

GEO7-05

A Whisper of Thunder

A One-Round D&D[®] LIVING GREYHAWK[™]

Geoff Regional Adventure

Version 1.0

by Leslie Erwin & Sean Hillman

Reviewer: Geoff Triad

Circle Reviewer: Steven Conforti

Playtesters: Jamie Hyssong, Matt Trent, Kenny Watkins, Pat Lowry, Gregg Salter, Dan Dunn

Blurb. The followers of the Ffordd Purdeb, or Path of Purity, are slowly gathering strength, particularly in the wilder cantrevs yet to be fully resettled. Many yearn for a return to simpler days, and fear that they may have regained their homes only to lose their identities among a sea of foreign mercenaries. A fragment of ancient druidic lore may lead to the healing so many are seeking, both for the Land and its people... or it may destroy a fragile nation still reeling from a terrible war. A Geoff Regional Module for APLs 2-10 and Part Two of the Path of Purity

Note: This adventure will be of particular interest to members of the Brenin's Fist, Old Lore Bards, Gwyrth Bryn, Rhychdir Rhos, and Old Faith.

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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For questions specific to this document and your region please e-mail your triad point of contact (POC) at smh.lvg@gmail.com. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in Geoff. Characters native to Geoff pay one

Time Unit per round, all others pay two Time Units per round.

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

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

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

ADVENTURE BACKGROUND

Caswallon the Green was a Druid long before the Giants came. He is older than Gwenllian and could have been Arch Druid. He was well-known for his affinity with dragons, especially Green Dragons, as well as his opinions that Geoff needed to remain pure, especially in terms of religion. He did not like Owen's ascension to the position of Brenin, as he was far too influenced by outside forces. Caswallon was suspicious of any connections with the Fey as well, and he and his group of followers began distancing themselves from other members of the Old Faith.

When the war came, everyone believed Caswallon and his followers had succumbed to the Giants. Instead, they walled themselves inside a series of Steadings in Gwyrrh Bryn, near the Barrier Peaks. There, for fifteen years, Caswallon and his people fought Giants and studied the old ways, looking for a way to save Geoff. In the end they had little impact, but Caswallon and his followers collected lore from all over Geoff and the Sheldomar. He also began following a path he called the Road of Purity, or Ffordd Purdeb

(phonetically: Forth POOR-deb). It hinged on a quote of Llewellyn the Druid King, where he mentions that the Gyri "...must remain pure and unblemished by the dark world around them..." Slowly Caswallon took this to mean everything non-Flan and non-Human. It was not and is not an attitude of hate; Caswallon believes that Suel and Oeridians and elves are not bad or worthy of contempt, but that the land calls the Flan and calls for them to be pure. Only his inner circle knows the full extent the Ffordd Purdeb. Most believe that Caswallon just wants to transform the country. He does, but in a much larger way. He takes it as a sign when the Physician's Cauldron is found in The Ways that this is the time to begin Geoff's transformation.

With the Cauldron in his possession, and the healing of the Land surrounding Greenskin Grove complete when so many other regions still struggle in the wake of the war against the giants, Caswallon is well on his way to proving the validity of his vision. A handful of supportive adventurers have brought him another fragment of Llywellyn the Druid-King's wisdom, another clue to reviving the ancient powers of the Land and returning Gyruff to a time of peace and prosperity... but there are those within the Old Faith who do not share his vision.

ADVENTURE SUMMARY

Introduction: The heroes depart from Gorna with a few wagons of relief supplies intended for the newly-rebuilt village of Afallenchwerw.

Encounter One: A group of brigands take advantage of the rumors of fey trickery in the region to enhance their ambush.

Encounter Two: The heroes arrive in the village with their supplies, only to find a near-riot in progress. A young Druid of Winter has been cornered by an angry mob of half-starved ffolk. Once the village is calm (one way or another), the heroes meet with Brialla, scop to Caswallon the Green. She tells them of the Ffordd Purdeb, and enlists their aid to help her search for the Lost Son of Gyruff.

Encounter Three: As the PCs leave the village, the Druid of Winter approaches them with an alternative offer.

Encounter Four: The heroes venture into the Barrier Peaks in search of the Sanctuary of the Druid-King, and must brave a perilous climb through nature's wrath to reach it.

Encounter Five: Having found the Sanctuary, the heroes must confront the guardian blocking their way to the Voice of the Dead... and then deal with the surprises that await them.

Conclusion: The heroes must decide where to deliver the Voice.

PREPARATION FOR PLAY

Ask the PCs the following information

- Meta Orgs
- Religious Preference
- Home Region
- If Human, racial stock they hail from

This will affect the opinions of many of the people they meet later in the module. If the PC is a member of the Brenin's Fist, they will be allowed to consider this 'military duty' for purposes of TU expenditure.

INTRODUCTION

The introductory text will be different in some places depending on the Meta Orgs of the players involved.

Read the following to all players:

The rebuilding has not gone as smoothly as many hoped.

In spite of a number of setbacks, Gorna itself seems to be slowly rising from the ashes. Rumors abound of frosts that lingered far too long, seemingly solid granite that crumbled at the first touch of a mason's chisel, vanishing tools, and haunted worksites. Still, the people of Gyruff are nothing if not determined, and the reconstruction continues.

The further one travels beyond the reclaimed capital city, the worse the rumors get. Farmers in newly-reclaimed steadings claim that their spring crops are stunted and sparse; milk curdles within hours; tools break or go missing without explanation; fully half the spring lambs were stillborn this season. It promises to be a difficult year, in a land that has already seen far too many difficult years.

The Brenin is not deaf to the troubles of his people. Grand Duke Owen has sanctioned the distribution of emergency relief supplies to

many of the small communities struggling to survive in the newly-reclaimed lands. With the national treasury already strained by the long war effort, many of the more fortunate citizens of Geoff have stepped forward to contribute what they can.

One more rumor overshadows all the rest; bandits plague the wilder cantrevi of the west, led by the notorious Gareth Darkhart. Many of the relief caravans sent into the reclaimed lands have never reached their destinations, and so the Brenin's Fist has called for volunteers to escort the much-needed supplies through the wild. Caravan Guard may not be the most exciting and glorious job on Oerth for a young would-be hero, but it seems to be a very necessary one...

The heroes, whether members of the Brenin's Fist assigned to the task or freelance operatives who have answered the call, must escort three wagonloads full of food, tools, and cloth goods to the village of [Llanelli] in the northwestern cantrev of Gwyrth Bryn. Those who claim Gwyrth Bryn as their home, or who bear the title granted them by Llwy'r Ilan ap Dyved of Hunters of Gwyrth Bryn (GEO 6-06), are specifically sought out for this assignment.

Each wagon is pulled by two draft horses, and assigned a driver. The PCs may ride on the wagons, take their own mounts, or walk alongside as they please. The wagons are heavily laden, so there is limited space for passengers or extra cargo.

ENCOUNTER ONE: FLOWER POWER

The precaution of assigning guards seems to have been completely unnecessary in your case. As you slog northwards along narrow, muddy trails, the closest you come to a violent encounter is with a pair of half-starved goblin scouts – who don't even get within bowshot before deciding to seek their fortunes elsewhere.

A chilly, dreary spring has followed the long winter. Moments of sunshine are few and far between, and certainly not frequent enough to dry out either the fields or the roads. Though many of the fields you pass are now tended, it is clear that the farmers are struggling to keep their infant crops from drowning in both water and weeds.

On a rare sunny afternoon, the carpet of wildflowers blooming on the surrounding hillsides has an almost magical brilliance to it. Looming thunderclouds to the west and a whisper of thunder on the wind indicate that the moment of peace will not last long... but for now, the scene is breathtaking. Perfect. You can almost hear the haunting, silvery tones of faerie music drifting on the breeze...

No, wait, you're not imagining it...

A group or "bouquet" of petals – tiny, humanoid fey dressed in garments of leaves and flowers – has settled in this scenic spot. They mean no harm to mortal travelers, seeking only to provide them with a well-deserved, peaceful slumber... but a number of Gareth Darkhart's brigands have taken advantage of the strategic location to lay a trap for unwary passersby.

While the petals attempt to sing the PCs and their wagon drivers to sleep, the brigands lie in wait on the opposite side of the road. They wait to see if any PCs resist the faerie magic, and if so, what they are going to do as their companions are lifted down from the wagons and divested of their armor and weapons. The petals pile the gear of sleeping adventurers nearby and begin adorning them in garments of leaves and flowers. They offer no violence towards any PCs who resist their sleep songs; they'll giggle and say things like **"Tsk tsk, mortals are SO cranky when they don't get their naps!"** and **"You really would feel better if you'd just relax and put down that nasty heavy weapon... we mean you no harm, silly!"** The heroes who are still awake may attempt to talk the petals out of **"tucking everyone in for a lovely little nap,"** perhaps by attempting to distract them with a game or song... like most fey, petals enjoy music and games, so long as they are QUIET games that will not disturbing the nappers.

If the PCs attack the petals, they scatter in a cloud of fluttering leaves and wildflowers, wailing and crying. At higher APLs, the nearby thorns who are part of their garden immediately come to their defense. At this point, the fey will attack the party instead of the approaching brigands, since it is obviously the PCs who are evil-doers.

The brigands, through the simple expedient of plugging their ears with beeswax (and at higher APLs, taking antitoxin to help with saves vs. thorns' arrows), are protected from the fey magic. The archers are also carrying cold iron arrows to be used against the fey should they join battle on

the side of the PCs. They wait a few moments to see what happens – if any PCs resist the fey magic, and if so what they do. Hopefully, the heroes will move away from the wagons while negotiating with or attacking the petals, leaving the brigands with an opportunity to run in and nab one or more of the wagons.

Once they are noticed, one of the brigands will attempt to Intimidate them into accepting the hold-up.

“Why don’t you run along and play with your little friends?” leers the scruffy, leather-clad brigand clambering aboard your wagon, speaking in an unusually loud, deliberate voice. The dark-bearded man grins and pats the heavy sword sheathed at his side, while his companions keep their bows trained in your direction. ***“Might’s well save your breath and enjoy your nap, chumps... can’t hear you.”*** He reaches up to point at his ear, where a large plug of beeswax is clearly visible. ***“Stay where you are and we won’t have to water the pretty flowers with your blood!”***

APL 2 (EL 5)

Fey (part 1)

Petals (3): hp 5 each; *Monster Manual III*, page 120; see Appendix One

Brigands (part 2)

Dylan, Male Human Fighter 3: hp 20; see Appendix Two

Aldryth, Male Human Ranger 2: hp 18; see Appendix Two

Cerys, Female Human Ranger 2: hp 18; see Appendix Two

APL 4 (EL 7)

Fey (part 1)

Petals (5): hp 5 each; *Monster Manual III*, page 120; see Appendix One

Brigands (part 2)

Dylan, Male Human Fighter 4: hp 39; see Appendix Two

Aldryth, Male Human Ranger 4: hp 34; see Appendix Two

Cerys, Female Human Ranger 4: hp 34; see Appendix Two

APL 6 (EL 9)

Fey (part 1)

Petals (7): hp 5 each; *Monster Manual III*, page 120; see Appendix One

Brigands (part 2)

Dylan, Male Human Fighter 6: hp 57; see Appendix Two

Aldryth, Male Human Ranger 6: hp 50; see Appendix Two

Cerys, Female Human Ranger 6: hp 50; see Appendix Two

APL 8 (EL 11)

Fey (part 1)

Petals (7): hp 5 each; *Monster Manual III*, page 120; see Appendix One

Thorns (1): hp 33 each; *Monster Manual III*, page 172; see Appendix One

Brigands (part 2)

Dylan, Male Human Fighter 6/ Pious Templar (Nerull) 2: hp 75; see Appendix Two

Aldryth, Male Human Ranger 7/Beastmaster 1: hp 67; see Appendix Two

Cerys, Female Human Ranger 7/Beastmaster 1: hp 67; see Appendix Two

APL 10 (EL 13)

Fey (part 1)

Petals (7): hp 5 each; *Monster Manual III*, page 120; see Appendix One

Thorns (1): hp 33 each; *Monster Manual III*, page 172; see Appendix One

Brigands (part 2)

Dylan, Male Human Fighter 6/ Pious Templar (Nerull) 4: hp 113; see Appendix Two

Aldryth, Male Human Ranger 8/Beastmaster 2: hp 104; see Appendix Two

Cerys, Female Human Ranger 8/Beastmaster 2: hp 104; see Appendix Two

Tactics: Since the brigands can’t hear one another, either, they have standing orders. Their priority is the wagon; if the PCs offer no resistance, they grab one or possibly two (they don’t have enough men to handle all three) and

drive off down the road, turning off on a little goat track to the west about a quarter mile later. If any of the PCs make a threatening move, the brigand archers immediately open fire while the melee fighters board the wagons and try to drive off, defending themselves from any PCs who get close enough to attack them. At higher APLs, if thorns join the battle beside the PCs, the archers immediately fire their cold iron arrows at the new threat, continuing to ignore the harmless petals. The brigands attempt to flee if reduced to less than half their hit points.

Treasure:

APL 2: L: 157 gp, C: 100 gp, M: 3x *Potion of Cure Light Wounds* (4 gp each)

APL 4: L: 90 gp, C: 100 gp, M: 3x *Potion of Cure Light Wounds* (4 gp each), Longsword +1 (192gp), 2x Mighty Composite Longbow +1 (200gp each);

APL 6: L: 153 gp, C: 100 gp, M: 3x *Potion of Cure Serious Wounds* (60 gp each), Scythe +1 (191gp), 2x Mighty Composite Longbow +1 (200gp each);

APL 8: L: 232 gp, C: 100 gp, M: 3x *Potion of Cure Serious Wounds* (60 gp each), Scythe +1 (191gp), 2x Mighty Composite Longbow +1 (200gp each), Mithril Chain Shirt +1 (112gp), Gauntlets of Ogre Power (333gp), Periapt of Wisdom +2 (333gp), Vest of Resistance +1(83gp);

APL 10: L: 90 gp, C: 100 gp, M: 3x *Potion of Cure Serious Wounds* (60 gp each), Scythe +1 (191gp), 2x Mighty Composite Longbow +1 (200gp each) 3x Mithril Chain Shirt +1 (112gp each), Gauntlets of Ogre Power (333gp), Periapt of Wisdom +2 (333gp), 2x Vest of Resistance +2(333gp each), Vest of Resistance +3(750gp);

Development: If the PCs drive the brigands off, everything is fine. If not then the people of the village will not have nearly enough food.

ENCOUNTER TWO: THE MOB

A few days after the encounter with Gareth's ruffians, you arrive on the outskirts of the village of Afallenchwerw (uh-VAL-en-Hoo-er-oo, "Bitter Apple Tree" in Flan)... and from the sounds of things, you have arrived none too soon. The water-logged fields stand empty, and the dissonant roar of an angry crowd rises from the center of the little town...

The heroes may approach as they wish. The villagers are all but oblivious to their presence.

The crowd forming in the village square, brandishing hoes and shovels, is all too close to becoming a mob. Allow the players a moment or two to take whatever precautions they wish, but stress that the noise level is rising quickly; if the PCs wish to intervene before an actual riot ensues, they had best act quickly.

The mob seems to have gathered around the large oak tree at the center of the village green. A lone figure, barefoot and wearing a simple grey robe, stands beneath the tree. Though you cannot see him well through the press of angry, mud-spattered farmers waving hoes and pitchforks, he seems to be a rather young man, a pale-skinned half-elf with short, rumpled brown hair. He is not having much luck making his voice heard over the roar of the crowd.

Towards the back of the crowd, you see a mail-clad warrior with a heavy, blackened two-handed sword slung across his back. He is powerfully built, if not overly tall, and his reddish-brown beard is twisted into a grimace of wry disgust. One woman in a ragged brown cloak, the hood cast over her face, huddles against the wall behind him. A second woman, a dark-haired, pretty girl in a well-cut dress of blue wool, pulls frantically at his sleeve to no avail; he shrugs her off almost contemptuously and continues to watch the brewing riot with his arms crossed over his broad chest.

Desperate, the young woman looks around – and notices you. "Dank de Gods you're here!" she coughs as she races towards you, clutching a floppy straw hat fretfully in both hands. She snuffles and tries to clear her throat, her voice made hoarse by the miserable spring cold she seems to be suffering. "Dis is gedding oudda hand! Pleadz, you godda helb!"

Those who have played GEO 6-06, *A Gathering of Storms*, will recognize Brialla, the bard serving as scop to Caswallon the Green. She has been doing her best to move among the people, spreading the word of the Ffordd Purdeb or Path of Purity. The villagers of Afallenchwerw, plagued by nagging illness and failing crops, were all too willing to listen... and a few of the more impulsive among them are prepared to do more than listen.

The warrior watching the commotion with disdain makes no move to interfere one way or the

other, nor will he introduce himself even if asked at this point. PCs who approach him receive nothing but an irritable glare and the same contemptuous shrug he gave the bard. Should the mob erupt into violence, he rolls his eyes and walks off to get himself a beer, dragging the cloaked woman with him and easily knocking aside any peasant foolish enough to get in his way.

The young half-elf surrounded by the angry mob is Ieldon, a Druid of Winter. These Old Faith druids devoted to the aspect of Nerull, as Old Man Winter, have often been treated warily by the ffolk... but they have always been treated with respect.

Ieldon, never the most personable of young men, said a few things about the natural cycle of life and death which did not go over very well with the half-starved villagers. His aloof, cold demeanor is not helping the situation, and he is quite incapable of calming the villagers down without assistance... even if he completely understood why they're bellowing at him about impurity and violating tradition.

The first thing the PCs will need to do is get the attention of the mob. There are a variety of ways they can do this – physically interposing themselves between the druid and the crowd, shooting off a loud, flashy spell overhead, blowing a trumpet, etc. Let them be creative; simple shouting won't do anything but add to the chaos.

Once the heroes have gotten the attention of the mob, they have an opportunity to attempt to defuse the situation.

The villagers:

"It's all their fault, it is. The Land is sick, and it ain't nuffin we're doin'... my gran'fer's gran'fer worked this land, and never a spring bad as this! You can see the signs clear as day... not half a mile over that hill, there, just past the creek, that's Gwyrth Bryn over there! The grass is green and the flowers is bloomin'! No reason for't not to be so here, not one! It's 'cuz fellas like this boy here think all's there is to bein' a druid is puttin' on a robe – they ain't walkin' no Path! Our llywress is hirin' GIANTS, for Beory's sake - SHE ain't walking no Path! The Land's finally done had it with all their consortin' with foreigners and giants and fey – and so've we!"

The druid:

"This is the most ridiculous nonsense I've ever heard. The Land still bears the scars of war. Time, and only time, will heal them. It simply cannot support so many so soon, and the more you fools try to force it to do so, the longer the healing will take... and the more of you will die in the process. It is that simple. Your llwyr does his cantrev a disservice by prolonging your idiocy with his charity; far better that the weak take their proper place as fertilizer for the strong!"

It will take a Diplomacy or Intimidate check at DC 25+APL to get the mob to disperse (any PC who participates may roll to assist the primary speaker), modified as follows:

- Asking to hear more about the Path of Purity +2
- Getting Ieldon to shut his mouth +2
- Starting to dispense food and drink from the carts +2
- Speaking well of the Brenin or of Llywr llan ap Dyved +2
- Speaking well of some of Llwyress Rhian merch Neirin's OTHER decisions, or her prowess as a warrior +2
- Reminding the villagers of all the reasons they have to trust the wisdom of the Old Faith +2
- Mentioning that their orders came from the Brenin's Fist (a standing army is a foreign concept in Geoff) -2
- Pointing out that maybe Llwyress Rhian merch Neirin's fire giant guards aren't such bad guys -2
- Displaying obvious foreign heraldry or holy symbols -2
- Demanding compliance in the name of the Brenin's Fist or the Knights of the Watch -4
- Displaying obvious signs of fey influence (Dragon Disciples or other "odd" looking adventurers count here – the ffolk won't know the difference) -4

If the heroes are successful, the crowd disperses, amid much grumbling and glaring. Ieldon bows coldly to the PCs, thanks them for their timely intervention, and takes his leave,

walking out of the village to the west and quickly disappearing from view.

If the heroes are unsuccessful (or if they choose to stand aside and do nothing), the mob finally breaks into frenzy, and charges the hapless druid... who squawks in protest, transforms into a raven, and hastily flaps away.

Once the druid is gone, one way or another, the villagers calm down, and get down to the serious business of distributing the goods the heroes have brought. Most of the people are more hungry and frightened than anything, and thank the PCs gratefully for bringing the supplies; some are still angry, their gratitude forced and less than sincere... three wagonloads, while better than nothing, will not support a village of this size for more than a month or two.

It is dusk by the time the PCs finish and retire to the small, half-built, and as-yet-unnamed tavern at the center of the village. Brialla joins them there as they are settling in.

The roof over your heads is a canvas tarp, and you must find space to sleep on the rough-hewn tables or on the moldy rushes carpeting the floor. The only drink here, aside from slightly brackish water from the well, is whatever you brought with you. Nonetheless, the walls of the tiny, half-finished inn are solid, and a roaring fire has been kindled on the hearth. A few scraggly chickens and a mangy, scrawny old billy goat have taken shelter here, and are none too pleased about being disturbed. A thin stew bubbles in a cauldron over the blaze, donated by the grateful villagers from the precious stores you have just brought them.

Brialla has already taken a seat on a stool by the fire, a rough woolen blanket around her shoulders and a steaming mug of some sort of herbal tea in her hands. The warrior you noticed earlier sits across from her, scowling; he glances up as you enter and then shakes his head, turning his attention to the flames. The cloaked figure who was hovering behind him in the village square appears to be curled up on a straw pallet in the corner, asleep.

"Your arrival was well-timed, friends," Brialla says with a weary smile, her voice still stuffy and raspy but much improved now that she's not trying to shout. "In more ways than one. If you would grant me a moment, I will tell you of the task that Caswallon the Green has

set before me... and which, if you would truly help these people, you would do well to help me complete."

"A few months ago, during the early stages of reconstruction in Pregmere, a series of ancient tablets were unearthed beneath the foundations of the temple of Allitur. While the originals were returned to the priests, of course, I carried a copy of the inscription to Caswallon, for I did not have the wisdom to make them out. Long did he ponder over what the tablets revealed... a fragment of lore possibly carved upon stone by the very hand of Llywellyn the Druid-King himself. The text is incomplete, but it speaks of a place of meditation high in the mountains... where the worthy might hear the voices of their ancestors, and even summon forth their aid in the time of greatest need."

"Many might say that our time of greatest need has come and gone with the Sakhut, but Caswallon believes that not to be the case. The dangers that assail us now are quiet, subtle ones, but they may prove no less deadly in the end. We have warlords aplenty... what Gyrudd needs now is healing. Caswallon believes there is much lore that has been lost, much that this Cavern of Echoes can teach us."

"I think I have found the way to the Cavern of Echoes... but the way is long, and I am not well. I must tell Caswallon what has happened here – please, you must go in my place."

Brialla will answer any questions she can, both about the teachings of Caswallon and what she knows of the Cavern of Echoes.

Q: What is the Ffordd Purdeb?

A: It is a road upon which all Gyrudd may soon walk. The body of Gyrudd is sick just as the children here are sick. It suffers from the influence of so many outsiders. It is one thing to accept a helping hand; it is quite another to be forced to dance to an ally's tune. The Giants found us weak and divided, too obsessed with chaotic change and far from our natural roots.

So we must purify ourselves. We must clean from our branches those notions that are not pure, not of the Old Ways. We have long forgotten lessons learned and we must re-learn them.

I know this makes us sound as if we despise all that is not of Gyrudd, but this is not true. We may

admire other cultures and peoples, but still have no wish to be like them. What is good for the Suel or Bakluni is not necessarily good for the Flan. We have compromised too much. We have lost our way.

Q: What sorts of things should Gyruff change? What changes would need to be made?

A: *Such things as ridding ourselves of Invader Gods. The notion of clerics is also alien to us, except perhaps those of Pelor. And our reliance on so many arcane magics... It is one thing to have bards among us, quite another to have world- wrecking magicians throwing their magicks around. And why are there giants here? Why are these invaders welcome here, now that we have defeated them?*

Q: What about the Greenman? Where does the spirit of the Land fit into the Ffordd Purdeb?

Bah. *The fey. There are parallels between our world and the realm of Faerie, certainly, and power aplenty... but the Greenman and the Land are NOT the same. The Greenman is a fey spirit, an echo... but It is of Faerie, not Gyruff. This infusion of faerie magic into the rituals of the Old Faith is one of the most insidious of the many changes that led us astray from the Path... it was not always so.*

Q: Do you think violence may be necessary if the “impurities” are to be removed from the Land?

I certainly hope not – and I would not broach that topic of conversation within the hearing of many. A certain llywress employing fire giant mercenaries comes to mind, for instance. I hope that, by helping Caswallon find conclusive proof of the deception, the corruption that has crept into the Old Faith, we can prevent such violence... but the foreign influence may be too great to be purged with anything other than blood. The near-riot you just witnessed is clear indication of the trouble brewing just beneath the surface, the unrest amongst the ffolk... and this is precisely why I must seek Caswallon’s wisdom sooner rather than later. He will know what to do.

Q. What can you tell us of Llywellyn, the Druid-King?

Llywellyn was the first to unite the Flan tribes of the Sheldomar valley against the giants, some hundred years before the Standing Stones were erected upon the Isle of Rhun, before the Gyri even knew of the existence of the gnomes, before

the first dwarves came to our mountains. Almost three thousand years ago, now. Though Iorweth the Far-Sighted was the first to claim the modern title, a mere five hundred years ago, in many ways Llywellyn was the first true Brenin, the first king among kings to unite the Gyri. He was both a great leader of men and a wise and powerful druid, beloved of the Earth-Mother... in some of the ancient legends, quite literally Her beloved. It is said that the confederacy of Gyri tribes began to splinter when the last of his line perished, and it is also said that the open feuds between the druids of Ehlonna and Obad-Hai began when the followers of the Earth-Mother suddenly dwindled and Beory withdrew from the affairs of men...

Q. What more can you tell us of the Cavern of Echoes?

Brialla pauses at this, and glances at the motionless warrior seated nearby. He lets out a disdainful snort, and without turning away from the fire, finally speaks.

“Waste of time, that’s what it is,” he scoffs.

The bard sighs, and launches into a more detailed explanation...

There is a small river valley emerging from the Barrier Peaks, between the llywr’s seat at Dersyth and the home of Clan Stonereaver in Moradinth Mor. Branching upwards from this is an even smaller ravine, far too steep and narrow to allow a giant to pass... leading up to a bare spire of rock overlooking the hills of Gyruff. It is isolated, difficult to reach save through the ravine, and has little to recommend it, for there are other, loftier perches which are far more easily obtained.

The ravine I have found, and the path up into the mountains, exactly as Caswallon described them from his studies... but a spring storm sent torrents of water rushing down from the heights and prevented my passage, not to mention saddling me with this miserable cold! Of the Cavern itself, I know only what little was recovered from the tablet:

Small and crawling things alone climb

The channel to a place both lofty and deep

Beloved of the Earth-Mother

Beware the whisper of thunder

A mother’s tears are too great

For small crawling things to bear

Yet a father's sight may hide the quiet place

Where the small and wise might enter

With the blessing of the Voice of the Dead

Q. Voice of the Dead? That sounds ominous...

Other than what was set down in rhyme (see above), I know very little for certain. Despite all the references to whispers and death, it comes from a time more than a thousand years before the Whispered One walked Oerth, so we may rest assured that it is no relic of his evil make. Caswallon has a theory...

She glances over at the warrior again.

It's a foolish one, he grumbles. I'm not dead. That cave was empty then, and it'll be empty now. Long walk up a steep hill for nothing. But I gave my word, so if these idiots want to hike all the way out there in your place, I'll lead them there.

The bard shrugs and looks back at you.

Whether the verse refers to the voice of one who has been long lost to us, or to some forgotten relic within the cave, I know not. Nonetheless, the journey will be far easier with a guide...

Q. (To the warrior) Who are you?

A. *You can call me Madoc, or General. I owe a druid a favor. I've been to this Cavern before, a long time ago, so I guess I'm your guide if you intend to go through with this. That's all you really need to know.*

Q. General? I don't remember you from the war...

A. *There have been other wars, and I've been away from home for a very long time. Much has changed...*

Looks like most people thought I was dead, but I get that a lot.

Q. (Indicating sleeping woman) Who is she?

A. *She's no concern of yours, and she has no wish to converse with you. She is in mourning, let her be.*

ENCOUNTER THREE: A PLEA FOR REASON

The heroes may make whatever preparations they wish before departing the village in the

morning, although there is little here that can be spared if they find themselves in need of resupply. Brialla, too, gathers her meager belongings and departs at first light, bound for Greenskin Grove and Caswallon the Pure. The General packs light; he is prepared to depart at dawn. His nameless companion is nowhere in sight and if asked, he says she is 'staying with a friend' until he returns.

It seems that the gods have chosen to favor your journey, for the morning dawns soft and clear. Brialla takes her leave at first light, for her path lies to the north and east, while yours must take you westward for the better part of two days. A few of the villagers, already rousing themselves for the day's work, wave and wish you well on your travels. The scruffy billy goat dislodged from the half-finished inn by your presence the night before trails behind you as you leave, bleating pitifully as if determined to acquire at least some scraps of breakfast in payment for his discomfort.

The moment the fields are out of sight behind you, the billy goat vanishes, its outline blurring into the silhouette of a young man – Ieldon, the druid faced by the mob yesterday afternoon.

"I would walk with you a while, that I might speak with you," he says without preamble or greeting. "Much that was said yesterday troubles me... both before the trouble in the square and afterward. I know of your mission, and I ask you to carefully consider the repercussions of your actions. Any lore that should be found within this Cavern of Echoes, or from this Voice of the Dead, should not be taken to Caswallon or the poison that has seeped into this village will spread. Llwyress Rhian merch Neirin sent me to discover what evils continue to trouble her land and those who have returned to settle here, while her neighbors in Gwyrth Bryn seem to prosper... and as you saw, I have discovered more than I expected. Do not assist this lunacy further. If this Cavern truly exists, bring what you find to the Llwyress and the Old Faith in Pregmere."

Ieldon will answer questions up to a point, but remains cold and distant. If pressed or challenged too far, he will simply depart and abandon the PCs to their own devices.

Q. Why do you call the Ffordd Purdeb evil?

A. *They seek to unlearn all that we as a people have learned over the course of millennia. They seek to divide us now that our common enemy has fallen, to profit from the weariness and confusion of those who only wish to return home at last. They seek death and unrest when the time has come for life and renewal.*

Q. That seems a strange attitude for a Druid of Winter...

A. *I know the place of Winter in the cycle, and my place in serving it. Do you understand yours?*

Q. What will the Llwyress and the Old Faith do with this knowledge, or this Voice of the Dead, if we bring it to them?

A. *That is for wiser heads than mine, or yours, to decide. Something other than foment resentment and rebellion amongst the ffolk, I assure you.*

Q. Why don't you try being a little nicer to people?

A. *I am no diplomat, and have never claimed otherwise. I was sent because I understand Winter and Death, and know the signs of their waxing and waning in the Land. If the ffolk have grown so impatient and foolhardy that they no longer heed the words of the Old Faith, no matter how harsh to their ears, that is their misfortune and none of my own.*

If the PCs agree:

"You have chosen wisely, and shall be rewarded for fulfilling your duty to the Brenin and the Land. I shall tell the Llwyress to expect you in Pregmere."

If the PCs disagree, refuse to commit, or otherwise argue with the druid beyond his limited patience:

"As you wish. It is not the place of a Druid of Winter to turn fools aside from their folly... but when the time comes, to see to it that they serve the Cycle at least in death, if they fail to serve it in life. I will say no more."

Whether he departs with their promise or without it, Ieldon transforms into a raven once again and flies off in the direction of the Llwyress's seat in Pregmere.

ENCOUNTER FOUR

The heroes journey through the wilds of Gwryth Bryn, making their way across the Olve Water and into the foothills of the Barrier Peaks. As promised by Brialla, the ravine is extremely

narrow; PCs must travel in single file, so the GM should be sure to establish the marching order before they set out.

Though thunder continues to rumble in the distance, on the far side of the towering Barrier Peaks before you, the weather remains clear for the two days it takes you to reach the river valley. The climb up into the mountains is slow and difficult, but you find the ravine Brialla described late in the afternoon of the second day. The uneven floor of the narrow cleft in the rock climbs steeply upward; there is barely room enough for a strongly-built man to walk without scraping his shoulders against the cliff walls. All lies in shadow here, and the storm winds gathering to the west begin to whistle eerily through the ravine as you climb. The strange keening of the wind could easily be the moan of lost souls wandering in the heights, just as the distant thunder reminds you of wardrums and the tramping of armies... a fitting place for this Voice of the Dead, if it is truly here.

As the sky darkens and scattered raindrops begin to pelt you from above, it is likewise not difficult to imagine the onslaught of water that will course through this narrow ravine into the tributary of the Olve Water behind and below, should the storm break...

The PCs must succeed at three Climb checks before they reach the safety of the Sanctuary. If they brought ropes or climbing gear and have already thought to employ them, the benefits apply as normal; if they wish to stop at any point and unpack special equipment or cast spells, the GM should proceed immediately to the next step in the sequence and repeat it a second time before allowing the party to advance. The players may choose to retreat or dig in without immediate penalty during Check One or Check Two (see Waiting Out the Storm, below), but retreat is no longer an option by the time they reach Check Three.

***Note:** The General has a +12 to both his Balance and Climb skills, and has no difficulty with the climb. He does not wait for the PCs, and will not assist them in any fashion, focusing all his attention on ensuring that the cloaked woman accompanying him stays beside him.

Check One:

The occasional fat raindrop has transformed into a steady downpour. What

had been a relatively easy scramble upward is suddenly complicated by rocks that grow slick under hand and boot...

Up until this point, the steep slope and uneven, rounded rocks have made the climb strenuous but manageable, a mere DC 0. As the rain makes the rocks slippery, the DC increases to 5.

If the heroes succeed at the DC 5 check but choose to continue at a steady, careful pace, proceed immediately to Check Two.

If the heroes succeed at the DC 5 check and choose to accelerate their pace (i.e. they stop taking 10), they may make another check at DC 10. If they succeed at this check, and at the accelerated Check Two, they may skip Check Three.

If the heroes fail the DC 5 check, they fail to make significant progress. They must repeat Check One, and then proceed immediately to Check Three and complete it twice before advancing.

Check Two:

Rivulets of water now course between the slippery stones underfoot, churning the reddish earth to mud. The steady rain has become a grey curtain of almost solid water cascading from above, soaking you to the bone and obscuring your vision...

Players must make an immediate DC 6 Strength or Balance check, or fall prone. They do not slide backwards down the ravine at this point, but the length of time it takes them to complete this Climb Check doubles. The DC for this Climb check is now DC 12.

If the players succeed at the DC 12 check and continue at a steady and careful pace, proceed immediately to Check Three.

If the players wish to move at an increased pace (i.e. they stop taking 10), have them make a second Strength or Balance check at DC 12. If everyone succeeds, they may make one final Climb Check at DC 12 and proceed to Encounter Five.

If the players fail the standard Check Two (either the Strength/Balance check or the DC 12 Climb) they fail to make significant progress. Players must immediately make another Strength or Balance check at DC 12, and proceed immediately to Check Three. Those who fail this

secondary Strength/Balance check will begin that stage while prone.

If players attempt the accelerated Check Two (having successfully completed the accelerated Check One) and fail it, proceed immediately to Check Three.

Check Three:

The storm has broken with a vengeance. Thunder crashes overhead, but it is barely audible over the roar of the water rushing down the ravine. Turning back is no longer an option, or at least not a safe one, but there is no end to the climb within the limited range of your sight. Any moment now, you are sure to be plucked from the mountainside and cast down from the heights like a broken twig...

Players must immediately make a Strength or Balance check at DC 12, or fall prone. Characters who fall are swept backwards down the ravine. Roll 1d4; that number x10 is the distance in feet that they are pushed back downhill before they manage to stop their slide, and also the number of d4s of damage they take from being battered against the sides and floor of the cliff.

Depending on their place in the marching order, dislodged characters may crash into those behind them. The PC immediately behind one who is washed away may attempt one of two actions. They may catch the sliding hero by succeeding at a DC 15 Climb check, thus negating any damage their companion might have suffered (see PHB p.69); or, they may choose to simply hang on, in which case they immediately take 1d4 bludgeoning damage and must make a second Strength or Balance check at DC 12 or be knocked over. PCs further down the chain may likewise choose to catch one (and only one!) sliding hero, or hold on and avoid contact entirely.

Any characters still on their feet, or regaining their feet after having fallen, must succeed at a Climb check at DC 15 in order to advance to Encounter Five.

A character who falls twice in this stage, without being stopped by a companion, is washed all the way back to the base of the ravine. He or she must then make a DC 15 Swim check upon landing in the raging river below. The character takes no further damage, but is in very real danger of drowning. In any event, that character is effectively out of play until the storm passes.

Waiting Out the Storm:

The heroes may decide that they are in no particular hurry, and choose to dig in somehow to wait for the danger to pass. If they have some sort of climbing equipment or other means of assistance, they may do so in the ravine itself; allow them to be creative. Feel free to scare them a bit with the boxed text, and describe how muddy and wet they get even after the rain has passed, but otherwise proceed on to Encounter Five.

*** If the heroes decide to wait in the relative safety of the river valley, cowardice may prove to be its own reward. Parties who agreed to help Ieldon and the Old Faith (whether they actually intend to follow through or not) may proceed to Encounter Five none the worse for wear; the General and his companion, soaked and even more grouchy than usual, will still be there. Parties who openly snubbed Ieldon will reach the top to find the Cavern of Echoes empty, except for a raven's feather and a wooden holy symbol – the circle of the Old Faith, with the skull of Nerull prominently displayed in the center. The General and his mysterious companion are gone. These players still receive the Favor of Caswallon for their efforts, however unsuccessful, and the Enmity of the Old Faith; as the module ends here, they do not receive full experience or treasure access.

Magically Circumventing the Climb:

Higher APL parties may be able to use magic to circumvent the entire uncomfortable climb, which is perfectly fine. If they choose to *fly* or *windwalk* the entire party over the rushing water in the middle of a thunderstorm, award them suitably by selecting the player wearing the most shiny metal and/or carrying the longest polearm, and zap them with a 5d6 lightning bolt, Reflex save DC 20 for half damage. Proceed on to Encounter Five.

ENCOUNTER FIVE

In the midst of the howling storm, you almost miss it. In fact, if not for the chance illumination of a bolt of lightning and the General's aid, you may well have passed by the narrow crack in the mountain's face, and continued past this level space where the rainwater has gathered in a foaming pool.

But you do see it, and quickly squeeze up and through the small opening, struggling with your sodden packs. By the flickering of the lightning outside, and whatever illumination

you have managed to bring with you through the deluge, you see a small, round chamber with a smooth stone floor. On the wall to your right, quite invisible from outside the cave, you see a faint, crude symbol etched into the stone and outlined in dark paint... the rounded figure of a woman. Beory, the Earth-Mother.

Otherwise, the small cave is completely empty. "See?" the General says. "Told you so." He shakes out his cloak and slouches to the ground against one wall. "That was fun. We'll leave in the morning."

There are no obvious exits to this room. The General and his companion do not assist in any search, but will grudgingly move out of the way so the PCs may examine the entire cave.

A Search (DC 12+APL) of the wall to the north, where the mark of Beory is carved, reveals the outline of a secret door, but no efforts of the PCs will dislodge it.

If the heroes begin breaking out tools or weapons in order to bash their way through, the General finally speaks up. ***"I wouldn't do that if I were you. Gods know what sort of curses are on this place."*** He settles more firmly into his damp cloak, and begins muttering under his breath in Flan... <<***Try hopping up and down on one leg while chanting Open Sesame...>>***

Though the General was clearly being sarcastic, as soon as he says the word "open" in Flan – whether at the prompting of the PCs or by accident – the secret door slides to one side. No one is more surprised by this than the General.

Beside this symbol, a tunnel slopes gradually up and away into darkness... though the roar of the storm outside is now muted, the deep, hollow moan that echoes down that passageway chills the blood...

The heroes have reached the Cavern of Echoes, sanctuary of the Druid-Kings. There is no way to proceed but through the tunnel. Once the party has passed beyond the entrance chamber, the cave is utterly dark.

That in itself is not surprising, but the General quickly finds that neither he nor his companion can pass beyond the threshold. Some sort of invisible barrier prevents him from moving forward, and actually seems to cause him physical pain. He tries a few times more, though his companion only needs to be shocked with freezing fire once before she takes the hint... but nothing he or any

of the PCs attempt will allow him to pass the doorway.

“Wonderful. Maybe I really am dead. Look, you lot go ahead, and we’ll wait out here. At least until morning. Have fun.”

The General and his companion may not be the only members of the party unable to enter the Cavern of Echoes. The entire cave complex has been warded to prevent Outsiders from entering. Any PC with a template, curse, or other game effect altering their effective creature type to “outsider” is likewise trapped outside the cavern.

The effect may be dispelled normally; it was put in place by a 20th level caster. As the entire cavern is warded, they will have to repeat the process each time an Outsider passes into a new chamber; failure means the offending Outsider is immediately teleported to the entrance chamber.

The tunnel leads into a large circular chamber, too perfectly round to be entirely natural.

Half way down the hallway, there is an area where several traps have been placed as a last line of defense.

APL 2 (EL 3)

Javelin Trap (2): Search DC 20; Mechanical; location trigger; see Appendix Four.

APL 4 (EL 6)

Poison Javelin Trap (2): Search DC 23; Mechanical; location trigger; see Appendix Four.

APL 6 (EL 8)

Poison Javelin Trap (4): Search DC 25; Mechanical; location trigger; see Appendix Four.

APL 8 (EL 10)

Poison Spear Trap (2): Search DC 27; Mechanical; location trigger; see Appendix Four.

APL 10 (EL 12)

Poison Spear Trap (4): Search DC 29; Mechanical; location trigger; see Appendix Four.

Once the PCs move past the traps, continue reading:

Another tunnel on the opposite side of the room slopes further upward and curves off to the right; another symbol is etched over it, this one a crude sunburst. While there was once a winding stair leading upwards through this tunnel, it has collapsed beneath the long

weight of centuries and the near-constant battering of harsh mountain storms.

Nestled in the curve of the northern wall, between the two tunnels, is a pool of dark, still water. Looming out of the pool, melded into the smooth stone of the wall itself, is a dark and ominous carving. Though there is little to it but a long cloak with a deep cowl, the figure points into the chamber with one skeletal hand... which seems to follow you no matter where you stand.

As soon as any living being comes within 10' of the edge of the pool, the guardian storm elemental bound within the water is awakened from its long slumber...

Suddenly a dark, ominous vapor erupts from the surface of the water as the still pool boils to life. Blue and orange flickers of lightning crackle through the mist as it rushes up to fill the cavernous ceiling overhead, coalescing into a looming, vaguely humanoid shape... with the fury of the storm raging in its eyes.

APL 2 (EL 3)

Storm Elemental, Small (1): hp 11; Monster Manual III, page 48-49; see Appendix Three

APL 4 (EL 5)

Storm Elemental, Medium (1): hp 26; Monster Manual III, page 48-49; see Appendix Three

APL 6 (EL 7)

Storm Elemental, Large (1): hp 68; Monster Manual III, page 48-49; see Appendix Three

APL 8 (EL 9)

Storm Elemental, Large (2): hp 68 each; Monster Manual III, page 48-49; see Appendix Three

APL 10 (EL 11)

Storm Elemental, Huge (2): hp 168 each; Monster Manual III, page 48-49; see Appendix Three

Tactics: The storm elemental is trapped here by the same wards preventing any other outsiders or extraplanar creatures from entering. It has no other choice but to fight until it is destroyed. Note, at certain APL's there are two creatures. In reality it is one creature but it has been weakening with

age and thus appears as two weaker creatures instead of one.

Treasure: Allow the PCs a Spot check, DC 20 to see that the water level has lowered and there are objects there now. The objects are in a few sealed earthen containers. They are not trapped but are sealed to keep water out. At lower APLs some of the containers are broken and empty. Otherwise, if the PC's search, a DC 20 Search Check reveals the items as well but the Voice (see below) will not reveal the existence of the items.

APL 2: L: 0 gp, C: 0 gp, M: *Feather Token: Swan Boat* (37 gp); *Feather Token: Bird* (25gp); *Horn of Fog* (166gp); *Ioun Stone: Clear* (333gp).

APL 4: L: 0 gp, C: 0 gp, M: *Feather Token: Swan Boat* (37 gp); *Feather Token: Bird* (25gp); *Horn of Fog* (166gp); *Ioun Stone: Clear* (333gp).

APL 6: L: 0 gp, C: 0 gp, M: *Feather Token: Swan Boat* (37 gp); *Feather Token: Bird* (25gp); *Horn of Fog* (166gp); *Ioun Stone: Clear* (333gp); *Figurine of Wondrous Power: Bronze Griffin* (833gp); *Ioun Stone: Dusty Rose* (416gp).

APL 8: L: 0 gp, C: 0 gp, M: *Feather Token: Swan Boat* (37 gp); *Feather Token: Bird* (25gp); *Horn of Fog* (166gp); *Ioun Stone: Clear* (333gp); *Figurine of Wondrous Power: Bronze Griffin* (833gp); *Ioun Stone: Dusty Rose* (416gp).

APL 10: L: 0 gp, C: 0 gp, M: *Feather Token: Swan Boat* (37 gp); *Feather Token: Bird* (25gp); *Horn of Fog* (166gp); *Ioun Stone: Clear* (333gp); *Figurine of Wondrous Power: Bronze Griffin* (833gp); *Ioun Stone: Dusty Rose* (416gp); *Drums of Panic* (2500gp); *Figurine of Wondrous Power: Ivory Goats* (1750gp).

Development: Once the PCs have defeated the storm elemental, read the following:

As the last whispers of thunder die, the carved idol in the center of the northern wall swings out into the now-quiet pool. Behind the statue rests a tall harp carved of darkwood, with intricate ivory inlays yellowed by the passage of centuries. The silvery strings ripple to life as fresh air stirs them once more... and a dark, cold, hollow voice emanates from the ancient instrument.

“Many long years have passed since mortals came to hear my wisdom. Much have I heard in the darkness. Speak, living ones... what would you ask of the Voice of the Dead?”

Q. You're the Voice of the Dead?

A. <dark laughter> *Is there an echo in here? Perhaps you should have thought of some better questions before you made that climb...*

Q. What do you do, exactly?

A. *I listen, and I remember. All that have passed into the Winter King's embrace in this Land, I have heard in their slumber... all that they dreamed, before they returned once again to the realm of the living, I recall. For those with the strength of heart to face the cost, I can call forth the power and wisdom of those bound to me... for those without the strength, I call forth naught but oblivion.*

Q. What do you mean by “those bound to you?”

A. *Those who have called upon my gifts in the past become my gifts in the future. They remain as they were, never to return to the Cycle, never to touch the mortal world... just a Voice in the darkness.*

Q. What do you mean by “those without the strength?”

A. *Those who reach for great power, and have not the will to direct it, are utterly destroyed by it. Gone. Poof.*

Q. What power and wisdom are you talking about?

A. *If you have to ask, probably power and wisdom beyond your comprehension. Sound me if you dare; that's the only way you'll find out.*

Q. What can you tell us about the Three Tenants of Llywellyn the Druid-King?

A. *I can tell you that there are more than three, for one thing. Purity of Body, Purity of Tradition, Purity of Vision... these were the guiding stars of a great leader of men and ruler beloved of the Earth-Mother at the height of his glory.*

Patience of Hand, Patience of Heart, Patience of Thought... these were the wisdom of a great man in his elder years, as he watched all that he had built wither and die under the folly of lesser men. Those who followed, and who became Voices in the darkness in their turn, did not heed his words,

and Beory turned Her face away from Her children.

Q. There are many who would benefit from your wisdom. Would you journey with us back into the mortal world?

A. Aye, if that is your wish. I have made such journeys before, when Gyruff's need was great. Carry me where you would; you have won the right.

Be warned, though, that not all who hear the Voice of the Dead wish to listen...

The Voice of the Dead eventually tires of answering questions directly. If the PCs venture beyond the basic outline of questions detailed above, the harp lapses into playing long-forgotten laments, and lets the heroes draw whatever conclusions they like from the lyrics. While the songs may be of limitless interest to bards and other historians (who may spend TUs to query the Voice of the Dead further), there is an immediate decision to be made.

Are the PCs going to remove the Voice of the Dead from the Cavern of Echoes, and if so, where are they taking it?

If asked for his opinion, when the PCs emerge from the Cavern, the General frowns thoughtfully. He is silent for a long time, and then finally shakes his head.

"This is no longer the Gyruff of my youth. Much has changed in my absence, and I am no longer certain where wisdom lies. You have done well, to come so far in such trying circumstances, and to find what I could not so many years ago... the decision must lie with you. I will help you carry the Voice of the Dead wherever you choose."

CONCLUSION A: CASWALLON

You are greeted as heroes at Greenskin Grove, the home of Caswallon the Pure. The kindly, bearded druid smiles broadly at your approach.

"I knew you would not fail the Land. Come, friends, be at rest and share my hospitality... I am eager to hear what you have learned."

Caswallon personally escorts you all into the long, low red house that is clearly the "great hall" of this large and prosperous

steading. All around you, the ffolk seem happy and healthy, many of them cheering as you pass. Caswallon has a feast laid before you, roasted venison and pheasant, stewed potatoes and leeks, buttery ears of corn, fresh dark bread, rich plum pudding... if there is any famine or hardship in these lands, the table before you certainly does not show it.

Caswallon listens attentively to your tale, and looks on the Voice of the Dead in obvious awe. His expression is solemn when the tale is done.

"Clearly, I have much to think on, as do we all. I thank you all for your heroism, and your wisdom in bringing these words to me. I have no doubt that the learning of our ancestors will provide the light needed to lead us forward out of the darkness into which we have fallen..."

Players receive: *Favor of Caswallon*, *Emnity of the Old Faith*, and *Thanks of the Voice*

CONCLUSION B: THE OLD FAITH

A line of brown-robed figures awaits you at the gates of Pregmere (or the Isle of Rhun, or wherever the heroes take the Voice)... somehow, the druids of the Old Faith knew of your coming. Young Ieldon stands with them, the first smile you have ever seen from him brightening his face.

"You have chosen well, friends. Come, be welcome in the place and tell us what you have learned. It is time for the Voice of the Dead to lead us out of winter's grasp and into the season of growth and renewal... as it always has been, so shall it always be."

Players receive: *Favor of the Old Faith* and *Thanks of the Voice*

CONCLUSION C: MISSION FAILED

Though you have not retrieved the Voice of the Dead, Caswallon or the Old Faith is grateful for your attempt.

Depending on who the PC's report their findings to, they receive either the *Favor of Caswallon* or the *Favor of the Old Faith*.

EXPERIENCE POINT SUMMARY

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

Encounter One

Defeat the Brigand Attack and get the caravan through safely

APL 2: 150 xp.

APL 4: 210 xp.

APL 6: 270 xp.

APL 8: 330 xp.

APL 10: 390 xp.

Encounter Four

Make it up the mountain and through the storm safely.

APL All: 60 xp

Encounter Five: Trap

Avoid the trap entirely is possible or minimize the damage it does.

APL 2: 90 xp.

APL 4: 180 xp.

APL 6: 240 xp.

APL 8: 300 xp.

APL 10: 360 xp.

Encounter Five: Storm Elemental

Defeat the Storm Elemental.

APL 2: 90 xp.

APL 4: 150 xp.

APL 6: 210 xp.

APL 8: 270 xp.

APL 10: 330 xp.

Story Award

Return the Voice of the Dead to either Caswallon or the Old Faith.

APL 2: 30 xp.

APL 4: 60 xp.

APL 6: 90 xp.

APL 8: 120 xp.

APL 10: 180 xp.

Discretionary Roleplaying Award

APL All: 50 xp.

Total possible experience

APL 2: 450 xp.

APL 4: 675 xp.

APL 6: 900 xp.

APL 8: 1,125 xp.

APL 10: 1,350 xp.

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used

before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional adventure, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter One:

APL 2: L: 157 gp, C: 100 gp, M: 3x *Potion of Cure Light Wounds* (4 gp each)

APL 4: L: 90 gp, C: 100 gp, M: 3x *Potion of Cure Light Wounds* (4 gp each), Longsword +1 (192gp), 2x Mighty Composite Longbow +1 (200gp each);

APL 6: L: 153 gp, C: 100 gp, M: 3x *Potion of Cure Serious Wounds* (60 gp each), Scythe +1 (191gp), 2x Mighty Composite Longbow +1 (200gp each);

APL 8: L: 232 gp, C: 100 gp, M: 3x *Potion of Cure Serious Wounds* (60 gp each), Scythe +1 (191gp), 2x Mighty Composite Longbow +1 (200gp each), Mithril Chain Shirt +1 (112gp), Gauntlets of Ogre Power (333gp), Periapt of Wisdom +2 (333gp), Vest of Resistance +1(83gp);

APL 10: L: 90 gp, C: 100 gp, M: 3x *Potion of Cure Serious Wounds* (60 gp each), Scythe +1 (191gp), 2x Mighty Composite Longbow +1 (200gp each) 3x Mithril Chain Shirt +1 (112gp each), Gauntlets of Ogre Power (333gp), Periapt of Wisdom +2 (333gp), 2x Vest of Resistance +2(333gp each), Vest of Resistance +3(750gp);

Encounter Five:

APL 2: L: 0 gp, C: 0 gp, M: *Feather Token: Swan Boat* (37 gp); *Feather Token: Bird* (25gp); *Horn of Fog* (166gp); *Ioun Stone: Clear* (333gp).

APL 4: L: 0 gp, C: 0 gp, M: *Feather Token: Swan Boat* (37 gp); *Feather Token: Bird* (25gp); *Horn of Fog* (166gp); *Ioun Stone: Clear* (333gp).

APL 6: L: 0 gp, C: 0 gp, M: *Feather Token: Swan Boat* (37 gp); *Feather Token: Bird* (25gp); *Horn of Fog* (166gp); *Ioun Stone: Clear* (333gp); *Figurine of Wondrous Power: Bronze Griffin* (833gp); *Ioun Stone: Dusty Rose* (416gp).

APL 8: L: 0 gp, C: 0 gp, M: *Feather Token: Swan Boat* (37 gp); *Feather Token: Bird* (25gp); *Horn of Fog* (166gp); *Ioun Stone: Clear* (333gp); *Figurine of Wondrous Power: Bronze Griffin* (833gp); *Ioun Stone: Dusty Rose* (416gp).

APL 10: L: 0 gp, C: 0 gp, M: *Feather Token: Swan Boat* (37 gp); *Feather Token: Bird* (25gp); *Horn of Fog* (166gp); *Ioun Stone: Clear* (333gp); *Figurine of Wondrous Power: Bronze Griffin* (833gp); *Ioun Stone: Dusty Rose* (416gp); *Drums of Panic* (2500gp); *Figurine of Wondrous Power: Ivory Goats* (1750gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 157 gp, C: 100 gp, M: 573 gp – Total: 830 gp (450 gp).

APL 4: L: 90 gp, C: 100 gp, M: 1165 gp – Total: 1355 gp (650 gp).

APL 6: L: 153 gp, C: 100 gp, M: 2581 gp – Total: 2834 gp (900 gp).

APL 8: L: 232 gp, C: 100 gp, M: 3442 gp – Total: 3765 gp (1,300 gp).

APL 10: L: 90 gp, C: 100 gp, M: 4775 gp – Total: 4965 gp (2,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special Items

Favor of Caswallon – In gratitude for your efforts to bring the situation in Geoff under control, Caswallon favors you with the items at his disposal. He gives the PCs access to his arsenal of Giant and Orc bane weapons, hoarded during the war with the Giants to be used by his people. PCs now have access to the Giant bane and Orc bane weapon upgrades. However, they may only be used on Bows, Scythes, Scimitars, Sickles, and Spears. In addition he gives them a walnut that when cracked (full round action) will cast Summon Nature's Ally III one time (Caster Level 7th).

Favor of the Old Faith – For bringing the Voice of the Dead to the Old Faith instead of Caswallon, they are very grateful. The Druids will give the PC a half price Reincarnation one time. In addition, the PC may use the Ways of the World twice to get where they are going faster then before. The favor allows the PC to subtract 1 TU from a Meta Org cost OR from extra TU's spent on a module each time the favor is used. Once it has been used twice, the PC can no longer use the Ways at will but the Reincarnation price reduction remains.

Enmity of the Old Faith – You again took a sacred artifact to Caswallon. All charisma based skill checks against an NPC member of the Old Faith suffers a –4 circumstance penalty.

Thanks of the Voice – For rescuing the Voice of the Dead, the PC is granted a 1 time use free Speak with Dead as long as the PC is in Geoff at the time it is to be used.

AR Items

APL 2 & 4

- Feather Token: Swan Boat 450gp DMG
- Feather Token: Bird 300gp DMG
- Horn of Fog 2,000gp DMG
- Ioun Stone – Clear 4,000gp DMG

APL 6 & 8

- Figurine of Wondrous Power – Bronze Griffin 10,000gp DMG
- Ioun Stone – Dusty Rose 5,000gp DMG

APL 10

- Drums of Panic – 30,000gp DMG
- Figurine of Wondrous Power – Ivory Goats 21,000gp DMG

APPENDIX 1 – ENCOUNTER 1, THE FEY

APL 2

PETAL (3) **CR 1**

Female Fey
NG Tiny Fey
Init +9; **Senses** Listen +4, Spot +4
Languages Common, Sylvan

AC 17, touch 17, flat-footed 12
(+2 size, +5 Dex)
hp 6 (1 HD); DR 5/cold iron
Fort +2, **Ref** +7, **Will** +2

Speed base movement 15 ft. (3 squares), fly 60 ft. (good)

Melee dagger +7 (1d2-4/19-20x2)

Space 2½ ft.; **Reach** 0 ft.

Base Atk +0; **Grp** -12

Atk Options Sleep song

Abilities Str 3, Dex 20, Con 15, Int 15, Wis 10, Cha 18

Feats Improved Initiative, Weapon Finesse

Skills Craft (flower arranging) +6, Escape Artist +9, Hide +17, Knowledge (nature) +6, Listen +4, Move Silently +9, Spot +4, Tumble +9

Sleep Songs (Su): Petals can sing two kinds of songs that deal no damage but can lull a creature into a state of relaxation or sleep.

Lullaby: Any creature within a 20' radius that fails a DC 14 Will save is affected as though by a lullaby spell. A creature that successfully saves cannot be affected by that petal's lullaby song for 24 hours. The save DC is Charisma-based.

Sleep: This song requires two or more petals separated by no more than 100' to be singing in unison. Any creatures within 100' of either singer that hears the song must succeed on a DC 17 Will save or be affected as though by a sleep spell. A creature that successfully saves cannot be affected by those petals' sleep song for 24 hours. The save DC is Charisma-based.

Description

Monster Manual III, p. 120

APL 4

PETAL (5) **CR 1**

Female Fey
NG Tiny Fey
Init +9; **Senses** Listen +4, Spot +4
Languages Common, Sylvan

AC 17, touch 17, flat-footed 12
(+2 size, +5 Dex)
hp 6 (1 HD); DR 5/cold iron
Fort +2, **Ref** +7, **Will** +2

Speed base movement 15 ft. (3 squares), fly 60 ft. (good)

Melee dagger +7 (1d2-4/19-20x2)

Space 2½ ft.; **Reach** 0 ft.

Base Atk +0; **Grp** -12

Atk Options Sleep song

Abilities Str 3, Dex 20, Con 15, Int 15, Wis 10, Cha 18

Feats Improved Initiative, Weapon Finesse

Skills Craft (flower arranging) +6, Escape Artist +9, Hide +17, Knowledge (nature) +6, Listen +4, Move Silently +9, Spot +4, Tumble +9

Sleep Songs (Su): Petals can sing two kinds of songs that deal no damage but can lull a creature into a state of relaxation or sleep.

Lullaby: Any creature within a 20' radius that fails a DC 14 Will save is affected as though by a lullaby spell. A creature that successfully saves cannot be affected by that petal's lullaby song for 24 hours. The save DC is Charisma-based.

Sleep: This song requires two or more petals separated by no more than 100' to be singing in unison. Any creatures within 100' of either singer that hears the song must succeed on a DC 17 Will save or be affected as though by a sleep spell. A creature that successfully saves cannot be affected by those petals' sleep song for 24 hours. The save DC is Charisma-based.

Description

Monster Manual III, p. 120

APL 6

PETAL (7) **CR 1**

Female Fey
NG Tiny Fey
Init +9; **Senses** Listen +4, Spot +4
Languages Common, Sylvan

AC 17, touch 17, flat-footed 12
(+2 size, +5 Dex)

hp 6 (1 HD); DR 5/cold iron

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

Speed base movement 15 ft. (3 squares), fly 60 ft. (good)

Melee dagger +7 (1d2-4/19-20x2)

Space 2½ ft.; **Reach** 0 ft.

Base Atk +0; **Grp** -12

Atk Options Sleep song

Abilities Str 3, Dex 20, Con 15, Int 15, Wis 10, Cha 18

Feats Improved Initiative, Weapon Finesse

Skills Craft (flower arranging) +6, Escape Artist +9, Hide +17, Knowledge (nature) +6, Listen +4, Move Silently +9, Spot +4, Tumble +9

Sleep Songs (Su): Petals can sing two kinds of songs that deal no damage but can lull a creature into a state of relaxation or sleep.

Lullaby: Any creature within a 20' radius that fails a DC 14 Will save is affected as though by a lullaby spell. A creature that successfully saves cannot be affected by that petal's lullaby song for 24 hours. The save DC is Charisma-based.

Sleep: This song requires two or more petals separated by no more than 100' to be singing in unison. Any creatures within 100' of either singer that hears the

song must succeed on a DC 17 Will save or be affected as though by a sleep spell. A creature that successfully saves cannot be affected by those petals' sleep song for 24 hours. The save DC is Charisma-based.

Description

Monster Manual III, p. 120

APL 8**PETAL (7)****CR 1**

Female Fey

NG Tiny Fey

Init +9; **Senses** Listen +4, Spot +4

Languages Common, Sylvan

AC 17, touch 17, flat-footed 12

(+2 size, +5 Dex)

hp 6 (1 HD); DR 5/cold iron

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

Speed base movement 15 ft. (3 squares), fly 60 ft. (good)

Melee dagger +7 (1d2-4/19-20x2)

Space 2½ ft.; **Reach** 0 ft.

Base Atk +0; **Grp** -12

Atk Options Sleep song

Abilities Str 3, Dex 20, Con 15, Int 15, Wis 10, Cha 18

Feats Improved Initiative, Weapon Finesse

Skills Craft (flower arranging) +6, Escape Artist +9, Hide +17, Knowledge (nature) +6, Listen +4, Move Silently +9, Spot +4, Tumble +9

Sleep Songs (Su): Petals can sing two kinds of songs that deal no damage but can lull a creature into a state of relaxation or sleep.

Lullaby: Any creature within a 20' radius that fails a DC 14 Will save is affected as though by a lullaby spell. A creature that successfully saves cannot be affected by that petal's lullaby song for 24 hours. The save DC is Charisma-based.

Sleep: This song requires two or more petals separated by no more than 100' to be singing in unison. Any creatures within 100' of either singer that hears the song must succeed on a DC 17 Will save or be affected as though by a sleep spell. A creature that successfully saves cannot be affected by those petals' sleep song for 24 hours. The save DC is Charisma-based.

Description

Monster Manual III, p. 120

THORN**CR 4**

Male Fey

NG Small Fey

Init +6; **Senses** Listen +9, Spot +9

Languages Common, Sylvan

AC 19, touch 13, flat-footed 17

(+1 size, +2 Dex, +2 armor, +1 shield, +3 natural)

hp 36 (6 HD); DR 5/cold iron

Fort +4, **Ref** +7, **Will** +5

Speed 20 ft. in leaf leather armor (4 squares), base movement 20 ft.

Melee thorn longsword +8 (1d6+3/19-20x2)

Ranged longbow +6 (1d6/x3)

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

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

Atk Options sleep arrows, sneak attack +2d6

Abilities Str 16, Dex 15, Con 15, Int 10, Wis 10, Cha 13

Feats Improved Initiative, Stealthy, Weapon Focus (longsword)

Skills Diplomacy +3, Hide +17, Listen +9, Move Silently +13, Search +9, Sense Motive +9, Spot +9, Survival +0 (+2 following tracks)

Sleep Arrows (Ex): Thorns carry the sleep arrows commonly used by pixies. Any opponent struck by one of these arrows, regardless of Hit Dice, must succeed on a DC 16 Fortitude save or be affected as though by a sleep spell. The save DC is Charisma-based and includes a +2 racial bonus.

Sneak Attack (Ex): A thorn can sneak attack as a rogue, gaining an extra 2d6 points of damage on a successful sneak attack.

Description

Monster Manual III, p. 172

APL 10**PETAL (7)****CR 1**

Female Fey

NG Tiny Fey

Init +9; **Senses** Listen +4, Spot +4

Languages Common, Sylvan

AC 17, touch 17, flat-footed 12

(+2 size, +5 Dex)

hp 6 (1 HD); DR 5/cold iron

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

Speed base movement 15 ft., fly 60 ft. (good)

Melee dagger +7 (1d2-4/19-20x2)

Space 2½ ft.; **Reach** 0 ft.

Base Atk +0; **Grp** -12

Atk Options Sleep song

Abilities Str 3, Dex 20, Con 15, Int 15, Wis 10, Cha 18

Feats Improved Initiative, Weapon Finesse

Skills Craft (flower arranging) +6, Escape Artist +9, Hide +17, Knowledge (nature) +6, Listen +4, Move Silently +9, Spot +4, Tumble +9

Sleep Songs (Su): Petals can sing two kinds of songs that deal no damage but can lull a creature into a state of relaxation or sleep.

Lullaby: Any creature within a 20' radius that fails a DC 14 Will save is affected as though by a lullaby spell. A creature that successfully saves cannot be affected by that petal's lullaby song for 24 hours. The save DC is Charisma-based.

Sleep: This song requires two or more petals separated by no more than 100' to be singing in unison. Any creatures within 100' of either singer that hears the song must succeed on a DC 17 Will save or be affected as though by a sleep spell. A creature that successfully saves cannot be affected by those petals' sleep song for 24 hours. The save DC is Charisma-based.

Description

Monster Manual III, p. 120

THORN (3)**CR 4**

Male Fey

NG Small Fey

Init +6; **Senses** Listen +9, Spot +9

Languages Common, Sylvan

AC 19, touch 13, flat-footed 17

(+1 size, +2 Dex, +2 armor, +1 shield, +3 natural)

hp 36 (6 HD); DR 5/cold iron

Fort +4, **Ref** +7, **Will** +5

Speed 20 ft. in leaf leather armor (4 squares), base movement 20 ft.

Melee thorn longsword +8 (1d6+3/19-20x2)

Ranged longbow +6 (1d6/x3)

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

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

Atk Options sleep arrows, sneak attack +2d6

Abilities Str 16, Dex 15, Con 15, Int 10, Wis 10, Cha 13

Feats Improved Initiative, Stealthy, Weapon Focus (longsword)

Skills Diplomacy +3, Hide +17, Listen +9, Move Silently +13, Search +9, Sense Motive +9, Spot +9, Survival +0 (+2 following tracks)

Sleep Arrows (Ex): Thorns carry the sleep arrows commonly used by pixies. Any opponent struck by one of these arrows, regardless of Hit Dice, must succeed on a DC 16 Fortitude save or be affected as though by a sleep spell. The save DC is Charisma-based and includes a +2 racial bonus.

Sneak Attack (Ex): A thorn can sneak attack as a rogue, gaining an extra 2d6 points of damage on a successful sneak attack.

Description

Monster Manual III, p. 172

APPENDIX 2 – ENCOUNTER 1, THE BRIGANDS

APL 2

DYLAN CR 2

Male Human Fighter 2

NE medium human (flan)

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

Languages Common, Flan

AC 17, touch 11, flat-footed 16
(+1 Dex, +4 armor, +2 shield)

hp 20 (2 HD)

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

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

Melee masterwork longsword +6 (1d8+2/19-20x2) or dagger +4 (1d4+2/19-20x2)

Ranged longbow +3 (1d8/x3)

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

Base Atk +2; **Grp** +4

Combat Gear 20 arrows, potion of cure light wounds

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

Feats Improved Initiative, Iron Will, Power Attack, Weapon Focus (longsword)

Skills Climb +5, Handle Animal +1, Intimidate +4, Jump +5, Ride +3, Swim -1

Possessions combat gear plus 3 daggers, 2 masterwork skill kits (listen, spot)

Description

PHB

ALDRYTH AND CERYs CR 2

Male and female human ranger 2

N Medium Human (flan)

Init +2; **Senses** Listen +6, Spot +6

Languages Common, Flan

AC 16, touch 12, flat-footed 14
(+2 Dex, +4 armor)

hp 18 (2 HD)

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

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

Melee scimitar +3 (1d6+1/18-20x2) or punch dagger +3 (1d4+1/x3)

Ranged masterwork mighty longbow +5 (1d8+1/x3) or masterwork mighty longbow +3/+3 (1d8+1/x3)

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

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

Atk Options point blank shot, rapid shot

Combat Gear 40 arrows, potion of cure light wounds, 10 cold iron arrows (each)

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

Feats Point Blank Shot, Precise Shot, Rapid Shot, Track

Skills Handle Animal +3, Hide +6, Knowledge (nature) +1, Listen +6, Move Silently +6, Spot +6, Survival +4

Possessions combat gear

Wild Empathy (Ex) You can make a check (1d20+2) to improve the attitude of an animal. You must be within 30 ft. of the animal, and it generally takes one minute to perform the action.

Favored Enemy You have certain types of enemies that you have extensive information about. Against these creatures, you gain the listed bonus to Bluff, Listen, Sense Motive, Spot, and Survival checks, as well as weapon damage rolls.

Aldryth – humanoid(dwarf) +2 bonus

Cerys – humanoid (elf) +2 bonus

Description

PHB

APL 4

DYLAN CR 4

Male Human Fighter 4

NE medium human (flan)

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

Languages Common, Flan

AC 19, touch 13, flat-footed 18
(+1 Dex, +4 armor, +2 shield, +2 deflection)

hp 39 (4 HD)

Fort +6, **Ref** +2, **Will** +3

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

Melee +1 longsword +9 (1d8+3/19-20x2) or dagger +7 (1d4+3/19-20x2)

Ranged mighty masterwork longbow +6 (1d8+3/x3)

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

Base Atk +4; **Grp** +7

Combat Gear 20 arrows, antitoxin, potion of cure light wounds, potion of shield of faith +2 (used)

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

Feats Cleave, Combat Reflexes, Improved Initiative, Iron Will, Power Attack, Weapon Focus (longsword)

Skills Climb +6, Handle Animal +1, Intimidate +8, Jump +6, Knowledge (religion) +3, Ride +3, Swim +0

Possessions combat gear plus 3 daggers, 2 masterwork skill kits (listen, spot)

Description

PHB

ALDRYTH AND CERYs CR 4

Male and female human ranger 4

N Medium Human (flan)

Init +2; **Senses** Listen +10, Spot +10

Languages Common, Flan, Sylvan

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

hp 34 (4 HD)

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

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

Melee scimitar +5 (1d6+1/18-20x2) or punch dagger +5 (1d4+1/x3)

Ranged +1 mighty longbow +9 (1d8+1/x3) or +1 mighty longbow +7/+7 (1d8+1/x3)

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

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

Atk Options point blank shot, rapid shot

Combat Gear antitoxin, 40 arrows, potion of cure moderate wounds, 10 cold iron arrows (each)

Ranger Spells Prepared (CL 2nd):

1st—Arrowmind

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

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

Skills Handle Animal +3, Hide +9, Knowledge (nature) +1, Listen +10, Move Silently +9, Spot +10, Survival +6

Possessions combat gear plus 2 masterwork skill kits (listen, spot) (each)

Wild Empathy (Ex) You can make a check (1d20+4) to improve the attitude of an animal. You must be within 30 ft. of the animal, and it generally takes one minute to perform the action.

Favored Enemy You have certain types of enemies that you have extensive information about. Against these creatures, you gain the listed bonus to Bluff, Listen, Sense Motive, Spot, and Survival checks, as well as weapon damage rolls.

Aldryth – humanoid (dwarf) +2 bonus

Cerys – humanoid (elf) +2 bonus

Description

PHB

APL 6

DYLAN

CR 6

Male Human Fighter 6

NE medium human (flan)

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

Languages Common, Flan

AC 19, touch 13, flat-footed 18

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

hp 57 (6 HD)

Fort +7, **Ref** +3, **Will** +4

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

Melee +1 scythe +11/+6 (2d4+5/x4) or dagger +9/+4 (1d4+3/19-20x2)

Ranged mighty masterwork longbow +8/+3 (1d8+3/x3)

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

Base Atk +6; **Grp** +9

Combat Gear 20 arrows, antitoxin, potion of cure serious wounds, potion of shield of faith +2 (used), potion of barkskin +2 (used)

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

Feats Cleave, Close Quarters Fighting, Combat Reflexes, Improved Initiative, Iron Will, Power Attack, True Believer, Weapon Focus (scythe)

Skills Climb +9, Handle Animal +1, Intimidate +10, Jump +11, Knowledge (religion) +5, Ride +3, Swim +4

Possessions combat gear plus 3 daggers, 2 masterwork skill kits (listen, spot)

Description

PHB

ALDRYTH AND CERYS

CR 6

Male and female human ranger 6

N Medium Human (flan)

Init +3; **Senses** Listen +12, Spot +12

Languages Common, Flan, Sylvan

AC 17, touch 13, flat-footed 14

(+3 Dex, +4 armor)

hp 50 (6 HD)

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

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

Melee scimitar +7/+2 (1d6+1/18-20x2) or punch dagger +7/+2 (1d4+1/x3)

Ranged +1 mighty longbow +11/+6 (1d8+2/x3) or +1 mighty longbow +9/+9/+4 (1d8+2/x3)

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

Base Atk +6; **Grp** +7

Atk Options multishot, point blank shot, rapid shot

Combat Gear antitoxin, 40 arrows, potion of cure serious wounds, 10 cold iron arrows (each)

Ranger Spells Prepared (CL 3rd):

1st—Arrowmind x2

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

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

Skills Handle Animal +5, Hide +11, Knowledge (nature) +1, Listen +12, Move Silently +9, Spot +12, Survival +8

Possessions combat gear plus 2 masterwork skill kits (listen, spot), vest of resistance +1 (each)

Wild Empathy (Ex) You can make a check (1d20+4) to improve the attitude of an animal. You must be within 30 ft. of the animal, and it generally takes one minute to perform the action.

Favored Enemy You have certain types of enemies that you have extensive information about. Against these creatures, you gain the listed bonus to Bluff, Listen, Sense Motive, Spot, and Survival checks, as well as weapon damage rolls.

Aldryth – humanoid (dwarf) +4 bonus, humanoid (human) +2 bonus

Cerys – humanoid (elf) +4 bonus, humanoid (human) +2 bonus

Animal Companions Both rangers have wolves as their animal companions.

Description

PHB

WOLF ANIMAL COMPANION (2)

CR -

Male and female wolves

N Medium animal

Init +7; **Senses** Listen +5, Spot +5

Languages None

AC 23, touch 13, flat-footed 20
(+3 Dex, +4 armor, +6 natural)

hp 54 (6 HD)

Resist evasion

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

Speed 50 ft. in chain shirt barding (10 squares), base movement 50 ft.

Melee bite +7 (1d8+2/x2)

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

Base Atk +4; **Grp** +6

Atk Options trip

Abilities Str 15, Dex 17, Con 16, Int 2, Wis 12, Cha 6

Feats Improved Initiative, Improved Natural Attack (bite), Track, Weapon Focus (bite)

Skills Hide +1, Listen +5, Move Silently +2, Spot +5, Survival +1

Link (Ex) A ranger can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The ranger gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Share Spells (Ex) See the PHB, p. 36

Devotion (Ex) An animal companion's devotion to its master is so complete that it gains a +4 morale bonus on Will saves against enchantment spells and effects.

Trip (Ex) A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills Wolves have a +4 racial bonus on Survival checks when tracking by scent.

Description

MM p.283, **PHB**

APL 8

DYLAN

CR 8

Male Human Fighter 6/Pious Templar 2 (Nerull)
NE medium human (flan)

Init +5; **Senses** Listen +3, Spot +3

Languages Common, Flan

AC 24, touch 17, flat-footed 21

(+3 Dex, +5 armor, +4 deflection, +2 natural)

hp 75 (8 HD)

Resist mettle

Fort +10, **Ref** +5, **Will** +8

Speed 30 ft. in +1 mithral chain shirt (6 squares), base movement 30 ft.

Melee +1 scythe +14/+9 (2d4+7/x4) or dagger +12/+7 (1d4+4/19-20x2)

Ranged mighty masterwork longbow +12/+7 (1d8+4/x3)

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

Base Atk +8; **Grp** +12

Combat Gear 20 arrows, antitoxin, potion of cure serious wounds, potion of shield of faith +4 (used), potion of barkskin +2 (used), potion of cat's grace (used)

Pious Templar Spells Prepared (CL 2nd):

1st—corrupt weapon, cure light wounds

Abilities Str 18, Dex 13 (17 with *cat's grace*), Con 14, Int 12, Wis 12, Cha 8

Feats Cleave, Close Quarters Fighting, Combat Reflexes, Improved Initiative, Iron Will, Power Attack, True Believer, Weapon Focus (scythe)

Skills Climb +10, Handle Animal +1, Intimidate +10, Jump +15, Knowledge (religion) +10, Ride +5, Swim +5

Possessions combat gear plus 3 daggers, 2 masterwork skill kits (listen, spot), gauntlets of ogre power, periapt of wisdom +2

Smite (Su) 1/day, +4 to hit, +2 damage

Description

PHB

ALDRYTH AND CERYs

CR 8

Male and female human ranger 7/beastmaster 1

N Medium Human (flan)

Init +5; **Senses** Listen +12, Spot +13

Languages Common, Flan, Sylvan

AC 23, touch 17, flat-footed 18

(+5 Dex, +4 armor, +2 deflection, +2 natural)

hp 67 (8 HD)

Fort +10, **Ref** +13, **Will** +4

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

Melee scimitar +9/+4 (1d6+1/18-20x2) or punch dagger +9/+4 (1d4+1/x3)

Ranged +1 mighty longbow +14/+9 (1d8+2/x3) or +1 mighty longbow +12/+12/+7 (1d8+2/x3)

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

Base Atk +8; **Grp** +9

Atk Options multishot, point blank shot, rapid shot

Combat Gear antitoxin, 40 arrows, potion of cure serious wounds, 10 cold iron arrows, 2 potions of shield of faith +2 (used), 2 potions of barkskin +2 (used), 2 potions of cat's grace (used) (each)

Ranger Spells Prepared (CL 3rd):

1st—Arrowmind x2

Abilities Str 13, Dex 16 (20 with *cat's grace*), Con 14, Int 8, Wis 12, Cha 10

Feats Natural Bond, Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus (handle animal), Track

Skills Handle Animal +11, Hide +14, Knowledge (nature) +7, Listen +12, Move Silently +15, Spot +13, Survival +8

Possessions combat gear plus 2 masterwork skill kits (listen, spot), vest of resistance +1 (each)

Wild Empathy (Ex) You can make a check (1d20+4) to improve the attitude of an animal. You must be within 30 ft. of the animal, and it generally takes one minute to perform the action.

Favored Enemy You have certain types of enemies that you have extensive information about. Against these creatures, you gain the listed bonus to Bluff, Listen, Sense Motive, Spot, and Survival checks, as well as weapon damage rolls.

Aldryth – humanoid (dwarf) +4 bonus, humanoid (human) +2 bonus
Cerys – humanoid (elf) +4 bonus, humanoid (human) +2 bonus
Animal Companions Both rangers have wolves as their animal companions.

Description
PHB

WOLF ANIMAL COMPANION (2) **CR -**
Male and female wolves
N Medium animal
Init +10; **Senses** Listen +6, Spot +6
Languages None

AC 32, touch 18, flat-footed 26
(+6 Dex, +4 armor, +2 deflection, +10 natural)
hp 72 (8 HD)
Resist evasion
Fort +9, **Ref** +12, **Will** +3

Speed 50 ft. in mithral chain shirt barding (10 squares), base movement 50 ft.
Melee bite +10/+5 (1d8+3/x2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +9
Atk Options trip

Abilities Str 17, Dex 18 (22 with *cat's grace*), Con 16, Int 2, Wis 12, Cha 6
Feats Improved Initiative, Improved Natural Attack (bite), Multiattack, Track, Weapon Focus (bite)
Skills Hide +3, Listen +6, Move Silently +4, Spot +6, Survival +1

Link (Ex) A ranger can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The ranger gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Share Spells (Ex) See the PHB, p. 36

Devotion (Ex) An animal companion's devotion to its master is so complete that it gains a +4 morale bonus on Will saves against enchantment spells and effects.

Trip (Ex) A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills Wolves have a +4 racial bonus on Survival checks when tracking by scent.

Description
MM p.283, PHB

APL 10

DYLAN **CR 10**
Male Human Fighter 6/Pious Templar 4 (Nerull)
NE medium human (flan)
Init +5; **Senses** Listen +3, Spot +3
Languages Common, Flan

AC 27, touch 18, flat-footed 24
(+3 Dex, +5 armor, +5 deflection, +4 natural)
hp 113 (10 HD)
Resist DR 1/-, mettle
Fort +16, **Ref** +9, **Will** +12

Speed 30 ft. in +1 mithral chain shirt (6 squares), base movement 30 ft.

Melee +1 scythe +18/+13 (2d4+11/19-20x4) or dagger +16/+11 (1d4+6/19-20x2)

Ranged +1 masterwork longbow +14/+9 (1d8+5/x3)

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

Base Atk +10; **Grp** +14

Combat Gear 20 arrows, antitoxin, potion of cure serious wounds, potion of shield of faith +5 (used), potion of barkskin +4 (used), potion of cat's grace (used), potion of bear's endurance (used)

Pious Templar Spells Prepared (CL 4th):

2nd—cure moderate wounds

1st—corrupt weapon, cure light wounds

Abilities Str 18, Dex 13 (17 with *cat's grace*), Con 14 (18 with bear's endurance), Int 12, Wis 12, Cha 8

Feats Cleave, Close Quarters Fighting, Combat Reflexes, Improved Critical (scythe), Improved Initiative, Iron Will, Martial Weapon Mastery (piercing), Power Attack, True Believer, Weapon Focus (scythe), Weapon Specialization (scythe)

Skills Climb +12, Handle Animal +1, Intimidate +10, Jump +17, Knowledge (religion) +14, Ride +4, Swim +5

Possessions combat gear plus 3 daggers, 2 masterwork skill kits (listen, spot), gauntlets of ogre power, periapt of wisdom +2, vest of resistance +3

Smite (Su) 1/day, +4 to hit, +4 damage

Description
PHB

ALDRYTH AND CERYs **CR 10**
Male and female human ranger 8/beastmaster 2
N Medium Human (flan)
Init +5; **Senses** Listen +19, Spot +19
Languages Common, Flan, Sylvan

AC 29, touch 20, flat-footed 24
(+5 Dex, +5 armor, +5 deflection, +4 natural)
hp 104 (10 HD)
Fort +15, **Ref** +16, **Will** +6

Speed 30 ft. in +1 mithral chain shirt (6 squares), base movement 30 ft.

Melee scimitar +12/+7 (1d6+2/18-20x2) or punch dagger +12/+7 (1d4+2/x3)

Ranged +1 mighty longbow +17/+12 (1d8+2/x3) or +1 mighty longbow +15/+15/+10 (1d8+2/x3)

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

Base Atk +10; **Grp** +12

Atk Options multishot, point blank shot, rapid shot

Combat Gear antitoxin, 40 arrows, potion of cure serious wounds, 10 cold iron arrows, 2 potions of shield of faith +5 (used), 2 potions of barkskin +4 (used), 2 potions of cat's grace (used) (each)

Ranger Spells Prepared (CL 4th):

2nd—Bear's Endurance ‡

1st—Arrowmind x2

‡ Already cast

Abilities Str 14, Dex 16 (20 with *cat's grace*), Con 14 (18 with *bear's endurance*), Int 8, Wis 14, Cha 10

Feats Alertness, Natural Bond, Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus (handle animal), Track, Weapon Focus (longbow)

Skills Handle Animal +11, Hide +16, Knowledge (nature) +7, Listen +19, Move Silently +16, Spot +19, Survival +8

Possessions combat gear plus 2 masterwork skill kits (listen, spot), vest of resistance +2, periapt of wisdom +2 (each)

Wild Empathy (Ex) You can make a check (1d20+4) to improve the attitude of an animal. You must be within 30 ft. of the animal, and it generally takes one minute to perform the action.

Favored Enemy You have certain types of enemies that you have extensive information about. Against these creatures, you gain the listed bonus to Bluff, Listen, Sense Motive, Spot, and Survival checks, as well as weapon damage rolls.

Aldryth – humanoid (dwarf) +4 bonus, humanoid (human) +2 bonus

Cerys – humanoid (elf) +4 bonus, humanoid (human) +2 bonus

Animal Companions Both rangers have wolves as their animal companions.

Description

PHB

WOLF ANIMAL COMPANION (2)

CR -

Male and female wolves

N Medium animal

Init +10; **Senses** Listen +7, Spot +7

Languages None

AC 39, touch 21, flat-footed 33

(+6 Dex, +4 armor, +5 deflection, +14 natural)

hp 110 (10 HD)

Resist evasion

Fort +12, **Ref** +13, **Will** +4

Speed 50 ft. in mithral chain shirt barding (10 squares), base movement 50 ft.

Melee bite +12/+7 (1d8+4/x2)

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

Base Atk +7; **Grp** +11

Atk Options trip

Abilities Str 18, Dex 19 (23 with *cat's grace*), Con 16 (20 with *bear's endurance*), Int 2, Wis 12, Cha 6

Feats Cleave, Improved Initiative, Improved Natural Attack (bite), Multiattack, Track, Weapon Focus (bite)

Skills Hide +3, Listen +7, Move Silently +4, Spot +7, Survival +1

Link (Ex) A ranger can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The ranger gains a +4 circumstance bonus on all wild

empathy checks and Handle Animal checks made regarding an animal companion.

Share Spells (Ex) See the PHB, p. 36

Devotion (Ex) An animal companion's devotion to its master is so complete that it gains a +4 morale bonus on Will saves against enchantment spells and effects.

Trip (Ex) A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills Wolves have a +4 racial bonus on Survival checks when tracking by scent.

Description

MM p.283, PHB

APPENDIX 3 - ENCOUNTER FIVE

APL 2

STORM ELEMENTAL

CR 2

N Small elemental (air, extraplanar)

Init +2; **Senses** Listen +4, Spot +5, darkvision 60 ft.

Languages Auran

AC 14, touch 13, flat-footed 12

(+1 size, +2 Dex, +1 natural)

hp 14 (2 HD)

Immune elemental traits, see below

Fort +1, **Ref** +5, **Will** +0

Speed 20 ft. (4 squares), fly 40 ft. (perfect)

Melee slam +4 (1d4/x2 plus 1d4 electricity)

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

Base Atk +1; **Grp** -3

Atk Options Shock, thunder and lightning

Abilities Str 10, Dex 15, Con 12, Int 4, Wis 11, Cha 11

SQ Air mastery, darkvision 60 ft., electrical and sonic healing, elemental traits

Feats Alertness, Weapon Finesse^B

Skills Listen +4, Spot +5

Air Mastery (Ex): Airborne creatures take a -1 penalty on attack and damage rolls against a storm elemental.

Shock (Su): Once per round as a free action, a storm elemental can deliver an electrical shock to a single opponent within 10 ft. This attack deals 1d4 nonlethal electricity damage to living opponents (DC 12 Fort save for half). The save DC is Constitution-based.

Thunder and Lightning (Su): Once per minute as a full-round action, a storm elemental can emit a blast of thunder coupled with a bolt of lightning.

The thunder deals 1d6 sonic damage to all creatures within 60 ft of the storm elemental (DC 12 Fort save for half damage).

The lightning is a 120 ft line that deals 2d6 electricity damage (DC 12 Ref save for half damage).

Electricity and Sonic Healing (Ex): Storm elementals take no damage from electricity and sonic attacks. Instead, any electricity attack or sonic attack used against a storm elemental heals 1 point of damage for every 3 points of damage the attack would otherwise deal. The storm elemental cannot heal hit points by attacking itself.

Description

Monster Manual III, p. 48

APL 4

STORM ELEMENTAL

CR 4

N Medium elemental (air, extraplanar)

Init +5; **Senses** Listen +5, Spot +6, darkvision 60 ft.

Languages Auran

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 natural)

hp 32 (4 HD)

Immune elemental traits, see below

Fort +3, **Ref** +5, **Will** +1

Speed 30 ft. (6 squares), fly 60 ft. (perfect)

Melee slam +5 (1d6+2/x2 plus 1d6 electricity)

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

Base Atk +3; **Grp** +5

Atk Options Shock, thunder and lightning

Abilities Str 14, Dex 13, Con 14, Int 4, Wis 11, Cha 11

SQ Air mastery, darkvision 60 ft., electrical and sonic healing, elemental traits

Feats Alertness, Improved Initiative

Skills Listen +5, Spot +6

Air Mastery (Ex): Airborne creatures take a -1 penalty on attack and damage rolls against a storm elemental.

Shock (Su): Once per round as a free action, a storm elemental can deliver an electrical shock to a single opponent within 10 ft. This attack deals 2d4 nonlethal electricity damage to living opponents (DC 14 Fort save for half). The save DC is Constitution-based.

Thunder and Lightning (Su): Once per minute as a full-round action, a storm elemental can emit a blast of thunder coupled with a bolt of lightning.

The thunder deals 1d6 sonic damage to all creatures within 60 ft of the storm elemental (DC 14 Fort save for half damage).

The lightning is a 120 ft line that deals 2d6 electricity damage (DC 14 Ref save for half damage).

Electricity and Sonic Healing (Ex): Storm elementals take no damage from electricity and sonic attacks. Instead, any electricity attack or sonic attack used against a storm elemental heals 1 point of damage for every 3 points of damage the attack would otherwise deal. The storm elemental cannot heal hit points by attacking itself.

Description

Monster Manual III, p. 48

APL 6

STORM ELEMENTAL

CR 6

N Large elemental (air, extraplanar)

Init +4; **Senses** Listen +7, Spot +8, darkvision 60 ft.

Languages Auran

AC 16, touch 9, flat-footed 16

(-1 size, +7 natural)

hp 80 (8 HD); **DR** 5/-

Immune elemental traits, see below

Fort +6, **Ref** +6, **Will** +2

Speed 40 ft. (8 squares), fly 80 ft. (perfect)

Melee 2 slams +11 each (1d8+6/x2 plus 1d8 electricity)

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

Base Atk +6; **Grp** +16

Atk Options Shock, thunder and lightning

Abilities Str 22, Dex 11, Con 18, Int 4, Wis 11, Cha 11

SQ Air mastery, darkvision 60 ft., electrical and sonic healing, elemental traits

Feats Alertness, Blind-Fight, Improved Initiative

Skills Listen +7, Spot +8

Air Mastery (Ex): Airborne creatures take a -1 penalty on attack and damage rolls against a storm elemental.

Shock (Su): Once per round as a free action, a storm elemental can deliver an electrical shock to a single opponent within 10 ft. This attack deals 4d4 nonlethal electricity damage to living opponents (DC 18 Fort save for half). The save DC is Constitution-based.

Thunder and Lightning (Su): Once per minute as a full-round action, a storm elemental can emit a blast of thunder coupled with a bolt of lightning.

The thunder deals 4d6 sonic damage to all creatures within 60 ft of the storm elemental (DC 18 Fort save for half damage).

The lightning is a 120 ft line that deals 8d6 electricity damage (DC 18 Ref save for half damage).

Electricity and Sonic Healing (Ex): Storm elementals take no damage from electricity and sonic attacks. Instead, any electricity attack or sonic attack used against a storm elemental heals 1 point of damage for every 3 points of damage the attack would otherwise deal. The storm elemental cannot heal hit points by attacking itself.

Description

Monster Manual III, p. 48

APL 8

STORM ELEMENTAL

CR 8

N Huge elemental (air, extraplanar)

Init +3; **Senses** Listen +11, Spot +12, darkvision 60 ft.

Languages Auran

AC 17, touch 7, flat-footed 17
(-2 size, -1 Dex, +10 natural)

hp 192 (16 HD); **DR** 5/-

Immune elemental traits, see below

Fort +11, **Ref** +11, **Will** +5

Speed 50 ft. (10 squares), fly 100 ft. (perfect)

Melee 2 slams +20 each (2d6+10/x2 plus 2d6 electricity)

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

Base Atk +12; **Grp** +30

Atk Options Shock, thunder and lightning

Abilities Str 30, Dex 9, Con 22, Int 6, Wis 11, Cha 11

SQ Air mastery, darkvision 60 ft., electrical and sonic healing, elemental traits

Feats Alertness, Blind-Fight, Cleave, Improved Initiative, Lightning Reflexes, Power Attack

Skills Listen +11, Spot +12

Air Mastery (Ex): Airborne creatures take a -1 penalty on attack and damage rolls against a storm elemental.

Shock (Su): Once per round as a free action, a storm elemental can deliver an electrical shock to a single opponent within 10 ft. This attack deals 8d4 nonlethal electricity damage to living opponents (DC 24 Fort save for half). The save DC is Constitution-based.

Thunder and Lightning (Su): Once per minute as a full-round action, a storm elemental can emit a blast of thunder coupled with a bolt of lightning.

The thunder deals 8d6 sonic damage to all creatures within 60 ft of the storm elemental (DC 24 Fort save for half damage).

The lightning is a 120 ft line that deals 16d6 electricity damage (DC 24 Ref save for half damage).

Electricity and Sonic Healing (Ex): Storm elementals take no damage from electricity and sonic attacks. Instead, any electricity attack or sonic attack used against a storm elemental heals 1 point of damage for every 3 points of damage the attack would otherwise deal. The storm elemental cannot heal hit points by attacking itself.

Description

Monster Manual III, p. 48

APL 10

GREATER STORM ELEMENTAL

CR 8

N Huge elemental (air, extraplanar)

Init +4; **Senses** Listen +14, Spot +14, darkvision 60 ft.

Languages Auran

AC 22, touch 8, flat-footed 22

(-2 size, +14 natural)

hp 252 (21 HD); **DR** 10/-

Immune elemental traits, see below

Fort +13, **Ref** +14, **Will** +7

Speed 50 ft. (10 squares), fly 100 ft. (perfect)

Melee 2 slams +24 each (3d6+11/x2 plus 2d6 electricity)

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

Base Atk +15; **Grp** +34

Atk Options Shock, thunder and lightning

Abilities Str 30, Dex 9, Con 22, Int 6, Wis 11, Cha 11

SQ Air mastery, darkvision 60 ft., electrical and sonic healing, elemental traits

Feats Alertness, Blind-Fight, Cleave, Great Cleave, Improved Initiative, Improved Natural Attack (slam), Lightning Reflexes, Power Attack

Skills Listen +14, Spot +14

Air Mastery (Ex): Airborne creatures take a -1 penalty on attack and damage rolls against a storm elemental.

Shock (Su): Once per round as a free action, a storm elemental can deliver an electrical shock to a single opponent within 10 ft. This attack deals 10d4 nonlethal electricity damage to living opponents (DC 26 Fort save for half). The save DC is Constitution-based.

Thunder and Lightning (Su): Once per minute as a full-round action, a storm elemental can emit a blast of thunder coupled with a bolt of lightning.

The thunder deals 10d6 sonic damage to all creatures within 60 ft of the storm elemental (DC 26 Fort save for half damage).

The lightning is a 120 ft line that deals 21d6 electricity damage (DC 26 Ref save for half damage).

Electricity and Sonic Healing (Ex): Storm elementals take no damage from electricity and sonic attacks.

Instead, any electricity attack or sonic attack used against a storm elemental heals 1 point of damage for every 3 points of damage the attack would otherwise deal. The storm elemental cannot heal hit points by attacking itself.

Description

Monster Manual III, p. 48

APPENDIX 4: ENCOUNTER 5 TRAPS

APL 2

JAVELIN TRAP

CR 2

Description Small pressure plate triggers javelins to fire our of a whole in the wall

Search DC 20; **Type** Mechanical

Trigger Pressure Plate, **Init** +6

Effect 1d6+4 Damage to any one target within 10'. Attk +16

Duration Instantaneous

Destruction n/a

Disarm 20

Dispel n/a

APL 4

POISON JAVELIN TRAP

CR 4

Description Small pressure plate triggers javelins to fire our of a whole in the wall

Search DC 23; **Type** Mechanical

Trigger Pressure Plate, **Init** +6

Effect 1d6+4 Damage to any one target within 10'. Attk +16; Con Poison DC 15 1d6/1d6

Duration Instantaneous

Destruction n/a

Disarm 23

Dispel n/a

APL 6

POISON JAVELIN TRAP

CR 4

Description Small pressure plate triggers javelins to fire our of a whole in the wall

Search DC 25; **Type** Mechanical

Trigger Pressure Plate, **Init** +6

Effect 1d6+4 Damage to any one target within 10'. Attk +16; Con Poison DC 17 1d6/1d6

Duration Instantaneous

Destruction n/a

Disarm 25

Dispel n/a

APL 8

POISON SPEAR TRAP

CR 6

Description Small pressure plate triggers spears to fire our of a whole in the wall

Search DC 27; **Type** Mechanical

Trigger Pressure Plate, **Init** +6

Effect 1d8+4 Damage to any one target within 10'. Attk +16; Con Poison DC 17 1d6/1d6

Duration Instantaneous

Destruction n/a

Disarm 27

Dispel n/a

APL 10

POISON SPEAR TRAP

CR 6

Description Small pressure plate triggers javelins to fire our of a whole in the wall

Search DC 29; **Type** Mechanical

Trigger Pressure Plate, **Init** +6

Effect 1d8+4 Damage to any one target within 10'. Attk +16; Con Poison DC 17 1d6/1d6

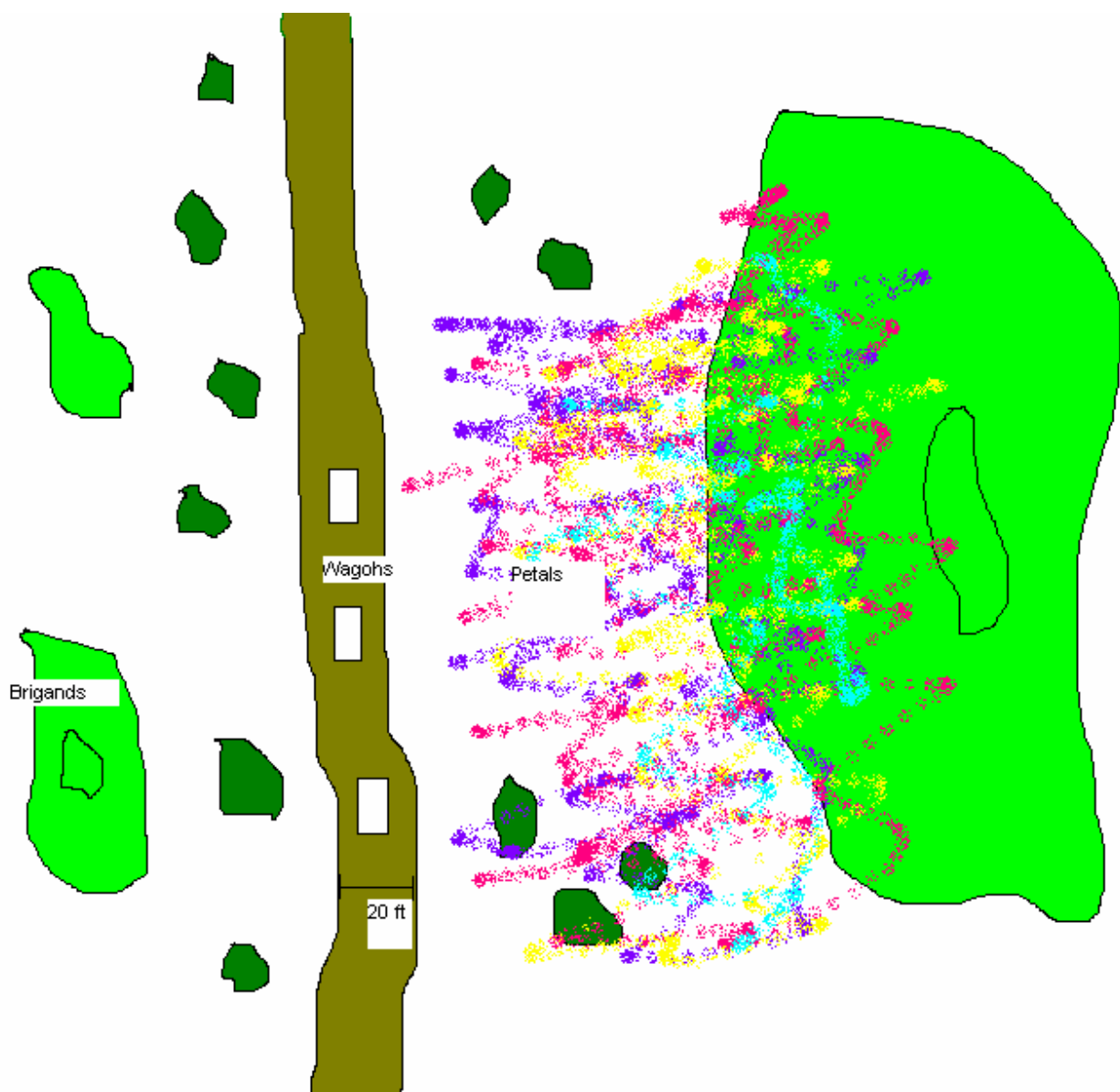
Duration Instantaneous

Destruction n/a

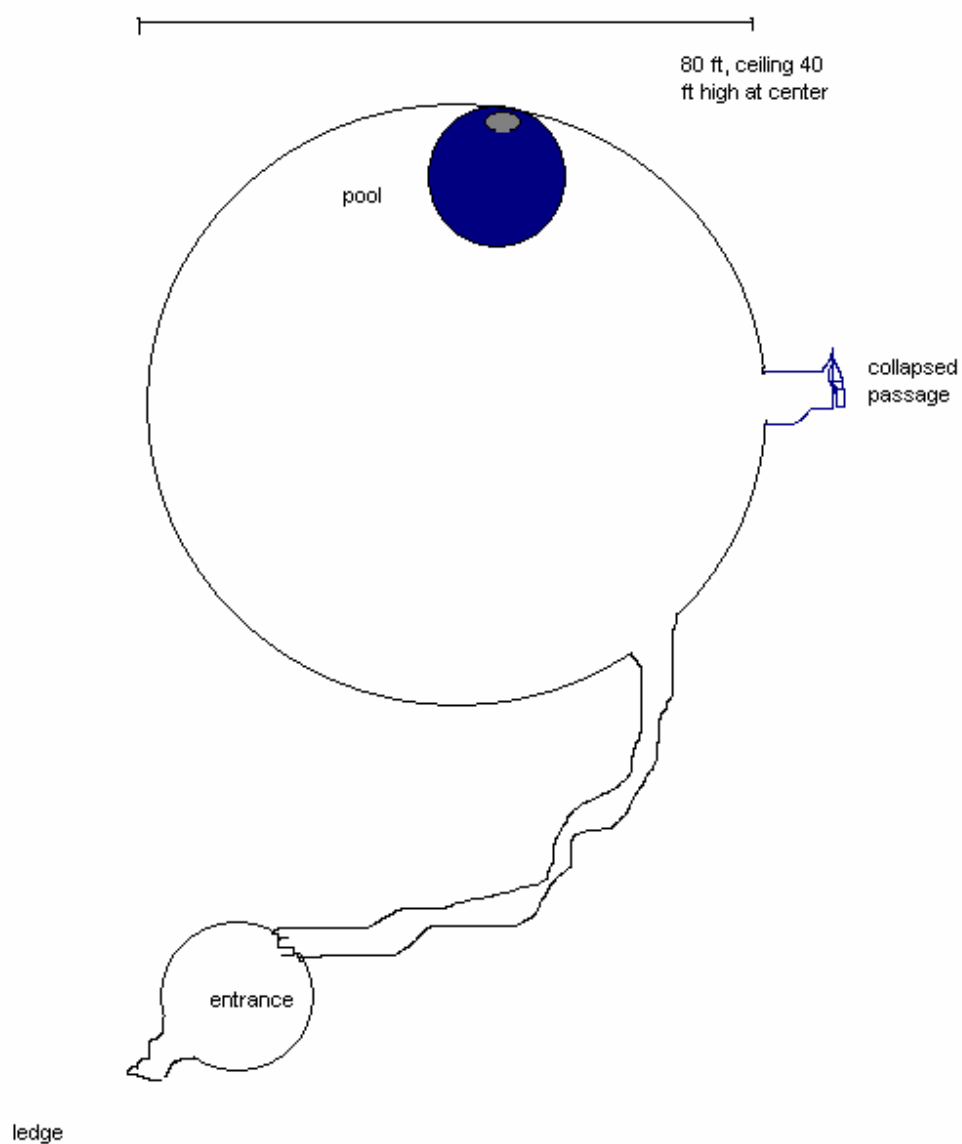
Disarm 29

Dispel n/a

DM AID: MAP #1: AMBUSH (ENCOUNTER ONE)



DM AID #2: CAVERN OF ECHOES (ENCOUNTER 5)



DM AID: NEW RULES

Close Quarter Fighting (feat)

Prerequisites: Base attack bonus +3

Benefit: You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you extra attacks of opportunity during a round or allow you to make an attack of opportunity when you would be denied one for being surprised, helpless, or in a similar situation.

True Believer (feat)

Prerequisites: Must choose a single deity to worship. Must be within one step of that god's alignment.

Benefit: Once per day when you are about to make a saving throw you may declare that you are using this feat to gain a +2 insight bonus on that saving throw. This feat also allows you to use a relic of the deity you worship.

CRITICAL EVENT SUMMARY: GEO7-05 A WHISPER OF THUNDER

For use only at Fantasci 2007 or Tidecon 2007

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|---|-----------|-----------|---------|
| 1. Did the PCs manage to drive the brigands off? | Yes | No | |
| 2. Did the PCs manage to gain the Voice of the Dead | Yes | No | |
| 3. Which faction did the PCs give the Voice of the Dead to: | Pure Path | Old Faith | Neither |

Notes: (Add anything that happened that might be considered out of the ordinary – Strange occurrences, results that may not fit the above, etc):