 2 longswords, 3 daggers, heavy crossbow, 8 bolts, 16 arrows, 3 packsaddles, 3 bit and bridle, 4 waterskins, 4 backpacks, masterwork chain shirt, masterwork silver flute. (Value 53 gp per character)

C: 5 gp in loose change

Special: Scrolls that are written in Abyssal. A successful Decipher Script skill check (DC 25) enables a character that does not know the language to read the scrolls. They contain the following information extracted from gnome captives:

- The dispositions of military defenses in this part of the Sepia.
- A list of targets that need to be removed to weaken local resistance to the Master's control.
- Information about Perrenland's border defenses.

Creature:

☛ **Fernas Mandrake Bucker:** Male gnome Exp4.

APL 6 - 8: Glet's toad familiar resides in the small chest. By the time the characters find it, Glet is probably dead and the toad has reverted to being a normal unimportant animal.

CONCLUSION

By the time the characters have defeated the aranea and searched the cavern, the water has drained away enough for them to wade back out. Water no longer makes the rope slippery so they should have no trouble climbing back up.

If they go back to the giant he happily accepts their story and agrees to release any hunters in his care as soon as they are ready to leave. He also

offers to take care of the gnome if the characters wish it. He may reward the characters with one or two potions. See *Encounter 6: The Inner Cave* for more detail.

The party may also escort Fernas Mandrake Bucker back to Kottsmort where the local community greet them as hero's and listen with growing disquiet to what Fernas has to say. If they do so they learn the following.

- He was captured a fortnight or so ago and tortured for information.
- He saw the creatures change many times from spider form to gnome form.
- He suspects that these creatures have been infiltrating the local communities to prepare the way for some sort of invasion.
- He thinks the smoked meat was meant to be supplies for more diabolical monsters.

They are then free to return to Traft to report to Dettweir Urwiggen and collect the rest of their reward.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value to each character.

Encounter 5: The Stone Giant's Lair

Negotiate successfully with Jalkir.

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP
APL 8	120 XP

Encounter 8: The Mountain Lion's Lair

Defeat the mountain lion.

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

Encounter 12: The Larder

Defeat the aranea.

APL 2	180 XP
APL 4	240 XP
APL 6	300 XP
APL 8	360 XP

Discretionary Roleplaying Award

Good roleplaying and investigation.

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP

APL 8

120 XP

Total Possible Experience

APL 2	300 XP
APL 4	480 XP
APL 6	660 XP
APL 8	940 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 treasurer.

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 minute 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 (that is., 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 piece 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 treasures from each encounter add it up and that is 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.

TREASURE KEY:

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

Encounter 8: The Mountain Lion's Lair

Defeat the mountain lion and take the coins.

APL 2: L: 0 gp; C: 14 gp; M: 0
APL 4: L: 0 gp; C: 14 gp; M: 0

APL 6: L: 0 gp; C: 14 gp; M: 0

APL 8: L: 0 gp; C: 14 gp; M: 0

Encounter 12: The Larder

Defeat the aranea and strip their gear. Recover the smoked meats and sell them.

APL 2: L: 30 gp; C: 0 gp; M: *everburning torch* (Value 14 gp per character).

APL 4: L: 30 gp; C: 0 gp; M: *everburning torch* (Value 14 gp per character), *potion of cat's grace*, *potion of bull's strength* (Value 45 gp per potion per character).

APL 6: L: 30 gp; C: 0 gp; M: *everburning torch* (Value 14 gp per character), *potion of cat's grace*, *potion of bull's strength*, 2 *potions of cure moderate wounds* (Value 45 gp per potion per character).

APL 8: L: 30 gp; C: 0 gp; M: *everburning torch* (Value 14 gp per character), *potion of cat's grace*, *potion of bull's strength*, 2 *potions of cure moderate wounds* (Value 45 gp per potion per character), *potion of cure light wounds* (Value 8 gp per character), *bracers of armor +1* (Value 150 gp per character).

Encounter 13: The Deeper Cave

Enter the deeper cave and recover the equipment and treasure.

APL 2: L: 53 gp; C: 5 gp; M: 0

APL 4: L: 53 gp; C: 5 gp; M: 0

APL 6: L: 53 gp; C: 5 gp; M: 0

APL 8: L: 53 gp; C: 5 gp; M: 0

Conclusion

Bildger's Reward.

APL 2: L: 0 gp; C: 50 gp; M: 0

APL 4: L: 0 gp; C: 160 gp; M: 0

APL 6: L: 0 gp; C: 270 gp; M: 0

APL 8: L: 0 gp; C: 600 gp; M: 0

Total Possible Treasure

APL 2: 166 gp

APL 4: 366 gp

APL 6: 566 gp

APL 8: 1054 gp

APPENDIX I: NPCS

ENCOUNTER 1: A PANICKED PLEA

☛ **Herrek:** Male human Exp1; CR 1/2; Medium-size humanoid (human); HD 1d6+1; hp 7; Init +3; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +2 melee (1d8+2/x3, longspear) or +3 ranged (1d10/19-20, heavy crossbow); AL CN; SV Fort +1, Reflex +3, Will +2; Str 14, Dex 16, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Craft (trapmaking) +4, Disable Device +4, Handle Animal +3, Hide +6, Intuit Direction +2, Knowledge (nature) +2, Move Silently +5, Profession (trapper) +3, Wilderness Lore +4; Martial Weapon Proficiency (longspear), Track.

Possessions: longspear, heavy crossbow, silver dagger, 13 bolts, leather armor, 12 sp.

ENCOUNTER 5: THE STONE GIANT'S LAIR

All APLs

☛ **Jatla:** Female elf Rng1; CR 1; Medium-size humanoid (human); HD 1d10-1; hp 9; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +1 melee (1d8+2/19-20, longsword) and +1 melee (1d4+2/19-20, dagger) or +3 ranged (1d8/x3, composite longbow); SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL CG; SV Fort +1, Ref +3, Will +2; Str 14, Dex 16, Con 8, Int 12, Wis 14, Cha 12.

Skills and Feats: Animal Empathy +5, Handle Animal +2, Hide +5, Intuit Direction +3, Knowledge (nature) +3, Listen +5, Move Silently +5, Spot +5, Wilderness Lore +6; Point Blank Shot, Track.

Possessions: composite longbow, longsword, dagger, 13 arrows, studded leather armor, 14 gp.

APL 2 (EL 9)

☛ **Jalkir, Stone Giant Elder:** Male stone giant Sor1; CR 9; Large giant (earth); HD 14d8+1d4+60; hp 137; Init +3; Spd 40 ft.; AC 23 (touch 12, flat-footed 20); Atk +17/+12 melee (2d6+12, huge greatclub) or +12/+7 ranged (2d8+8 subdual, mud ball) or +12/+7 (2d8+8, rock); Face/Reach 5 ft. by 5 ft./10 ft.; SA Rock throwing, spell-like abilities, spells; SQ Rock catching; AL N; SV Fort +13, Ref +7, Will +8; Str 26, Dex 16, Con 18, Int 10, Wis 10, Cha 16.

Skills and Feats: Climb +10, Hide +0*, Jump +10, Spellcraft +2, Spot +10; Combat Reflexes, Iron Will, Point Blank Shot, Power Attack, Precise Shot.

Possessions: huge greatclub

Spells Known (5/4; base DC = 13 + spell level): 0 – daze, disrupt undead, mage hand, prestidigitation; 1st – alarm, comprehend languages.

Spell-like abilities: 1/day – stone shape, stone tell, transmute rock to mud or transmute mud to rock.

Familiar (weasel) – Falkir: Tiny magical beast; HD 15d8; hp 68; Init +2; Spd 20 ft., climb 20 ft.; AC 15 (touch 14, flat-footed 13); Atk +14 melee (1d3-4, bite);

SA Attach; SQ Scent, alertness, improved evasion, share spells, empathic link; AL N; SV Fort +9, Ref +6, Will +9; Str 3, Dex 15, Con 10, Int 6, Wis 12, Cha 5.

Skills and Feats: Balance +10, Climb +11, Hide +13, Move Silently +9, Spot +4; Weapon Finesse (bite).

APL 4 (EL 11)

☛ **Jalkir, Stone Giant Elder:** Male stone giant Sor3; CR 11; Large giant (earth); HD 14d8+3d4+68; hp 151; Init +3; Spd 40 ft.; AC 23 (touch 12, flat-footed 20); Atk +18/+13/+8 melee (2d6+12, huge greatclub) or +13/+8/+3 ranged (2d8+8 subdual, mud ball) or +13/+8/+3 (2d8+8, rock); Face/Reach 5 ft. by 5 ft./10 ft.; SA Rock throwing, spell-like abilities, spells; SQ Rock catching; AL N; SV Fort +14, Ref +8, Will +9; Str 26, Dex 16, Con 18, Int 10, Wis 10, Cha 17.

Skills and Feats: Climb +10, Hide +0*, Jump +10, Knowledge (nature) +2, Spellcraft +2, Spot +10; Combat Reflexes, Iron Will, Point Blank Shot, Power Attack, Precise Shot.

Possessions: huge greatclub

Spells Known (6/6; base DC = 13 + spell level): 0 – daze, detect magic, disrupt undead, mage hand, prestidigitation; 1st – alarm, comprehend languages, grease.

Spell-like abilities: 1/day – stone shape, stone tell, transmute rock to mud or transmute mud to rock.

Familiar (weasel) – Falkir: Tiny magical beast; HD 17d8; hp 75; Init +2; Spd 20 ft., climb 20 ft.; AC 16 (touch 14, flat-footed 14); Atk +15 melee (1d3-4, bite); SA Attach; SQ Scent, alertness, improved evasion, share spells, empathic link, touch; AL N; SV Fort +10, Ref +7, Will +10; Str 3, Dex 15, Con 10, Int 7, Wis 12, Cha 5.

Skills and Feats: Balance +10, Climb +11, Hide +13, Move Silently +9, Spot +4; Weapon Finesse (bite).

APL 6 (EL 13)

☛ **Jalkir, Stone Giant Elder:** Male stone giant Sor5; CR 13; Large giant (earth); HD 14d8+5d4+76; hp 165; Init +3; Spd 40 ft.; AC 23 (touch 12, flat-footed 20); Atk +19/+14/+9 melee (2d6+12, huge greatclub) or +14/+9/+4 ranged (2d8+8 subdual, mud ball) or +14/+9/+4 (2d8+8, rock); Face/Reach 5 ft. by 5 ft./10 ft.; SA Rock throwing, spell-like abilities, spells; SQ Rock catching; AL N; SV Fort +14, Ref +8, Will +10; Str 26, Dex 16, Con 18, Int 10, Wis 10, Cha 17.

Skills and Feats: Climb +10, Hide +0*, Jump +10, Knowledge (nature) +3, Spellcraft +4, Spot +10; Combat Reflexes, Iron Will, Point Blank Shot, Power Attack, Precise Shot, Rapid Shot.

Possessions: huge greatclub

Spells Known (6/7/5; base DC = 13 + spell level): 0 – dancing lights, daze, detect magic, disrupt undead, mage hand, prestidigitation; 1st – alarm, comprehend languages, grease, ray of enfeeblement; 2nd – glitterdust, invisibility.

Spell-like abilities: 1/day – stone shape, stone tell, transmute rock to mud or transmute mud to rock.

Familiar (weasel) – Falkir: Tiny magical beast; HD 19d8; hp 82; Init +2; Spd 20 ft., climb 20 ft.; AC 17

(touch 14, flat-footed 15); Atk +16 melee (1d3-4, bite); SA Attach; SQ Scent, alertness, improved evasion, share spells, empathic link, touch, speak with master; AL N; SV Fort +10, Ref +7, Will +11; Str 3, Dex 15, Con 10, Int 8, Wis 12, Cha 5.

Skills and Feats: Balance +10, Climb +11, Hide +13, Move Silently +9, Spot +4; Weapon Finesse (bite).

APL 8 (EL 15)

➤ **Jalkir, Stone Giant Elder:** Male stone giant Sor7; CR 15; Large giant (earth); HD 14d8+7d4+84; hp 179; Init +3; Spd 40 ft.; AC 23 (touch 12, flat-footed 20); Atk +20/+15/+10 melee (2d6+12, huge greatclub) or +15/+10/+5 ranged (2d8+8 subdual, mud ball) or +15/+10/+5 (2d8+8, rock); Face/Reach 5 ft. by 5 ft./10 ft.; SA Rock throwing, spell-like abilities, spells; SQ Rock catching; AL N; SV Fort +15, Ref +9, Will +11; Str 26, Dex 16, Con 18, Int 10, Wis 10, Cha 18.

Skills and Feats: Climb +10, Hide +0*, Jump +10, Knowledge (nature) +4, Spellcraft +6, Spot +10; Combat Reflexes, Iron Will, Point Blank Shot, Power Attack, Precise Shot, Rapid Shot, Scribe Scroll.

Possessions: huge greatclub

Spells Known (6/7/7/5; base DC = 14 + spell level): 0 – dancing lights, daze, detect magic, disrupt undead, mage hand, prestidigitation, read magic; 1st – alarm, comprehend languages, grease, ray of enfeeblement, shield; 2nd – glitterdust, invisibility, rope trick; 3rd – dispel magic, gaseous form.

Spell-like abilities: 1/day – stone shape, stone tell, transmute rock to mud or transmute mud to rock.

Familiar (weasel) – Falkir: Tiny magical beast; HD 21d8; hp 89; Init +2; Spd 20 ft., climb 20 ft.; AC 18 (touch 14, flat-footed 16); Atk +17 melee (1d3-4, bite); SA Attach; SQ Scent, alertness, improved evasion, share spells, empathic link, touch, speak with master, speak with animals of its type; AL N; SV Fort +11, Ref +8, Will +12; Str 3, Dex 15, Con 10, Int 9, Wis 12, Cha 5.

Skills and Feats: Balance +10, Climb +11, Hide +13, Move Silently +9, Spot +4; Weapon Finesse (bite).

ENCOUNTER 8: THE MOUNTAIN LION'S LAIR

All APLs

➤ **Dworl:** Male dwarf Com1; CR 1/2; Medium-size humanoid (dwarf); HD 1d4+8; hp 12; Init +0; Spd 20 ft.; AC 14 (touch 10, flat-footed 14); Atk +0 melee (1d3 subdual, unarmed strike); SQ Darkvision 60 ft., stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants; AL N; SV Fort +5, Reflex +0, Will +0; Str 10, Dex 10, Con 20, Int 10, Wis 10, Cha 10.

Skills and Feats: Profession (trapper) +4, Use Rope +4; Toughness.

Possessions: chain shirt

APL 6 (EL 6)

➤ **Mountain Lion (Dire Lion, Advanced):** CR 6; HD 10d8+30; hp 70; Init +2; Spd 40 ft.; AC 15 (touch 11, flat-footed 13); +13 melee (1d6+7, 2 claws) and +8 melee (2d8+3, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SA Pounce, improved grab, rake (1d6+3); SQ Scent; AL N; SV Fort +10, Ref +9, Will +7; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills: Hide +5*, Jump +10, Listen +4, Move Silently +9, Spot +4.

*In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

ENCOUNTER 12: THE LARDER

APL 2 (EL 6)

➤ **Slet:** Male aranea Sor3; CR 4; Medium-size shapechanger; HD 3d8+6; hp 19; Init +6; Spd 50 ft., climb 25 ft.; AC 13 (touch 12, flat-footed 11); Atk +4 melee (1d6 and poison, bite) or +4 ranged (web); SA Spells, web, poison; SQ Alternative form; AL N; SV Fort +5, Ref +5, Will +4; Str 11, Dex 15, Con 14, Int 14, Wis 13, Cha 14.

Skills and Feats: Climb +14, Concentration +8, Craft (weaving) +8, Escape Artist +8, Jump +6, Listen +3, Spot +3; Alertness, Improved Initiative, Weapon Finesse (bite).

Spells Known (6/6*; base DC = 12 + spell level): 0 – dancing lights, detect poison, ghost sound, mending, resistance; 1st – mage armor, ray of enfeeblement, silent image.

*Slet has already cast ray of enfeeblement once today, and starts the encounter with mage armor precast.

The other aranea from the deeper cave are as follows.

➤ **Glet:** Male aranea Sor3; CR 4; Medium-size shapechanger; HD 3d8+6; hp 19; Init +6; Spd 50 ft., climb 25 ft.; AC 13 (touch 12, flat-footed 11); Atk +4 melee (1d6 and poison, bite) or +4 ranged (web); SA Spells, web, poison; SQ Alternative form; AL N; SV Fort +5, Ref +5, Will +4; Str 11, Dex 15, Con 14, Int 14, Wis 13, Cha 14.

Skills and Feats: Climb +14, Concentration +8, Craft (weaving) +8, Escape Artist +8, Jump +6, Listen +3, Spot +3; Alertness, Improved Initiative, Weapon Finesse (bite).

Spells Known (6/6*; base DC = 12 + spell level): 0 – dancing lights, daze, detect magic, ghost sound, ray of frost; 1st – obscuring mist, shocking grasp, ventriloquism.

*Glet has already cast daze and shocking grasp once today. Glet prefers to cast obscuring mist, followed by shocking grasp, and then tries to bite and shock any opponent coming close enough.

APL 4 (EL 8)

➤ **Slet:** Male aranea Sor3; CR 4; Medium-size shapechanger; HD 3d8+6; hp 19; Init +6; Spd 50 ft., climb 25 ft.; AC 13 (touch 12, flat-footed 11); Atk +4 melee (1d6 and poison, bite) or +4 ranged (web); SA Spells, web, poison; SQ Alternative form; AL N; SV

Fort +5, Ref +5, Will +4; Str 11, Dex 15, Con 14, Int 14, Wis 13, Cha 14.

Skills and Feats: Climb +14, Concentration +8, Craft (weaving) +8, Escape Artist +8, Jump +6, Listen +3, Spot +3; Alertness, Improved Initiative, Weapon Finesse (bite).

Possessions: *potion of cat's grace*

Spells Known (6/6*; base DC = 12 + spell level): 0 – *dancing lights, detect poison, ghost sound, mending, resistance*; 1st – *mage armor, ray of enfeeblement, silent image*.

*Slet has already cast *ray of enfeeblement* once today, and starts the encounter with *mage armor* precast. Depending on the circumstances, he may already have cast a *silent image* as well. Slet drinks his *potion of cat's grace* if he is hit twice by missile fire.

The other aranea from the deeper cave are as follows.

➤ **Glet:** Male aranea Sor3; CR 4; Medium-size shapechanger; HD 3d8+6; hp 19; Init +6; Spd 50 ft., climb 25 ft.; AC 13 (touch 12, flat-footed 11); Atk +4 melee (1d6 and poison, bite) or +4 ranged (web); SA Spells, web, poison; SQ Alternative form; AL N; SV Fort +5, Ref +5, Will +4; Str 11, Dex 15, Con 14, Int 14, Wis 13, Cha 14.

Skills and Feats: Climb +14, Concentration +8, Craft (weaving) +8, Escape Artist +8, Jump +6, Listen +3, Spot +3; Alertness, Improved Initiative, Weapon Finesse (bite).

Spells Known (6/6*; base DC = 12 + spell level): 0 – *dancing lights, daze, detect magic, ghost sound, ray of frost*; 1st – *obscuring mist, shocking grasp, ventriloquism*.

*Glet has already cast *daze* and *shocking grasp* once today. Glet prefers to cast *obscuring mist*, followed by *shocking grasp*, and then tries to bite and shock any opponent coming close enough.

➤ **Krait:** Male aranea Sor3; CR 4; Medium-size shapechanger; HD 3d8+6; hp 19; Init +6; Spd 50 ft., climb 25 ft.; AC 13 (touch 12, flat-footed 11); Atk +4 melee (1d6 and poison, bite) or +4 ranged (web); SA Spells, web, poison; SQ Alternative form; AL N; SV Fort +5, Ref +5, Will +4; Str 11, Dex 15, Con 14, Int 14, Wis 13, Cha 14.

Skills and Feats: Climb +14, Concentration +8, Craft (weaving) +8, Escape Artist +8, Jump +6, Listen +3, Spot +3; Alertness, Improved Initiative, Weapon Finesse (bite).

Possessions: *potion of bull's strength*.

Spells Known (6/6*; base DC = 12 + spell level): 0 – *dancing lights, disrupt undead, ghost sound, open/close, prestidigitation*; 1st – *color spray, endure elements, protection from good*.

*Krait has already cast *color spray* and *endure elements* (fire) once today. *Endure elements* is still active. If he has a chance to prepare, he has also cast *protection from good*. Krait drinks his *potion of bull's strength* if he is hit twice in melee.

➤ **Mayek:** Male aranea Sor3; CR 4; Medium-size shapechanger; HD 3d8+6; hp 19; Init +6; Spd 50 ft., climb 25 ft.; AC 13 (touch 12, flat-footed 11); Atk +4 melee (1d6 and poison, bite) or +4 ranged (web); SA Spells, web, poison; SQ Alternative form; AL N; SV Fort +5, Ref +5, Will +4; Str 11, Dex 15, Con 14, Int 14, Wis 13, Cha 14.

Skills and Feats: Climb +14, Concentration +8, Craft (weaving) +8, Escape Artist +8, Jump +6, Listen +3, Spot +3; Alertness, Improved Initiative, Weapon Finesse (bite).

Spells Known (6/6*; base DC = 12 + spell level): 0 – *dancing lights, daze, detect magic, ghost sound, ray of frost*; 1st – *change self, grease, shield*.

*Mayek has already cast *grease* and *shield* once today. Mayek prefers to cast *grease* followed by *shield* before using her *web* to entangle any opponent who comes close to her.

APL 6 (EL 10)

➤ **Slet:** Male aranea Sor3/War3; CR 6; Medium-size shapechanger; HD 6d8+12; hp 45; Init +7; Spd 50 ft., climb 25 ft.; AC 14 (touch 13, flat-footed 11); Atk +8 melee (1d6 and poison, bite) or +8 ranged (web); SA Spells, web, poison; SQ Alternative form; AL N; SV Fort +8, Ref +6, Will +5; Str 11, Dex 16, Con 14, Int 14, Wis 13, Cha 14.

Skills and Feats: Climb +17, Concentration +8, Craft (weaving) +8, Escape Artist +9, Intimidate +8, Jump +9, Listen +3, Spot +3; Alertness, Improved Initiative, Point Blank Shot, Weapon Finesse (bite).

Possessions: *potion of cat's grace*

Spells Known (6/6*; base DC = 12 + spell level): 0 – *dancing lights, detect poison, ghost sound, mending, resistance*; 1st – *mage armor, ray of enfeeblement, silent image*.

*Slet has already cast *ray of enfeeblement* once today, and starts the encounter with *mage armor* precast. Depending on the circumstances, he may already have cast a *silent image* as well. Slet drinks his *potion of cat's grace* if he is hit twice by missile fire.

The other aranea from the deeper cave are as follows.

➤ **Glet:** Male aranea Sor3/Adp3; CR 6; Medium-size shapechanger; HD 3d8+3d6+18; hp 48; Init +6; Spd 50 ft., climb 25 ft.; AC 13 (touch 12, flat-footed 11); Atk +5 melee (1d6 and poison, bite) or +5 ranged (web); SA Spells, web, poison; SQ Alternative form; AL N; SV Fort +7, Ref +6, Will +7; Str 11, Dex 15, Con 16, Int 14, Wis 14, Cha 14.

Skills and Feats: Climb +8, Concentration +8, Craft (weaving) +8, Escape Artist +8, Jump +6, Heal +5, Intuit Direction +5, Knowledge (religion) +5, Listen +4, Spot +4, Wilderness Lore +5; Alertness, Improved Initiative, Weapon Finesse (bite).

Possessions: *potion of cure moderate wounds*.

Sorcerer Spells Known (6/6*; base DC = 12 + spell level): 0 – *dancing lights, daze, detect magic, ghost sound, ray of frost*; 1st – *obscuring mist, shocking grasp, ventriloquism*.

Adept Spells Prepared (3/3; base DC = 12 + spell level): 0 – cure minor wounds, guidance, purify food and drink; 1st – cause fear, cure light wounds, endure elements.

Familiar (toad): Diminutive magical beast; HD 6d8; hp 24; Init +1; Spd 5 ft.; AC 17 (touch 15, flat-footed 16); Atk –2 melee (touch); SQ Alertness, improved evasion, share spells, empathic link, touch; Face/Reach 1 ft. by 1 ft./0 ft.; AL N; SV Fort +5, Ref +5, Will +7; Str 1, Dex 12, Con 11, Int 7, Wis 14, Cha 4.

Skills: Hide +21, Listen +5, Spot +5.

*Glet has already cast *daze* and *shocking grasp* once today. Glet prefers to cast obscuring mist, followed by shocking grasp, and then tries to bite and shock any opponent coming close enough. Glet has also cast *endure elements* (fire) from his adept spells today. Glet drinks her *potion of cure moderate wounds* if she is reduced to 20 hit points or less.

➤ **Krait:** Male aranea Sor3/War3; CR 6; Medium-size shapechanger; HD 6d8+12; hp 45; Init +6; Spd 50 ft., climb 25 ft.; AC 13 (touch 12, flat-footed 11); Atk +7 melee (1d6+1 and poison, bite) or +7 ranged (web); SA Spells, web, poison; SQ Alternative form; AL N; SV Fort +8, Ref +6, Will +5; Str 13, Dex 15, Con 14, Int 14, Wis 13, Cha 14.

Skills and Feats: Climb +19, Concentration +8, Craft (weaving) +8, Escape Artist +8, Intimidate +6, Jump +10, Listen +3, Spot +3; Alertness, Improved Initiative, Power Attack, Weapon Finesse (bite).

Possessions: *potion of bull's strength*.

Spells Known (6/6*; base DC = 12 + spell level): 0 – dancing lights, disrupt undead, ghost sound, open/close, prestidigitation; 1st – color spray, endure elements, protection from good.

*Krait has already cast *color spray* and *endure elements* (fire) once today. *Endure elements* is still active. If he has a chance to prepare, he has also cast *protection from good*. Krait prefers to *color spray* his opponents and then charge straight in and bite soft looking targets with a full Power Attack. Krait drinks his *potion of bull's strength* if he is hit twice in melee.

➤ **Mayek:** Male aranea Sor3/War3; CR 6; Medium-size shapechanger; HD 6d8+12; hp 45; Init +6; Spd 50 ft., climb 25 ft.; AC 13 (touch 12, flat-footed 11); Atk +8 melee (1d6 and poison, bite) or +8 ranged (web); SA Spells, web, poison; SQ Alternative form; AL N; SV Fort +5, Ref +5, Will +4; Str 11, Dex 16, Con 14, Int 14, Wis 13, Cha 14.

Skills and Feats: Climb +16, Concentration +8, Craft (weaving) +8, Escape Artist +8, Intimidate +6, Jump +8, Listen +3, Spot +3, Wilderness Lore +5; Alertness, Dodge, Improved Initiative, Weapon Finesse (bite).

Possessions: *potion of cure moderate wounds*.

Spells Known (6/6*; base DC = 12 + spell level): 0 – dancing lights, daze, detect magic, ghost sound, ray of frost; 1st – change self, grease, shield.

*Mayek has already cast *grease* and *shield* once today. Mayek prefers to cast *grease* followed by *shield* before using her *web* to entangle any opponent who comes

close to her. Mayek drinks her *potion of cure moderate wounds* if she is reduced to 20 hit points or less.

APL 8 (EL 12)

➤ **Slet:** Male aranea Sor3/War5; CR 8; Medium-size shapechanger; HD 8d8+16; hp 59; Init +7; Spd 50 ft., climb 25 ft.; AC 14 (touch 13, flat-footed 11); Atk +10/+5 melee (1d6+1 and poison, bite) or +10/+5 ranged (web); SA Spells, web, poison; SQ Alternative form; AL N; SV Fort +9, Ref +6, Will +5; Str 12, Dex 16, Con 14, Int 14, Wis 13, Cha 14.

Skills and Feats: Climb +20, Concentration +8, Craft (weaving) +8, Escape Artist +9, Intimidate +10, Jump +12, Listen +3, Spot +3, Swim +3; Alertness, Improved Initiative, Point Blank Shot, Weapon Finesse (bite).

Possessions: *potion of cat's grace*

Spells Known (6/6*; base DC = 12 + spell level): 0 – dancing lights, detect poison, ghost sound, mending, resistance; 1st – mage armor, ray of enfeeblement, silent image.

*Slet has already cast *ray of enfeeblement* once today, and starts the encounter with mage armor precast. Depending on the circumstances, he may already have cast a silent image as well. Slet drinks his *potion of cat's grace* if he is hit three times by missile fire.

The other aranea from the deeper cave are as follows.

➤ **Glet:** Male aranea Sor3/Adp5; CR 8; Medium-size shapechanger; HD 3d8+5d6+24; hp 62; Init +6; Spd 50 ft., climb 25 ft.; AC 14 (touch 12, flat-footed 12); Atk +6 melee (1d6 and poison, bite) or +6 ranged (web); SA Spells, web, poison; SQ Alternative form; AL N; SV Fort +7, Ref +6, Will +8; Str 11, Dex 15, Con 16, Int 14, Wis 15, Cha 14.

Skills and Feats: Climb +8, Concentration +15, Craft (weaving) +8, Escape Artist +8, Jump +6, Heal +5, Intuit Direction +5, Knowledge (religion) +6, Listen +4, Spot +4, Wilderness Lore +5; Alertness, Improved Initiative, Weapon Finesse (bite).

Possessions: *potion of cure moderate wounds*, bracers of armor +1.

Sorcerer Spells Known (6/6*; base DC = 12 + spell level): 0 – dancing lights, daze, detect magic, ghost sound, ray of frost; 1st – obscuring mist, shocking grasp, ventriloquism.

Adept Spells Prepared (3/3/2; base DC = 12 + spell level): 0 – cure minor wounds, guidance, purify food and drink; 1st – cause fear, cure light wounds, endure elements; 2nd – mirror image, see invisibility.

Familiar (toad): Diminutive magical beast; HD 6d8; hp 31; Init +1; Spd 5 ft.; AC 18 (touch 15, flat-footed 17); Atk –1 melee (touch); SQ Alertness, improved evasion, share spells, empathic link, touch, speak with master; Face/Reach 1 ft. by 1 ft./0 ft.; AL N; SV Fort +5, Ref +5, Will +8; Str 1, Dex 12, Con 11, Int 8, Wis 14, Cha 4.

Skills: Hide +21, Listen +5, Spot +5.

*Glet has already cast *daze* and *shocking grasp* once today. Glet prefers to cast obscuring mist, followed by shocking grasp, and then tries to bite and shock any opponent coming close enough. Glet has also cast *endure elements* (fire) from his adept spells today. Glet

drinks her *potion of cure moderate wounds* if she is reduced to 26 hit points or less. She must remain in hybrid or humanoid form to gain the benefit of her bracers.

☛ **Krait:** Male aranea Sor3/War5; CR 8; Medium-size shapechanger; HD 8d8+16; hp 59; Init +6; Spd 50 ft., climb 25 ft.; AC 13 (touch 12, flat-footed 11); Atk +9/+4 melee (1d6+2 and poison, bite) or +9/+4 ranged (web); SA Spells, web, poison; SQ Alternative form; AL N; SV Fort +9, Ref +6, Will +5; Str 14, Dex 15, Con 14, Int 14, Wis 13, Cha 14.

Skills and Feats: Climb +21, Concentration +8, Craft (weaving) +8, Escape Artist +8, Intimidate +7, Jump +10, Listen +3, Spot +3; Alertness, Improved Initiative, Power Attack, Weapon Finesse (bite).

Possessions: *potion of bull's strength*, *potion of cure light wounds*.

Spells Known (6/6*; base DC = 12 + spell level): 0 – *dancing lights*, *disrupt undead*, *ghost sound*, *open/close*, *prestidigitation*; 1st – *color spray*, *endure elements*, *protection from good*.

*Krait has already cast *color spray* and *endure elements* (fire) once today. *Endure elements* is still active. If he has a chance to prepare, he has also cast *protection from good*. Krait prefers to *color spray* his opponents and then charge straight in and bite soft looking targets with a full Power Attack. Krait drinks his *potion of cure light wounds*, and then his *potion of bull's strength* if he is hit three times in melee.

☛ **Mayek:** Male aranea Sor3/War5; CR 8; Medium-size shapechanger; HD 8d8+16; hp 59; Init +6; Spd 50 ft., climb 25 ft.; AC 13 (touch 12, flat-footed 11); Atk +10/+5 melee (1d6+1 and poison, bite) or +10/+5 ranged (web); SA Spells, web, poison; SQ Alternative form; AL N; SV Fort +6, Ref +5, Will +4; Str 12, Dex 16, Con 14, Int 14, Wis 13, Cha 14.

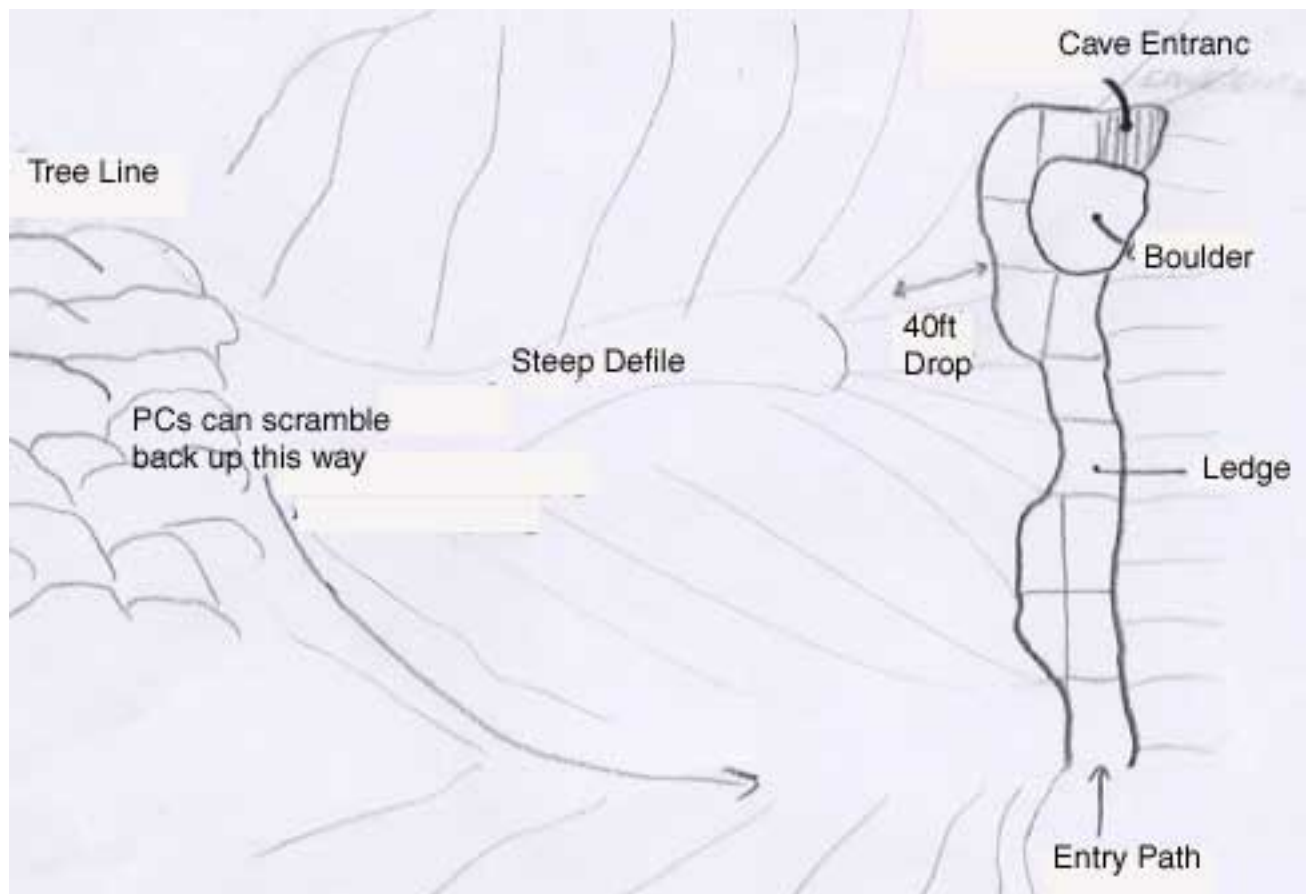
Skills and Feats: Climb +20, Concentration +10, Craft (weaving) +8, Escape Artist +8, Intimidate +8, Jump +9, Listen +3, Spot +3, Wilderness Lore +7; Alertness, Dodge, Improved Initiative, Weapon Finesse (bite).

Possessions: *potion of cure moderate wounds*.

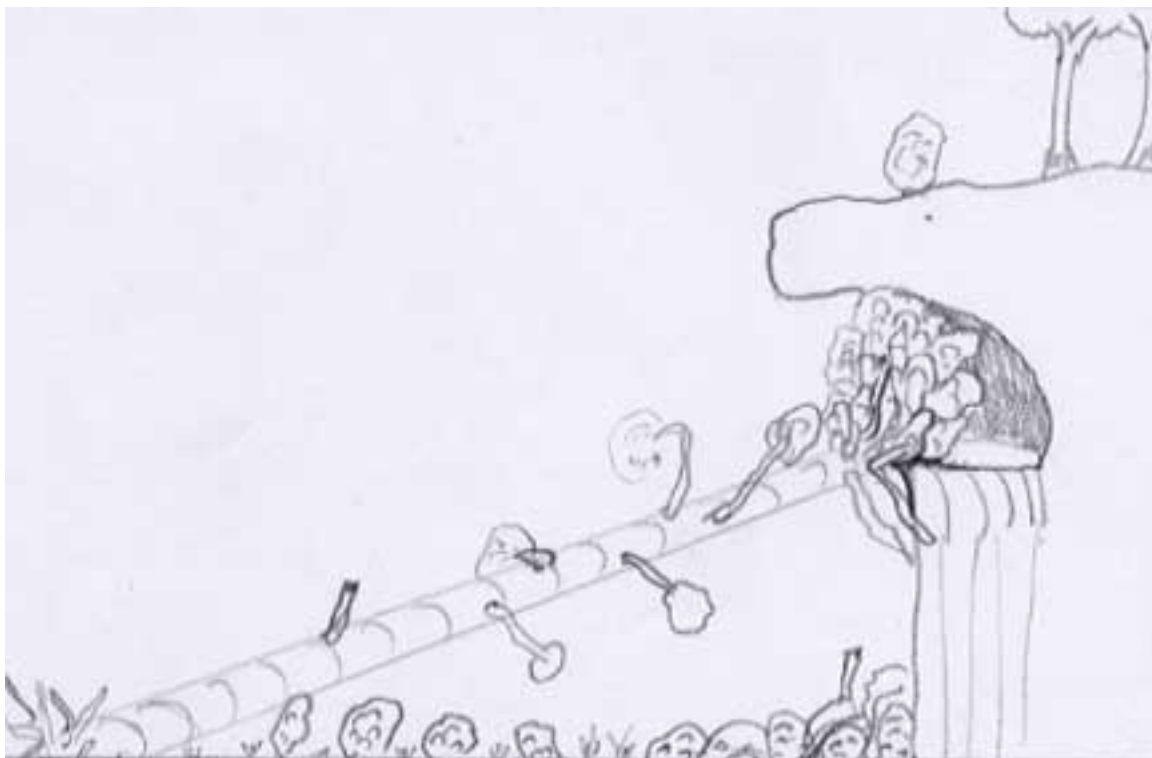
Spells Known (6/6*; base DC = 12 + spell level): 0 – *dancing lights*, *daze*, *detect magic*, *ghost sound*, *ray of frost*; 1st – *change self*, *grease*, *shield*.

*Mayek has already cast *grease* and *shield* once today. Mayek prefers to cast *grease* followed by *shield* before using her *web* to entangle any opponent who comes close to her. Mayek drinks her *potion of cure moderate wounds* if she is reduced to 25 hit points or less.

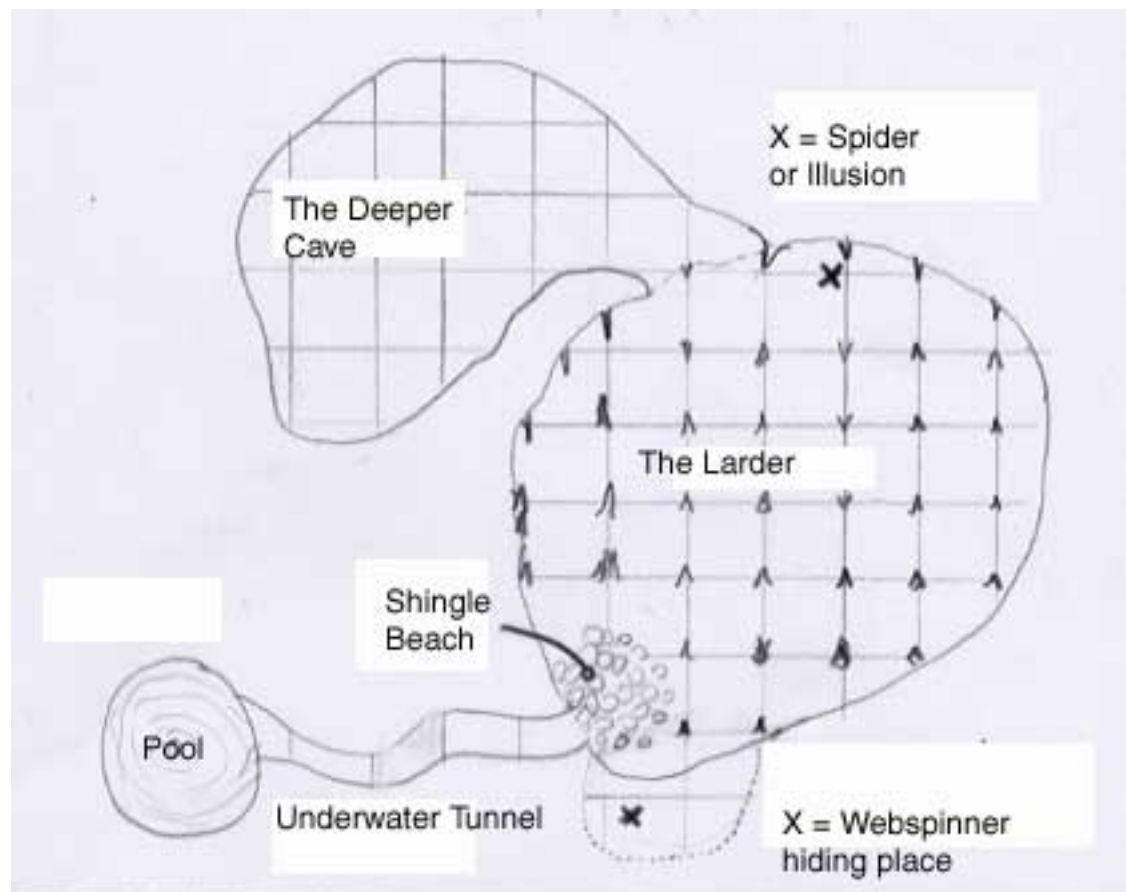
DM'S MAP ENCOUNTER 5: THE GIANT'S LAIR



DM'S MAP ENCOUNTER 8: THE MOUNTAIN LION'S LAIR



DM'S MAP ENCOUNTERS 12 & 13: THE LARDER & THE DEEPER CAVE.



ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bless, protection from evil**, *shield of faith*.

* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.