

VTF5-05

Whispering Harm

A One-Round D&D® LIVING GREYHAWK®

Tuflik, Fals and Volverdyva

Metaregional Adventure

Set in the Gnarley Forest

by Michael Maenza, Vernon Vincent and Rob Silva

Metaregional edit: Steve Baker

Circle edit: Tim Sech

A simple task of accompanying a merchant turns into a chaos. Do you have what it takes to go from prey to predator? An adventure for character levels 2 to 12. (APLs 4 to 10).

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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PLAYERS READ NO FARTHER

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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 up 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.

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.

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Time Units and Upkeep

This is a standard One-round Meta-Regional adventure, set in the Gnarley Forest. Characters native to the VTF Meta-Region pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. 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 scenario.

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

The Past

The Gnarley holds many ancient secrets. Secrets long forgotten with the passage of time, secrets taken to the grave by former inhabitants, secrets purposely buried that are better left undisturbed.

Millennia ago the Terramancer of the Ur-Flan approached the druids of the Gnarley in the name of friendship and peace. The druids happily accepted the like-minded Ur-Flan in hopes of strengthening the connection to the land in which all beings share.

For years the Ur-Flan and Gnarley druids work in unison. Both groups expanded upon the knowledge of the other, growing in strength and magic.

Slowly the Terramancer began to be infiltrated by agents of a dark power. These agents would eventually become the first followers of Vecna. Now motivated by their own

dark desires the Ur-Flan tricked the xenophobic druids into creating powerful protections against those who would harm nature. The most powerful of these protections, sentient creatures known as Xambric, were infused with the might of nature itself.

The Ur-Flan, seeking to destroy all who opposed their dark god, seized control of the Xambrics and turned the Gnarley's protectors into unyielding hunters. Those captured were either sacrificed or used in cruel experiments.

The good people of the Gnarley, led by the druids, fought back. As the Ur-Flan systematically decimated the good people of the Gnarley a group of druids developed an herbal counter-measure to the Xambrics, which allowed them to eventually drive off the Ur-Flan. The druids locked away the secrets of the Xambrics, leaving the last of its kind as an eternal guardian with orders to kill all who would seek the ways of the Terramancers.

This knowledge has lain buried under the Gnarley of hundreds of years until now...

The Blackthorn Orcs

The Blackthorn is a hidden settlement of orcs, ogres and gnolls somewhere within the borders of the Gnarley. These humanoids work as a loosely organized community falling under the standard of the Blackthorn. While the actual location of the Blackthorn settlement is a closely guarded secret, rumors speak of it being situated somewhere under the Gnarley forest. The settlement has various "listening" outposts set up miles around the area. These outposts are used to keep strangers from getting too close or accidentally stumbling upon the Blackthorn's settlement.

This scenario deals with one such outpost. Roughly situated some two miles northeast of the druid's camp, the Blackthorn use this as a fallback site when scouting. The scout's mission, under pain of death, is to gather information and dissuade those that would travel farther north. Such dissuading usually involves killing the hapless strangers after some hard questioning.

The orcs manning the encampment have experienced two unusual events recently. The first event was the accidental discovery on their part of the Druid/Ur-Flan shrine that Hoglema has been searching for. One of the scouts fell through the weak shale stone of the buried shrine. Falling through he set off a trap and injured himself. The other orcs helped him back up and decided that was too dangerous to explore further. Once the next day's light shone on the Xambric it became aware that the shrine had been breached and that it must hunt these creatures down. And so it waited for two days gathering

strength until eventually it made its way out and went about its task; kill those who dared learn the secrets of the shrine.

It tracked the orcs to their outpost and had little trouble in dragging off one of the orcs and absorbing its identity. With the knowledge of what the creatures are and their penchant for disorder, it went to work sowing seeds of confusion and paranoia. Over the next several days it would appear as orcs to lure others into the woods. Eventually the orc leader, a cleric named Arrgh, believed they were under attack. The orcs set out to find those responsible. While searching, a patrol stumbled onto two woodsmen. Believing that the woodsman had something to do with the attacks, they captured the pair, a father and son. and dragged them back to their outpost. In an attempt to gather information, they tortured the captives. The cunning Xambric spied this as an opportunity to learn more about its prey and masqueraded as an orc guard. It dragged the boy into the forest and absorbed his identity.

The Camp

The druid camp is little more than an 80ft clearing in the Gnarley. Two wooden shelters (10x10) and a few tents encircle a large fire pit at the clearing's center. Along the fire pit logs have been arranged as rough benches.

The Thing

Ancient Elven folk tales speak of the Gnarley itself coming to life and exacting justice of those who have upset the balance. It is not the Gnarley but a far more dangerous foe, The Thing.

Created long ago by the combined might of the druids and the Ur-Flan terramancers, the Thing, as it is now referred to, is an embodiment of nature. It is a cunning hunter, needing little more than water and sunlight to survive. The Thing stalks its prey, sometimes for weeks, before moving in for the kill.

NPCs Central to the Story

Maheer Al-Mahder

Description: Male Human (Baklunish) Merchant

Quote: *"Commerce promotes civility; it is a subject that even bitter enemies will discuss with one another."*

Interaction: Maheer Al-Mahder is quite a good listener. He tends not to offer much about himself, instead posing questions to get someone else to talk.

Notes: Very few people are as optimistic as Maheer Al-Mahder. As a Ketite merchant of the Moquollad

Consortium, he has been charged with making contacts in the southern markets of Verbobonc and Veluna. His charismatic personality and eye for opportunity have served him well. As this is his first trip to the Gnarley and surrounding areas, he is concerned about making contacts. While he goes out of his way to keep things friendly, he does believe all the Gnarley residents to be little better than savages (similar in nature, for those aware of the interaction, to the view most Ketites have of the natives of the Bramblewood in Ket).

His more pressing business is the delivery of a series of parchments and scrolls dating back to a time before the Twin Cataclysms. The scrolls are in an ancient form of Druidic script and require both Druidic language and Decipher Script checks to read. Deciphering the tome requires 3d6 hours and is a [DC 20] check (with the above skill and language requirement). The more important aspects of the book detail the use of magic to protect and empower nature, specifically plant life. Once deciphered it describes the arrival of the U-flan to the Gnarley and the work they did with the Druids to strengthen the connection between man and nature. The text also hints at the location of a shrine where the Ur-Flan and Druids practiced their terramatic arts.

Hoglma

Description: Male human (Flan) Drd10 (Obad-Hai)

Quote: *"Nature can not be circumvented. You may either pay reverence now or pay in flesh later."*

Interaction: Hoglma is an outspoken defender of nature. No matter what subject is being discussed, even if he is not party to the conversation, he attempts to relate it to nature.

Notes: Born from a long line of Gnarley families, Hoglma considers himself respectful of nature. He believes that both man and orc are blights on the forest. While he believes that all things should be in balance with nature, he secretly believes that there is imbalance now. He is unwilling to wait for the time when nature strikes back and brings all back into the balance. He seeks a shrine only whispered about in ancient Druidic lore. A place that once was a seat of Ur-Flan power, fusing the magic of the arcane with the darker powers of nature. He believes that one who is wise and pure could harness the power to protect the forest.

Once Hoglma realizes just what the Xambric might be he takes every opportunity to protect and nurture it, and in the end siding with it over the PCs.

Ovate Mela Ki

Description: male human (Suel) Drd6 (Obad-Hai)

Quote: *"All the world is a garden and we are flowers. Isn't that nice? Onions are nature's sad songs."*

Interaction: Having lived in the forest all his life, Ovate is curious about the world outside. He asks a thousand questions of the PCs and their lives. If a player expresses interest in Ovate or the Gnarley he attempts to answer the questions to the best of his knowledge.

Notes: As an assistant to Hoglma, Ovate Mela Ki aids his superior in protecting the forest. He does not actually know where Hoglma stands as far as the nature versus the civilized world debate, but does have inkling. While he supports the continued protection of the forest, he doesn't believe that lives should be lost in the balance...yet.

Clyrirra

Description: Male half-elf Rgr6

Quote: *"The only kindness a hunter knows is to kill his prey quickly. To do otherwise is the work of lowmen."*

Interaction: Clyrirra has a xenophobic streak, he avoids interacting with those not of the forest. He has a strong hatred for those with orc blood and an even greater disdain for anyone who does not respect nature. He only converses with full-blooded elves.

Notes: Hunter. Tracker. Guardian of the Gnarley. Clyrirra has spent most of his life blurring the line between elf and animal. He has dedicated himself to an unyielding war against the humanoids of the Blackthorn enclave. He is an agoraphobia (fear of open or populated places) and avoids any travel outside the forest. When the Xambric starts its assaults on the encampment he is one of the first to separate himself from the others.

Jorgan Cliproast

Description: Male halfling, lightfoot Brd5

Quote: *"New experiences are the foundation of life and you should run headlong into life."*

Interaction: Jorgan talks about anything and everything, attempting to pass himself off as an expert. He has no dislikes and attaches himself to the most 'strange' or 'foreign' hero.

Notes: Jorgan is a happy go lucky explorer, though he prefers the term "adventurer." His primary interest is history and ancient lore. He is here in the encampment helping Hoglma in an attempt to find an ancient druidic site. He believes that by doing so he will discover enough new information to make a name for himself.

Ruthgar

Description: Male dwarf, hill Exp7

Quote: “Bahhh! I have no time for things like talking or washing my feet.”

Interaction: Ruthgar is the classic dwarf character. He is grumpy, sour, and pessimistic. Everything is a catastrophe and the world is conspiring to frustrate him at every turn.

Notes: As far as he’s concerned, the forest should stay unpopulated. In fact he wouldn’t be here if it were not for an open call for expert excavators. And coin does have a tendency to choose where one goes. He believes that his work here will be fruitless, though he hasn’t said so to anyone.

Timeline

Day 1, dawn: Arrive at the docks of Verbobonc City.

Day 1, afternoon: Arrive at the Gnarley Forest

Day 1, evening: Orcs rush into Druid encampment.

Day 2, morning: PCs may track the orcs back to their outpost where they find information leading to the shrine.

Day 2, evening: The Xambric strikes by taking any lone NPC. If no PC is alone it will attempt to take the least guarded. Players find younger woodsman gone. Players may make checks.

Day 3, morning: The party may see that a pattern is developing and may plan for an ambush. If they make plans while in the presence of the Xambric, the Xambric will use that to its advantage.

Day 4, evening: Party may potentially ambush Xambric, or Xambric takes next victim.

Adventure Summary

Introduction: Western PCs are recruited to accompany a Baklunish merchant south to the Gnarley forest. Other PCs are asked to escort the merchant entourage into the Gnarley, with Verbobonc and Dyvers adventurers acting as guides.

Encounter 1: The merchant caravan encounters hungry denizens of the forest.

Encounter 2: The PCs and their merchant benefactor arrive at the small encampment. The PCs have an opportunity to meet all the NPCs.

Encounter 3: At the close of the day a boy and old man stumble hastily into the camp, chased by Blackthorn orcs. The boy is a Xambric.

Encounter 4: The PCs can decide to investigate the orc outpost and possibly find information about the location of the ancient shrine.

Encounter 5: The PCs can decide to investigate the ancient shrine.

Encounter 6: The PCs return to the druid encampment and possibly catch their first glimpse of the Xambric which escapes into the Gnarley. The players may try to decipher the ancient text they found in the Ur-Flan shrine or they may turn it over to Hoglma. The book also details on how one can protect them from the Xambric through the creation of a salve. The party may also attempt to track the Xambric or await its return. Maher Al-Mahder at this point wants to be escorted back to Verbobonc City as he does not want to deal with the thing lurking about.

Encounter 7: The final showdown with the Xambric. The PCs set up an ambush to end this ancient threat.

Conclusion: With the Xambric defeated, the PCs return home.

Introduction

Read or paraphrase the following.

The sunlight plays off the sparkling waters of the Velverdyva River as your ship, the Jewel’s Mercy, travels steadily eastward with the flow.

For PCs from the Baklunish West

For anyone from the regions of the Baklunish West (Ekbir, Ket, Tusmit, or Zeif) read the following for those characters:

The incredible distance that this river and its tributaries span has only now impressed itself on you as you have passed Thornwood, Mitrik, and Verbobonc City, to arrive at the Free and Independent City of Dyvers – situated at the great mouth of the river where it opens into the Nyr Dyv.

Your journey has been a long and unremarkable one, and has afforded you the opportunity to reflect on how you became involved in this merchant trip.

For PCs from East

For PCs from the regions of Dyvers, Veluna, or Verbobonc read the following for those characters:

The short journey down the Volverdyva River to the Free and Independent City of Dyvers has given you opportunity to reflect just why you got involved in the first place. They told you that you would be meeting a merchant from the West, one who has never ventured to these lands.

For all other PCs

For all others read the following:

Your travels along the Volverdyva Trade Route have had the rather unfortunate side effect of leaving you less wealthy than when you began. A week into your stay found you long on expenses, but short on revenue. The chance discovery of a posting that caught your eye promises to change your fortunes for the better.

All of the PCs have either been hired to meet or join up with Maher as their merchant patron for the journey. He is willing to pay a maximum of 200gp, though he tries to negotiate less. He will offer half the maximum initially. They know little about him save that he is an upstanding member of the Moquollad Consortium and offers good wages for a short escort trip. He won't give exacting details about the impending transaction. He will say that it is a first step in what he hopes will become a trade house. Once the characters have had a chance to find out why there here, continue.

With little fanfare the Jewel's Mercy docked and began to unload at high noon. And not too soon, for your patron was impatiently waiting at the docks, smiling at your arrival but clearly eager to be on his way.

Allow the PCs to introduce themselves as sailors offload their belongings. Maher Al-Mahder asks one or two characters to escort him to a horse and wagon merchant. There he buys horses and a wagon, attempting to haggle a better deal, or allowing a character to haggle a better deal. Any character accomplishes this earns the "Notice of Maher Al-Mahder" on the AR.

Word on the Docks

Those characters that do not escort Maher Al-Mahder have the opportunity to make small talk with those they encounter at the docks. Each may make a Gather Information check (this does not require the usual hours to gather as people are eager to chat down on the docks with newcomers from the ships). While the information

might not be completely useful, it gives the players something to do.

DC 10: They say the husband of Magister Larissa Hunter, ruler of Dyvers, is really a half-fiend, and she's in league with him to turn the city over to the forces of Old Wicked!

DC 15: Strange magical effects have been seen in the western Gnarley, near the town of Twilight Falls. Animals have begun shunning the place, and the elves of the Gnarley are none too happy about what's going on.

DC 20: That new canon they have over in Veluna is a real hard-liner. He doesn't brook any dissent and I hear they've starting to round up any who gainsay him.

Once the characters have received their fill of information, and have met with Maher Al-Mahder, proceed to *Encounter One*.

Encounter One: Feed the Animals

Maher Al-Mahder leaves the port city of Dyvers to travel through the Gnarley forest. For many travelers, the place invokes disquiet and a slight claustrophobic feeling.

Leaving the city you make your way to the southern lands. Far ahead, the sprawling vastness of the Gnarley Forest looms before you, as enormous as any mountain range. It is clear you still have some miles to travel.

The hours grow long as your journey leads you from the Gnarley Forest road to what appears to be a simple game trail. The dense vegetation of the forest canopy filters the sunlight like a screen, lengthening the dark shadows and pressing in on you like walls.

A loud, feral growl immediately draws your attention to the side of the trail as a fur-covered creature lumbers through the forest. Even at this distance, you can make out the creature's snout curled in an expression of ravenous hunger.

Characters that have ranks in Knowledge [Nature] or that have Wild Empathy as a class ability can make a Spot check [DC 10]. Read the following to those that are successful.

The skin of the animals is drawn tightly over their emaciated frame, and it is obvious they have not eaten in quite some time.

The animals have not eaten in a several days, as most of the towns have over hunted the outlying areas of the forest.

The animal(s) enter the encounter 160 feet away from the party

APL 4 (EL 3)

☛ **Dire Wolf:** hp 45; see *Monster Manual*, page 65

APL 6 (EL 5)

☛ **Dire Wolves (2):** hp 45, 45; see *Monster Manual*, page 65

APL 8 (EL 9)

☛ **Dire Bears (2):** hp 105, 105; see *Monster Manual* page 63.

APL 10 (EL 11)

☛ **Dire Bears, advanced (2):** hp 192, 192; see Appendix One

Avoiding Combat

The animals enter the encounter already hostile; they're starving and see the characters (or, quite likely, their mounts) as a long sought-after meal. A character with Wild Empathy can attempt a Wild Empathy check (DC 25) to persuade the animals not to attack. Those attempting the check only have one round to attempt to influence the animal(s), as such they must take a -10 penalty to the their result. Additionally, the character can receive a circumstance bonus to the Wild Empathy check if they provide an incentive for the creatures not to attack (such as providing a legitimate alternate source of food). You the DM should assign this bonus based on the type of food provided, the creativity of the characters, and other relevant modifiers, although keep in mind that the bonus should likely not exceed +8 unless it is a truly spectacular idea and successful implementation. At APL 10 the PCs take a -4 penalty vs the magical beasts.

Development

Any druid or ranger that shows disregard for the creatures receives the Wrath of the Old Faith entry on the AR. This is at the discretion of the DM, but lethal damage to the animals should be an automatic award of the "Wrath of the Old Faith".

If the PCs defeat or bypass the encounter, proceed to **Encounter 2**.

Encounter Two: Arrival at the

Druid Encampment

Eventually the PCs arrive at the encampment sought by Maher. The time is about an hour before sun down. They are greeted by Ovate Mela Ki who bids them hello and escorts them in, as the druids have been expecting the merchant.

As you make your way up the trail, a young human man rushes down the ridge with smiling and yelling salutations. "Greetings friends, greetings!"

Looking over your traveling party, his eyes stop on the form of the Maher Al-Mahder. "Ahhh, you must be the merchant my elder waits for. I am Ovate Mela Ki and I am to escort you to Hoglema. Ohh wait, I should let you all get settled in first."

He reaches for one of the party member's bags without asking. If that character is offended, he apologizes. No matter the outcome of assisting with baggage, he leads the party back to the encampment situated on top of the ridge.

The eager druid takes quickly bounds up the embankment, easily dodging trees and undergrowth. Every so often he impatiently turns back for a brief second to make sure that all are making progress. After several minutes and some sweat it seems that you have arrived at your employer's destination.

A quick survey of the area notes that this is more or less a camp centered around two hastily constructed shelters. The two wooden shelters, along with two tents encircle a small well built fire pit, lined with a series of concentric stones. A wagon sits to the north of the camp making you realize that there must have been an easier way up. The youthful druid's voice grabs your attention again. "Hoglema and the others are out looking still. Hoglema of the Shalm, as many call him, has dedicated his life to preserving the forest and in restoring the ancient druidic culture. While he has not imparted to me all the details, I do know that the hirelings and we search for a very old and quite lost site of druidic worship. Or was it a place dedicated to nature." He chuckles loudly. "I have a hard time remembering which. But in any case they should be returning shortly."

Maher Al-Mahder waits patiently, making conversation with the Ovate to pass the time. The PCs may interject with questions of their own. Check the NPC notes at the beginning of the scenario for what relevant information Ovate Mela Ki knows. After about 10 minutes of game time the party hears rustling and walking sounds coming

from the northeast. It should sound similar to those heard when the animals approached before attacking. Eventually they hear talk and see four forms start to come in view.

Looking up from your seat at the fire you spy a motley crew of humanoids. A dwarf, an elf, a halfling and a human step out of the forest.

The dwarf and human seem to be engaged in a spirited discussion, with the halfling listening intently and the elf appearing somewhat disconnected. Emerging from the tree line, the human strides into the clearing smiling.

"My dear Maher, my thanks for answering my communiqué. I trust that your journey here went well?"

Looking over your group, he nods to himself and continues, "It seems that you are in good company with stalwart protectors such as these in tow. Please, my friends take your seats."

Gesturing broadly, he waves for all to take their places along the fire as he pulls up a log to sit on. "While nature can be harsh, it is what you make of it," putting his hands out to show the camp carved out of the wild. "So the book, you have brought it?" Maher nods almost knowingly, already anticipating the druid's excitement. "Most excellent! But before business, let us put our bedrolls down and partake of bounty of nature. Clyrirra, could you use your skills to wrest us a dinner from the wild. A stag perchance?" The elf stands slowly, deliberately, as he gracefully hoists his bow and quiver. "Aye Hoglema, I seen tracks south of here and the Shalm willing, I will bring back my hapless prey." He turns and begins a jog to the south, through the tree line and then out of sight.

Hoglema walks over to his shelter and disappears inside for a minute or two, only to reappear with a gourd. Dropping himself back on to the stump he pops a stopper and calls the halfling over. "Come Jorgan we have much to celebrate and guests to entertain." The druid plants his mouth on the gourds opening and quaffs deeply its contents. Once done he passes the gourd and stopper. "So tell me about yourselves, tell me of your journey."

The gourd contains a strong brown leaf tea. The party may discuss themselves or pose questions to Hoglema about his work here. The following are some of the anticipated questions and associated answers:

So what are you doing here?

The Gnarlley is my home. My family has lived in, in harmony with nature, for generations.

What is the place you are looking for?

It is an ancient shrine dedicated to the balance of nature. It is a Sense Motive check [DC 15] to know that he is holding something back)

How does the shrine maintain the balance?

I'm not sure but I am eager to find out.

Is the Gnarlley out of balance?

Yes, there is a great imbalance at the moment. Man does not realize that nature will strike back if pushed to hard. I feel that there is a reckoning coming and I am trying to head it off.

Development: Once the characters have had a chance to interact in a reasonable manner with the NPC's, move to **Encounter Three** (it generally takes place some 30 minutes after Clyrirra leaves for the hunt).

Encounter Three: The Uninvited

About a half hour after Clyrirra leaves to hunt stag and the sun starts to set, a young man runs into camp carrying his father. They are in the process of being chased (hunted?) by Blackthorn orcs. The older man is unconscious (hp -9 due to wounds, but stabilized), while the younger man is the Xambric. The Xambric rushes into camp yelling for help and the party has 1 round to act before the orcs enter the map and combat is initiated.

The crackle of the fire provides a nice counterpoint as your companions share various stories of their travels, along with a mug or two of fine drink. The brand on the cask bears the seal of Hermann M, a known brewer and vintner in the Viscounty of Verbobonc.

The peace of the evening is marred all of a sudden as a commotion coming from the woods reaches your awareness. At first it sounds like a murmur, almost a mumble of noise or speech. But as you stand to listen, it starts to sound like yelling. No! A call for help.

Breaking through the treeline, a human staggers into the camp, carrying the unconscious form of another man. Stopping short of the fire, he heaves a ragged gasp for air as his chest rises and falls unsteadily. "Help.....orcs.....following...attack us."

Almost immediately, a second group bursts from the trees. Feral piglike creatures, the warpaint on their dark skin seems to help them blend into the foliage. A glistening black nail pierces the nose of each creature. One of the creature, bearing a wicked flail, roars in fury as his eyes alight on the young man so desperately gasping for breath, and with a snarl they surge forward at the attack.

COMBAT

The orcs have a good idea of the kind of threat the young man (Xambric) represents. They fight to the death, concentrating their attacks on the younger woodsman (Xambric) first and any others second. If the fight goes badly for the party, Clyrirra shows up at the top of the round and begins dropping the closest orcs and working his way back. He does not accept any orc's surrender and insists that they all be put to death. If the PCs intervene and attempt to save the orcs he denounces them as enemies to the Gnarlley and the elven people and leaves the camp.

APL 4 (EL 4)

🐾**Orcs (2):** male orcs, hp 5, 6 see *Monster Manual* page 146

🐾**Arrrgh, Servant of the Grummsh:** male orc Clr3; hp 25; see Appendix One

APL 6 (EL 7)

🐾**Blackthorn Scouts (4):** male orc Bbn2; hp 19, 20, 22; see Appendix One

🐾**Arrrgh, Servant of the Grummsh:** male orc Clr4; hp 31; see Appendix One

APL 8 (EL 9)

🐾**Blackthorn Scouts (6):** male orc Bbn2; hp 19, 20; see Appendix One

🐾**Arrrgh, Servant of the Grummsh:** male orc Clr7; hp 52; see Appendix One

APL 10 (EL 11)

🐾**Blackthorn Scouts (8):** male orc Bbn2; hp 19, 20; see Appendix One

🐾**Arrrgh, Servant of the Grummsh:** male orc Clr10; hp 73; see Appendix One

Development: Once combat with the orcs ends allow the PCs to check the status of those around them. They may choose to interact with the two strangers that have stumbled into camp. Any character with the Tracking feat may make a Survival check [DC 14] to discover tracks left by the orcs leading back toward the orc outpost. The

orcs were in a hurry and did nothing to cover their tracks.

As it is late the PCs may wish to wait until morning to follow the tracks. They do not miss anything important in the orc encampment but if they do not spend the night a resident camper is missing in the morning.

The son (xambric) will profusely thank the PCs and his dad will be put out of harms way and rest up. This is presuming that the son lived through the battle.

Encounter Four: A Visit to the Blackthorn Outpost

The outpost is little more the two lean-tos and a pit for prisoners. While there is really nothing of value, the party can attempt a Search check. Buried under a make shift cot [DC 20] is several skins with what appear to be writing or script. It is actually orcish, though it uses the dwarven alphabet (if a character knows both languages they can read it, otherwise a Decipher Script [DC 15] is needed, or magic of an appropriate type).. In it are details about the last several days and how the priest believes the forest itself is hunting them. Early on it mentions the place that an orc fell in. One of the last passages talks about how he believes the woodsmen are responsible. It goes on to mention the orcs encounter with the ancient shrine and how one of the orc scouts fell through a slate roof. The text includes directions on how to find the place. The party may choose to go back to the druid encampment or continue on to the buried shrine – if so proceed to **Encounter Five**. If they instead wish to return to the camp do so and continue with the timeline.

Encounter Five: A Visit to the Buried Shrine

The party may decide to visit the shrine, though it is fairly small and mostly buried. Built hundreds of years ago, this place was the local seat of power for the Ur-Flan as they used the very essence of life to increase their power.

a. Entrance to the Shrine

Tree roots cover the faded mural of this small room. Upon closer examination you can make out humanoid figures in buckskin welcoming robe clad Flanish people to the woods. Another panel shows the robed and leather wearing figures participating in some ritual.

Suits of armor decorate statues of elves around the room. The armor seems to be made out of leaves of the forest bonded together. On the north wall is an empty 10x10 alcove.

Closer inspection reveals a Scythe blade trap that has been set off, as well as some dried blood stains. Bas-relief along the walls portrays old rituals.

The murals depict the history of the Druids accepting the Ur-Flan into their community and later joining in the creation of the Xambric. The Empty alcove is where the xambric slumbered until recently. A Heal check [DC 10] reveals that the blood is less than a week old. A further Heal check [DC 25] identifies it as orc blood.

c. The Trapped Room

While there appears to be a door leading south it is actually a false door with a trap. The false door is locked.

In actuality, the entrance is a secret trap door located on the floor directly in front and below the false door. The floor swings up to reveal a set of steps going down 5 feet to a door. The party can find this on a DC 22 Search check.

❏ **False door lock:** 2 in. thick; hardness 10; hp 40; Break DC 20; Open Lock DC 20; trapped, see below.

APL 4 (EL 1)

🔪 **Fusillade of Darts:** CR 1; mechanical; location trigger; manual reset; Atk +10 ranged (1d4+1, dart); multiple targets (fires 1d4 darts at each target in two adjacent 5-ft. squares); Search DC 14; Disable Device DC 20. Market Price: 500 gp.

APL 6 (EL 3)

🔪 **Poisoned Arrow Trap:** CR 3; mechanical; touch trigger; manual reset; lock bypass (Open Lock DC 30); Atk +12 ranged (1d8 plus poison, arrow); poison (Large monstrous scorpion venom, DC 14 Fortitude save resists, 1d4 Con/1d4 Con); Search DC 19; Disable Device DC 15.

APL 8 (EL 5)

🔪 **Fusillade of Poisoned Darts:** CR 5; mechanical; location trigger; manual reset; Atk +18 ranged (1d4+1

plus poison, dart); multiple targets (1d8 darts per target in a 10-ft.-by-10-ft. area); poison (Medium monstrous spider venom, DC 12 Fortitude save resists, 1d4 Str/1d4 Str); Search DC 19; Disable Device DC 25.

APL 10 (EL 7)

🔪 **Fusillade of Greenblood Oil Darts:** CR 7; mechanical; location trigger; manual reset; Atk +18 ranged (1d4+1 plus poison, dart); poison (greenblood oil, DC 13 Fortitude save resists, 1 Con/ 1d2 Con); multiple targets (1d8 darts per target in a 10-ft.-by-10-ft. area); Search DC 25; Disable Device DC 25.

d. Shrine of the Ur-Flan

❏ **Warped Door:** 2 in. thick; hardness 10; hp 50; Break DC 25; Search DC 24.

A thick layer of dust covers a metal table that dominates the center of this laboratory. A large bookshelf stands on the far wall, packed with dust-lined tomes and crumbling parchments.

Your attention wanders as you hear a scraping sound coming from behind you. Turning to look back you see one of the statues from the other room walking toward you.

The statue is triggered by the door opening and attacks the nearest hero.

APL 4 (EL 2)

🗿 **The Statue:** Animated object, medium; hp 31; see *Monster Manual* page 13.

APL 6 (EL 3)

🗿 **The Statue:** Animated object, large; hp 31; see *Monster Manual* page 13.

APL 8 (EL 10)

🗿 **Clay Golem:** Construct, large; hp 90; see *Monster Manual* page 134

APL 10 (EL 11)

🗿 **Stone Golem:** Construct, large; hp 107; see *Monster Manual* page 136

Tactics: The constructs attack the first creature to approach within 20 feet and fight to the death. They do not leave the room.

The PCs may spend time searching the books and parchments of this room after dealing with the statue(s). A successful Search check [DC 20, +1 circumstance modifier for each 10 minutes spent searching] of the

bookshelf reveals the *Vitae Comosum* a tome written in an ancient form of Flannae script. Deciphering the tome requires 1d4+2 hours and is a [DC 20] check (with the above skill and language requirement). Reading the book reveals that the Ur-Flan and Druids created a creature that is a guardian of the forest, though it never specifically names it. It also reveals an alchemical formula for a salve that helps protect against the paralysis of said creature (The Xambric) – in game terms, this non-magical salve provides a **+10 alchemical bonus to Fortitude Saves to resist the xambric's paralysis and lasts for 3 hours after being applied**. All necessary ingredients (milkwort, creepers palm and adder's tongue) can be found in the Gnarley with a Knowledge (Nature) check [DC 20]. The PCs can gather enough raw materials to make (12 – APL) applications. After reading the book someone may attempt to make the salve. This process requires 10 hours of uninterrupted time and a Craft (Alchemy) or Profession (Herbalist) check [DC 20]. It is unlikely that any of the PCs are able to read the book but they may remember that Hoglema can do so, and then return to the camp.

The successful Search check also discovers a scarab of golemsbane hidden near the statue.

Treasure:

APL 4: L: ogp; C: ogp; M: *scarab of golemsbane* (208gp)

APL 6: L: ogp; C: ogp; M: *scarab of golemsbane* (208gp)

APL 8: L: ogp; C: ogp; M: *scarab of golemsbane* (208gp)

APL 10: L: ogp; C: ogp; M: *scarab of golemsbane* (208gp)

It is more than likely that after the exploration the party returns to the camp, either for further news or just as a base of operations. Proceed to **Encounter Six**.

Encounter Six: In the Midst of Chaos

The characters return to the camp, arriving during the Xambric's attack – this scene is not time dependent and it should be assumed the Xambric absorption of the bard takes place just before the Encounter. It has killed Jorgan (the bard) and absorbed his identity, and is in the process of attacking the other members of the camp.

Screams can be heard as you near the clearing which shelters the camp. The source is readily apparent. Hoglema and Ovate desperately fight off a...a...a

THING! *The creature appears to be a humanoid of leathery vegetation that seems to shimmer and blend into the background like a mirage. You see Olvate's face reflected in the dull lifeless eyes. For the briefest of seconds, the leathery vegetation almost seems to take on his appearance, and then the creature blends again into the surrounding background.*

If the characters join the battle the Xambric flees to the best of its ability. If not, the Xambric eventually kills the people of the camp... This encounter is meant as a teaser and should not result in the death of any characters or (hopefully) the Xambric.

After the Xambric flees the characters can survey the damage. Jorgan's body lies broken and battered near the camp (just inside the tree-line on the northern edge of the map). The top of his skull and brain are missing, they appear to have eaten. Asking the survivors about the attack indicates the following.

- The woodsman boy is missing;
- The creature attacked without warning or conversation
- Even the dwarf succumbed to the paralysis

If shown the book taken from the shrine Hoglema wants to read it over thoroughly, as well as keep it for himself. If the party lets him keep it, he informs the party about the creature (that it is some kind of plant and that it has a paralytic ability.) He then tries to make the salve.

The EL of this encounter has been reduced by 1 given that the Xambric merely wants to escape.

APL 4 (EL 6)

☛ **The Thing (in the form of Jorgan):** Xambric; medium plant (shapechanger); hp 48; see Appendix One

APL 6 (EL 8)

☛ **The Thing (in the form of Jorgan):** Xambric; medium plant (shapechanger); hp 122; see Appendix One

APL 8 (EL 10)

☛ **The Thing in the form of Jorgan):** Xambric; medium plant (shapechanger); hp 203; see Appendix One

APL 10 (EL 12)

☛ **The Thing (in the form of Jorgan):** Xambric; medium plant (shapechanger); hp 291; see Appendix One

Tactics: The Xambric has absorbed Jorgan the bard's identity. He attempts to leave as quickly as possible on the first round. If hampered or attacked he attempts to paralyze the threat and continue to escape – this is his

goal, not killing (although he has no compunction about that). Unless the party attempts to engage the creature in combat he is likely to escape. The following constitutes his preferred tactics by round:

Round 1: Cast *invisibility* and move into forest away from camp.

Round 2: Double move while hiding.

Developments: All other NPCs are present, save for Clyrirra who fell back to the forest when things got chaotic.

The players may want to investigate the book they found or offer to assist as best they can. Details on the book are found in **Encounter Five**.

Interlude – The Xambric and the Area

The Xambric retreats to the forest just outside the camp and tries to stay within a few hundred feet of camp, using tremorsense, trackless step and scent (all abilities it possesses) to stay hidden. It is intelligent, however, and keeps a distance from all possible threats until it is ready to act again. It is quite possible, in **Encounter Seven**, to actually be seeking out the Xambric rather than laying an ambush for it.

Keep in mind that the Xambric has a great deal of patience and does not seek to rush back in immediately upon all hp being restored. A wait of an hour is nothing to the creature, and allows the suspense to build.

The next goal (for elimination) it has is Ovale Mela-Ki and the stats for **Encounter Seven** reflect this fact. The return of the adventurers to the camp, however, has made them all fair game as well and the Xambric uses its abilities in the most tactical sense possible to achieve the goal of killing everyone.

Encounter Seven: The Ambush?

The party may decide to lay an ambush or otherwise take the fight to the Xambric. If not, the Xambric makes an attempt to sneak in and tries to kill another NPC. There

is little listed here for further reference given the variableness of the possible encounter.

Note to the DM: As this section is very freeform, you will need to improvise a description depending on the circumstances, time of day, and other mitigating factors.

EL Factors – The EL of this encounter has been reduced by one as the characters are likely far more aware of the creature and possible tactics it might use. If for some reason they have not been exposed to it or the basic concepts of the Xambric, ensure that the first two rounds are all non-lethal damage (to emulate the reduction in EL that is otherwise applied).

APL 4 (EL 6)

☛**The Thing (in the form of Mela-Ki):** Xambric; medium plant (shapechanger); hp 48; see Appendix One

APL 6 (EL 8)

☛**The Thing (in the form of Mela-Ki):** Xambric; medium plant (shapechanger); hp 122; see Appendix One

APL 8 (EL 10)

☛**The Thing (in the form of Mela-Ki):** Xambric; medium plant (shapechanger); hp 203; see Appendix One

APL 10 (EL 12)

☛**The Thing (in the form of Mela-Ki):** Xambric; medium plant (shapechanger); hp 291; see Appendix One

Tactics: The Xambric engages the PCs for two rounds and then attempts to escape, to start the entire sequence again in a short period of time (essentially it becomes a reprise of **Encounter Six**). If the situation is getting boring or otherwise unenjoyable, keep the Xambric in the fight until either the party or the creature succumbs.

Development: If the PCs killed or otherwise dealt with the Xambric, or were killed by it, continue to the **Conclusion**. In the case of a party not killed by the Xambric but who killed or otherwise dealt with it, start at “Survival of the Fittest”. For any party killed by the Xambric, proceed to “Run, Run Away”.

Conclusion

Survival of the Fittest

With the threat eliminated you can finally concentrate on your original mission and guide the merchant back to civilization. Mehar promises to

remember you and assures you that the Consortium will return to conduct trade with the good people of the Gnarley.

A feeble sunlight plays through the thick tree branches as you leave the Gnarley Forest. The merchant thanks you for all of your efforts during this time – from serving as his guide to bodyguard and protector from the thing that was awakened deep in the forest. Taking the measure of each of you in turn, he promises that the Mouquollad Consortium will remember your efforts.

Your thoughts, however, linger on the ancient evil deep in the forest's recesses. Could other predators lurk there? What of the orcs bearing the black spike? It's clear that the slumbering forest is about to awake – but for either good or ill, only time will tell.

Any character receiving this result is provided with both their pay and the item access on the AR (all provided by the Moquollod Consortium), save those marked with **. The award itself may not be reviewed before making the decision. If the award is taken, the gold at the end of this encounter is not provided.

Run, run away

A relentless, vicious killer is loose in the Gnarley. Mehar states that his operation will not return to trade for it is far too dangerous. Fortunately this is of no concern for you.

A feeble sunlight plays through the thick tree branches as you flee the Gnarley Forest. Your thoughts brush past memories of those that died to that of the thing awakened deep in the forest's recesses. It's unrelenting savagery now roaming unchecked through the forest like a inhuman predator.

And what of the Orcs of the black spike? Will they find a way to destroy the creature – or perhaps contain it and use it for their own purposes? It's clear the slumbering forest is awakening, but what this portends sends a chill down your spine as you limp away.

The characters, having failed, find the Moquollod Consortium is less than pleased with them. They are granted any pay they have earned in the module, and the items on the AR Item Access noted with a *.

If the Character Lived Through the Adventure:

For having braved the Gnarley and survived, you are provided with the AR Award “The Test of the Wild”.

All Results:

All characters are provided with the AR Award “Appreciation of Hoglema the Druid” if they have given him the book. Otherwise, this is not awarded.

Metaorganizational Access:

Some items on the AR are marked with **. These items are only made available to members of the Protectors of the Gnarley metaregional organization.

The End

Experience Point Summary

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

Encounter 1:

Defeating the wonders of nature by force or persuasion.

APL 4	90xp
APL 6	150xp
APL 8	180xp
APL 10	330xp

Encounter 3:

Fighting off the misinformed orcs.

APL 4	120xp
APL 6	210xp
APL 8	360xp
APL 10	330xp

Encounter 5:

Surviving or disarming the traps

APL 4	30xp
APL 6	90xp
APL 8	150xp
APL 10	210xp

Battle the construct guardians

APL 4	60xp
APL 6	90xp

APL 8 300xp

APL 10 330xp

Encounter 6, Encounter 7 and Conclusion

Killing the Xambric.

APL 4 240xp

APL 6 320xp

APL 8 300xp

APL 10 360xp

Discretionary roleplaying award

APL 4 135xp

APL 6 180xp

APL 8 225xp

APL 10 270xp

Total Possible Experience

APL 4 650xp

APL 6 900xp

APL 8 1,300xp

APL 10 2,300xp

Treasure Summary

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

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

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring

party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter 3:

APL 4: L: 200gp; C: 42gp; M: ogp

APL 6: L: 600gp; C: 42gp; M: ogp

APL 8: L: 1000gp; C: 42gp; M: ogp

APL 10: L: 1200gp; C: 42gp; M: ogp

Encounter 5:

APL 4: L: ogp; C: ogp; M: *scarab of golemsbane* (208gp)

APL 6: L: ogp; C: ogp; M: *scarab of golemsbane* (208gp)

APL 8: L: ogp; C: ogp; M: *scarab of golemsbane* (208gp)

APL 10: L: ogp; C: ogp; M: *scarab of golemsbane* (208gp)

Conclusion

APL 4: L: ogp; C: 200gp; M: ogp

APL 6: L: ogp; C: 200gp; M: ogp

APL 8: L: ogp; C: 200gp; M: ogp

APL 10: L: ogp; C: 200gp; M: ogp

Total Possible Treasure

APL 4:	650 gp
APL 6:	900 gp
APL 8:	1,300 gp
APL 10:	2,300 gp

Appendix One: NPCs

ALL APLs

Maher Al-Mahder: Male Human (baklunish) Exp4/War2/Adp2: CR 7; medium humanoid; HD 6d6+2d8; hp 33; Init +0; Spd 30; AC 12, flatfooted 12, touch 10; Base Atk +6; Grp +6; Atk +7 Melee (1d6, masterwork scimitar); Full Atk +7/+2 Melee (1d6, masterwork scimitar); AL LG; SV Fort +4, Ref +1, Will +9; Str 10, Dex 10, Con 10, Int 16, Wis 14, Cha 16.

Skills and Feats: Appraise +16, Bluff +5, Decipher Script +16, Diplomacy +19, Gather Information +10, Handle Animal +5, Knowledge (History) +17, Knowledge (Religion) +8, Listen +6, Profession (Apothecary) +7, Profession (Scribe) +9, Ride +10, Sense Motive +10; Diligent, Scribe Scroll, Skill Focus (Diplomacy), Skill Focus (Knowledge - History).

Spells Prepared (3/2; DC = 12 + Spell Level): 0 - *create water, light, read magic*; 1st - *comprehend languages, endure elements*.

Languages: common, ancient baklunish, ordain, velondi.

Possessions: scimitar, masterwork; *bracers of armor* +2, desert outfit; silk robes; holy symbol of Moquol, masterwork.

Hoghma: Male human (flan) Drd10 (Obad-Hai): CR 10; medium humanoid (human); HD 10d8+10; hp 58; Init +2; Spd 20; AC 20, flatfooted 19, touch 13; Base Atk +7; Grp +7; Atk +10 ranged (1d4, masterwork sling) or +8 melee (1d6, masterwork scimitar); Full Atk as Atk; AL N; SV Fort +8, Ref +5, Will +10; Str 10, Dex 14, Con 13, Int 12, Wis 17, Cha 8.

Skills and Feats: Concentration +13, Handle Animal +10, Knowledge (Nature) +17, Spellcraft +12, Spot +14, Survival +16; Combat Casting, Dodge, Scribe Scroll, Spell Penetration, Track.

Languages: common, druidic, flan.

Spells Prepared (6/5/5/4/3/2; DC = 13 + Spell Level): 0 - *detect magic, detect poison x2, flare, light, read magic*; 1st - *faerie fire, goodberry, magic fang, magic stone, obscuring mist*; 2nd - *barkskin, fire trap, flame blade, spider climb x2*; 3rd - *dominate animal, plant growth, remove disease, summon nature's ally III*; 4th - *dispel magic, flame strike, rusting grasp*; 5th - *stoneskin, tree stride*.

Possessions: Scimitar, masterwork; Sling, masterwork, +1 *hide armor*; shield, heavy wooden; *ring protection* +1; *amulet of natural armor* +1.

Carnor: male boar; CR 2; medium animal; HD 7d8+21; hp 25; Init +1; Spd 40; AC 23 [+12 natural, +1 dex], flatfooted 22, touch 11; Base Atk +2; Grp +5; Atk +5 melee (1d8+4, gore); SA ferocity; SQ Low-light vision, scent; AL N; SV Fort +8, Ref +6, Will +3; Str 17, Dex 12, Con 17, Int 2, Wis 13, Cha 4.

Skills and Feats: Jump +6, Listen +7, Spot +5; Alertness, Toughness.

Ovate Mela Ki: male human (suel) Drd6 (Obad-Hai): CR 6; medium humanoid; HD 6d8+6; hp 36; Init +2; Spd 20; AC 18, flatfooted 16, touch 12; Base Atk +4; Grp +4; Atk +7 melee (1d4, masterwork sling) or +5 melee (1d6, masterwork scimitar); Full Atk as Atk; AL N; SV Fort +6, Ref +4, Will +8; Str 10, Dex 14, Con 13, Int 12, Wis 16, Cha 10.

Skills and Feats: Concentration +9, Handle Animal +8, Knowledge (Nature) +11, Spellcraft +9, Spot +11, Survival +13, Swim -3; Dodge, Scribe Scroll, Spell Penetration, Track.

Languages: common, druidic, elven.

Spells Prepared (5/4/4/3; DC = 13 + Spell Level): 0 - *create water, detect magic, detect poison, light, purify food and drink*; 1st - *calm animals, detect animals or plants, goodberry, speak with animals*; 2nd - *barkskin, bear's endurance, heat metal, soften earth and stone*; 3rd - *neutralize poison, plant growth, quench, speak with plants*.

Possessions: Scimitar, masterwork; Sling, Masterwork, +1 *hide armor*; shield, heavy wooden.

Shillet: male boar; CR 2; medium animal; HD 5d8+15; hp 25; Init +0; Spd 40; AC 18 [+8 natural], flatfooted 18, touch 10; Base Atk +2; Grp +5; Atk +5 melee (1d8+4, gore); SA ferocity; SQ scent, low-light vision; AL N; SV Fort +7, Ref +4, Will +2; Str 16, Dex 11, Con 17, Int 2, Wis 13, Cha 4.

Skills and Feats: Jump +6, Listen +7, Spot +5; Alertness, Toughness.

Clyrirra: Male half-elf Rgr6: CR 6; medium humanoid (elf); HD 6d8+12; hp 41; Init +3; Spd 30; AC 17, flatfooted 14, touch 13; Base Atk +6/+1; Grp +8; Atk +9 melee (1d8+2, +1 *longsword*) or +10 ranged (1d8, arrow); Full Atk +9/+4 melee (1d8+2, +1 *longsword*) or +10/+5 ranged (1d8, arrow); AL CG; SV Fort +7, Ref +8, Will +4; Str 14, Dex 16, Con 14, Int 10, Wis 15, Cha 10.

Skills and Feats: Climb +6, Diplomacy +1, Gather Information +1, Handle Animal +8, Heal +10, Hide +8, Jump +5, Listen +10, Move Silently +11, Ride +11, Search +10, Spot +9, Survival +8; Alertness, Animal Affinity, Blind-Fight, Endurance, Many Shot, Quick Draw, Rapid Shot, Track.

Languages: common, elven.

Spells Prepared (–/2; DC = 12 + Spell Level): 1st – *calm animals*, *charm animal*.

Possessions: Longbow, quiver with 20 arrows; masterwork; +1 *longsword*; +1 *studded leather*.

Jorgan Cliproast: Male human Brd5: CR 5; medium humanoid (human); HD 5d6+5; hp 19; Init +6; Spd 15; AC 15, flatfooted 5, touch 12; Base Atk +4; Grp +0; Atk +6 melee (1d4, rapier, masterwork) or +6 ranged (1d4, throwing axe); Full Atk as Atk; AL CE; SV Fort +3, Ref +6, Will +4; Str 10, Dex 13, Con 12, Int 14, Wis 8, Cha 16.

Skills and Feats: Balance +7, Bluff +10, Climb +0, Diplomacy +10, Disguise +7, Gather Information +10, Hide +10, Jump +1, Listen +1, Move Silently +8, Perform (String Instruments) +8, Sense Motive +7, Tumble +5, Use Magic Device +9; Dodge, Improved Initiative, Spell Focus (enchantment).

Spells Known (3/4/2; DC = 13 + Spell Level): 0 – *detect magic*, *know direction*, *light*, *open/close*, *prestidigitation*, *read magic*; 1st – *charm person*, *cure light wounds*, *sleep*, *summon monster I*; 2nd – *cure moderate wounds*, *hold person*, *mirror image*.

Possessions: rapier, masterwork; 10 throwing axes; studded leather, masterwork.

Ruthgar: Male dwarf, hill Exp7: CR 6; medium humanoid (dwarf); HD 7d6+7; hp 34; Init –1; Spd 20; AC 19, flatfooted 19, touch 9; Base Atk +5; Grp +7; Atk +6 (1d8+3, +1 *warhammer*, *adamantine*); AL N; SV Fort +3, Ref +1, Will +6; Str 14, Dex 8, Con 12, Int 16, Wis 12, Cha 10.

Skills and Feats: Appraise +7, Craft (Armorsmithing) +3, Craft (Blacksmithing) +3, Craft (Stonemasonry) +3, Craft (Weaponsmithing) +3, Decipher Script +15, Gather Information +2, Knowledge (Architecture and Engineering) +13,

Knowledge (Geography) +13, Knowledge (History) +13, Profession (Architect) +6, Profession (Miner) +10, Profession (Surveyor) +10, Search +15, Spot +6, Use Magic Device +10; Diligent, Investigator, Martial Weapon Proficiency.

Languages: common, dwarven, elven, gnomish.

Possessions: +1 *adamantine warhammer*, Dwarven plate, Masterwork; Climber's kit, Masterwork; Metalworker's tools, Masterwork; Rope, hemp (50 ft.); Crowbar; Pick, miner's.

Gurmwelt the younger, male human Com1: CR 1; Size M (5 ft., 11 in. tall); HD 1d4+1; hp 4; Init +1; Spd 30 ft.; AC 11, flatfooted 10, touch 1d4+11; Base Atk +0; Grp +2; Atk +2 melee (1d6+2/x3, hand axe); Full Atk as Atk; SV Fort +1, Ref +1, Will +0; AL NG; Str 14, Dex 13, Con 13, Int 12, Wis 10, Cha 12.

Skills and feats: Craft (Woodworking) +2, Handle Animal +6, Hide +1, Listen +1, Move Silently +1, Profession (Lumberjack) +3, Spot +1, Survival +4; Martial Weapon Proficiency (hand axe), Skill Focus (Survival).

Gurmwelt the older, male human Com4: CR 3; Size M (6 ft., 2 in. tall); HD 4d4; hp 11; Init +2; Spd 30 ft.; AC 12, flatfooted 10, touch 12; Base Atk +2; Grp +5; Atk +5 melee (1d6+3/x3, hand axe); Full Atk as Atk; SV Fort +1, Ref +3, Will +2; AL NG; Str 16, Dex 14, Con 11, Int 12, Wis 13, Cha 8.

Skills and feats: Craft (Blacksmithing) +5, Craft (Trapmaking) +7, Hide +2, Listen +8, Move Silently +2, Profession (Lumberjack) +9, Spot +2; Martial Weapon Proficiency (hand axe), Power Attack, Skill Focus (Profession (Lumberjack))

APL 4

Encounter 2

Arrrgh, servant of the eye: male Orc Clr3; CR 4; medium humanoid; HD 3d8+6; hp 25; Init +3; Spd 20; AC 19, flatfooted 19, touch 9; Base Atk +2; Grp 5; Atk/Full Atk +7 melee (1D8+3, masterwork flail) or +1 ranged (1D8, crossbow); SA turn or rebuke undead (3/day); SQ light sensitivity, darkvision 60 ft.; AL NE; SV Fort +6, Ref +0, Will +6; Str 17, Dex 8, Con 14, Int 8, Wis 14, Cha 10.

Skills and Feats: Concentration +9, Diplomacy +4, Heal +5, Knowledge (Religion) +6; Combat Casting, Improved Initiative.

Spells Prepared (4/3+1/2+1; DC = 12 + Spell Level): 0 - *cure minor wounds, detect magic, guidance, light*, 1st - *bless, detect evil, magic weapon (d), shield of faith, summon monster I*, 2nd - *consecrate, hold person, restoration, lesser, spiritual weapon (d)*.

Possessions: Flail, Masterwork; Crossbow, light; Bolts, crossbow (10); Bolts, crossbow (10); Full plate; Shield, heavy steel.

Domains: War and Tyranny

Encounter 7

The Thing (in the form of Jorgan): xambric; medium plant (shapechanger); CR 7; HD 9d8; hp 48; Init +2; Spd 30 ft; AC 19 [-1 Dex, +10 natural], touch 8, flat-footed 19; Base Atk +6; Grp +13; Atk +9 melee (1d6+3 plus paralysis [DC 14]; slam); Full Atk +9/+9 (1d6+3 plus paralysis [DC 14], slams); Space\Reach 5ft./ 5ft.; SA absorb identity, paralysis; SQ change shape, camouflage, damage reduction 5/slashing, immunity to fire, low-light vision, plant traits, fast healing 5, secretion, scent, spell resistance 14, vulnerability to cold, tremorsense (120' – forest only), trackless step (forest only); AL N; SV Fort +6, Ref +2, Will +7; Str 16, Dex 8, Con 10, Int 14, Wis 12, Cha 14

Skills and Feats: Bluff +7, Diplomacy +9, Disguise +14, Hide +4, Move Silently +4, Perform (String Instruments) +8, Sense Motive +6, Survival +11, Tumble +3, Use Magic Device +8; Dodge, Improved Grapple, Improved Initiative, Improved Natural Attack (Slam), Spell Focus (enchantment).

Spells Known (3/4/2; DC = 13 + Spell Level): 0 – *detect magic, know direction, light, open/close, prestidigitation, read magic*, 1st – ~~charm person~~, *cure*

light wounds, sleep, summon monster I, 2nd – *cure moderate wounds, invisibility, mirror image*.

Languages: common, dwarven, elven, gnomish.

Possessions: rapier, masterwork; 10 throwing axes; studded leather, masterwork.

Encounter 8

The Thing (in the form of Mela-Ki): xambric; medium plant (shapechanger); CR 7; HD 9d8; hp 48; Init +2; Spd 30 ft; AC 19 [-1 Dex, +10 natural], touch 8, flat-footed 19; Base Atk +6; Grp +13; Atk +9 melee (1d6+3 plus paralysis [DC 14]; slam); Full Atk +9/+9 (1d6+3 plus paralysis [DC 14], slams); Space\Reach 5ft./ 5ft.; SA absorb identity, paralysis; SQ change shape, camouflage, damage reduction 5/slashing, immunity to fire, low-light vision, plant traits, fast healing 5, secretion, scent, spell resistance 14, vulnerability to cold, tremorsense (120' – forest only), trackless step (forest only); AL N; SV Fort +6, Ref +2, Will +7; Str 16, Dex 8, Con 10, Int 14, Wis 12, Cha 14

Skills and Feats: Bluff +7, Concentration +8, Diplomacy +9, Disguise +14, Handle Animal +8, Hide +4, Knowledge (Nature) +11, Move Silently +4, Perform (String Instruments) +8, Sense Motive +6, Spellcraft +9, Survival +11, Tumble +3, Use Magic Device +8; Dodge, Improved Grapple, Improved Initiative, Improved Natural Attack (Slam), Scribe Scroll, Spell Focus (enchantment), Spell Penetration

Spells Known (3/4/2; DC = 13 + Spell Level): 0 – *detect magic, know direction, light, open/close, prestidigitation, read magic*, 1st – ~~charm person~~, *cure light wounds, sleep, summon monster I*, 2nd – *cure moderate wounds, hold person, mirror image*.

Spells Prepared (5/4/4/3; DC = 13 + Spell Level): 0 – *create water, detect magic, detect poison, light, purify food and drink*, 1st – *calm animals, detect animals or plants, goodberry, speak with animals*, 2nd – *barkskin, bear's endurance, heat metal, soften earth and stone*

Languages: common, druidic, dwarven, elven, gnomish.

Possessions: Scimitar, masterwork; Sling, Masterwork, +1 *hide armor*; shield, heavy wooden.

APL 6

Encounter 2

Arrrgh: Male Orc Clr4; Medium Humanoid (Orc); CR 4; HD 4d8+8; hp 31; Init -1; Spd 20 ft/x3; AC 19 (+8 armor, +2 shield, -1 dex), touch 9, flat-footed 19; Base Atk +3; Grp +6; Full Atk +8 melee (1d10+3, masterwork flail, heavy), or +2 ranged (1d8, crossbow, light); SA turn undead (7/day); SQ: Light Sensitivity, Darkvision 60ft; AL NE; SV Fort +6, Ref +0, Will +6; Str 17, Dex 8, Con 14, Int 8, Wis 14, Cha 10;

Skills and Feats: Concentration¹ +9, Diplomacy¹ +4, Heal¹ +5, Knowledge (religion) +6; Combat Casting, Improved Turning,

Spells Prepared: (5/4/3; DC = 13 + spell level, Compulsions 14+spell level) 0 - *cure minor wounds, detect magic, guidance, light*, 1st - *bless, detect evil, command (d), shield of faith, summon monster I*; 2nd - *deific vengeance**, *hold person, restoration, lesser, spiritual weapon (d)*.

Possessions: Flail, Masterwork, Crossbow, light, Bolts, crossbow (20), Full plate, Shield, heavy steel

Domains: War and Tyranny

Blackthorn scouts (4): Male Orc Bbn2: CR 2; medium humanoid; HD 2d12+2; hp 19; Init +2; Spd 30 ft; AC 17, flatfooted 17, touch 12; Base Atk +2; Grp +6; Atk/Full Atk +8 melee (1d12+6, masterwork greataxe) or +4 ranged (1d8, composite longbow); SA rage (1x/day), fast movement, uncanny dodge; SQ light sensitivity, darkvision 60 ft.; AL CE; SV Fort +4, Ref +2, Will +0; Str 19, Dex 14, Con 13, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +8, Intimidate +3, Jump +6, Listen +5, Survival +5; Weapon Focus (Greataxe).

Possessions: Greataxe, Masterwork; Arrows (20); Longbow, composite; Dagger, Breastplate, Masterwork; Climber's kit.

Encounter 7

The Thing (in the form of Jorgan): xambric; medium plant (shapechanger); CR 9; HD 17d8+17; hp 122; Init +3; Spd 30 ft; AC 19 [-1 Dex, +10 natural], touch 9, flat-footed 19; Base Atk +12; Grp +16; Atk +15 melee (1d8+3 plus paralysis [DC 19]; slam); Full Atk +15/+15 (1d8+3 plus paralysis [DC 19], slams); Space\Reach 10ft./ 10ft.; SA absorb identity, paralysis; SQ change shape, camouflage, damage reduction 5/slashing, immunity to fire, low-light vision, plant traits, fast healing 5, secretion, scent, spell resistance 18, vulnerability to

cold, tremorsense (120' – forest only), trackless step (forest only); AL N; SV Fort +11, Ref +11, Will +8; Str 16, Dex 8, Con 12, Int 14, Wis 12, Cha 14;

Skills and Feats: Bluff +12, Diplomacy +9, Disguise +14, Hide +9, Move Silently +9, Perform (String Instruments) +7, Sense Motive +6, Survival +14, Tumble +3, Use Magic Device +8; Dodge, Improved Grapple, Improved Initiative, Improved Natural Attack (slam), Improved Toughness*, Insightful Reflexes*, Iron Will, Lightening Reflexes, Spell Focus (enchantment), Track

Spells Known (3/4/2; DC = 13 + Spell Level): 0 – *detect magic, know direction, light, open/close, prestidigitation, read magic*, 1st – ~~charm person~~, *cure light wounds, sleep, summon monster I*; 2nd – *cure moderate wounds, invisibility, mirror image*.

Languages: common, dwarven, elven, gnomish.

Possessions: rapier, masterwork; 10 throwing axes; studded leather, masterwork.

* see Appendix 2: New Rules Items

Encounter 8

The Thing (in the form of Mela-Ki): xambric; medium plant (shapechanger); CR 9; HD 17d8+17; hp 122; Init +3; Spd 30 ft; AC 19 [-1 Dex, +10 natural], touch 9, flat-footed 19; Base Atk +12; Grp +16; Atk +15 melee (1d8+3 plus paralysis [DC 19]; slam); Full Atk +15/+15 (1d8+3 plus paralysis [DC 19], slams); Space\Reach 10ft./ 10ft.; SA absorb identity, paralysis; SQ change shape, camouflage, DR 5/slashing, immunity to fire, low-light vision, plant traits, fast healing 5, secretion, scent, spell resistance 18, vulnerability to cold, tremorsense (120' – forest only), trackless step (forest only); AL N; SV Fort +11, Ref +11, Will +8; Str 16, Dex 8, Con 12, Int 14, Wis 12, Cha 14;

Skills and Feats: Bluff +12, Concentration +13, Diplomacy +9, Disguise +14, Handle Animal +8, Hide +9, Knowledge (Nature) +11, Move Silently +9, Perform (String Instruments) +7, Sense Motive +6, Spellcraft +9, Survival +14, Tumble +3, Use Magic Device +8; Dodge, Improved Grapple, Improved Initiative, Improved Natural Attack (slam), Improved Toughness*, Insightful Reflexes*, Iron Will, Lightening Reflexes, Scribe Scroll, Spell Focus (enchantment), Spell Penetration, Track

Spells Known (3/4/2; DC = 13 + Spell Level): 0 – *detect magic, know direction, light, open/close, prestidigitation, read magic*, 1st – ~~charm person~~, *cure*

light wounds, sleep, summon monster I, 2nd – cure moderate wounds, hold person, mirror image.

Spells Prepared (5/4/4/3; DC = 13 + Spell Level): 0 – create water, detect magic, detect poison, light, purify food and drink; 1st – calm animals, detect animals or plants, goodberry, speak with animals; 2nd – barkskin, bear's endurance, heat metal, soften earth and stone,

Languages: common, druidic, dwarven, elven, gnomish.

Possessions: Scimitar, masterwork; Sling, Masterwork, *+1 hide armor*; shield, heavy wooden.

* see Appendix 2: New Rules Items

APL 8

Encounter 2

Arrgh: Male Orc Clr7; Medium Humanoid (Orc); CR 7; HD 7d8+14; hp 52; Init -1; Spd 20 ft/x3; AC 22 (+9 armor, +3 shield, -1 dex, +1 deflection), touch 10, flat-footed 22; Base Atk +5; Grp +9; Full Atk +11 melee (1d10+5, +1 flail, heavy) or +5 ranged (1d8, crossbow, light); SA turn undead (7/day); SQ Light sensitivity, darkvision 60ft AL NE; SV Fort +8, Ref +2, Will +9; Str 19, Dex 8, Con 14, Int 8, Wis 16, Cha 10;

Skills and Feats: Concentration¹ +12, Diplomacy¹ +4, Heal¹ +6, Knowledge (religion) +6; Combat Casting, Improved Turning, Empower spell

Spells Prepared (6/5+1/4+1/3+1/1+1; DC = 13+spell level, compulsions 14 + spell level): 0 - cure minor wounds, detect magic, guidance, light, 1st - bless, detect evil, divine favor, cure light wounds, command (d), shield of faith, 2nd - bull's strength, deific vengeance*, hold person, restoration, lesser, spiritual weapon (d). 3rd - magic vestment (d), wrack*, cure serious wounds, invisibility purge. 4th - divine power (d), poison

Possessions: +1 flail, heavy; masterwork crossbow bolts; light crossbow (20), +1 full plate, +1 shield, heavy steel, gloves of dexterity +2, periapt of wisdom +2, cloak of resistance +1

Domains: War and Tyranny

* see Appendix 2: New Rules Items

Blackthorn scouts (6): Male Orc Bbn2: CR 2; medium humanoid; HD 2d12+2; hp 19; Init +2; Spd 30 ft; AC 17, flatfooted 17, touch 12; Base Atk +2; Grp +6; Atk/Full Atk +8 melee (1D12+6, masterwork greataxe) or +4 ranged (1D8, composite longbow); SA rage (1x/day), fast movement, uncanny dodge; SQ light sensitivity, darkvision 60 ft.; AL CE; SV Fort +4, Ref +2, Will +0; Str 19, Dex 14, Con 13, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +8, Intimidate +3, Jump +6, Listen +5, Survival +5; Weapon Focus (Greataxe).

Possessions: Greataxe, Masterwork; Arrows (20); Longbow, composite; Dagger; Breastplate, Masterwork; Climber's kit.

Encounter 7

The Thing (in the form of Jorgan): xambric; large plant (shapechanger); CR 11; HD 25d8+75; hp 203; Init +2; Spd 30 ft; AC 21 [-2 Dex, +14 natural, -1 size], touch 7, flat-footed 21; Base Atk +18; Grp +22; Atk +24 melee

(2d6+8 plus paralysis [DC 25]; slam); Full Atk +24/+24 (2d6+8 plus paralysis [DC 25], slams); Space\Reach 10ft./ 10ft.; SA absorb identity, paralysis; SQ change shape, camouflage, damage reduction 10/slashing, immunity to fire, low-light vision, plant traits, fast healing 5, secretion, scent, spell resistance 22, vulnerability to cold, tremorsense (120' - forest only), trackless step (forest only); AL N; SV Fort +21, Ref +10, Will +9; Str 26, Dex 6, Con 16, Int 14, Wis 12, Cha 14.

Skills and Feats: Bluff +16, Diplomacy +9, Disguise +18, Hide +15, Move Silently +15, Perform (String Instruments) +7, Sense Motive +10, Survival +16, Tumble +3, Use Magic Device +8; Dodge, Improved Grapple, Improved Initiative, Improved Natural Attack (slam), Improved Overrun, Insightful Reflexes*, Iron Will, Lightning Reflexes, Power Attack, Spell Focus (enchantment), Track

Spells Known (3/4/2; DC = 13 + Spell Level): 0 - detect magic, know direction, light, open/close, prestidigitation, read magic, 1st - ~~charm person~~, cure light wounds, sleep, summon monster I, 2nd - cure moderate wounds, invisibility, mirror image.

Languages: common, dwarven, elven, gnomish.

Possessions: rapier, masterwork; 10 throwing axes; studded leather, masterwork.

* see Appendix 2: New Rules Items

Encounter 8

The Thing (in the form of Mela-Ki): xambric; large plant (shapechanger); CR 11; HD 25d8+75; hp 203; Init +2; Spd 30 ft; AC 21 [-2 Dex, +14 natural, -1 size], touch 7, flat-footed 21; Base Atk +18; Grp +22; Atk +24 melee (2d6+8 plus paralysis [DC 25]; slam); Full Atk +24/+24 (2d6+8 plus paralysis [DC 25], slams); Space\Reach 10ft./ 10ft.; SA absorb identity, paralysis; SQ change shape, camouflage, damage reduction 10/slashing, immunity to fire, low-light vision, plant traits, fast healing 5, secretion, scent, spell resistance 22, vulnerability to cold, tremorsense (120' - forest only), trackless step (forest only); AL N; SV Fort +21, Ref +10, Will +9; Str 26, Dex 6, Con 16, Int 14, Wis 12, Cha 14.

Skills and Feats: Bluff +16, Concentration +13, Diplomacy +9, Disguise +18, Handle Animal +8, Hide +15, Knowledge (Nature) +11, Move Silently +15, Perform (String Instruments) +7, Sense Motive +10, Spellcraft +9, Survival +16, Tumble +3, Use Magic Device +8; Dodge, Improved Grapple, Improved Initiative, Improved Natural Attack (slam), Improved

Overrun, Insightful Reflexes*, Iron Will, Lightning Reflexes, Power Attack, Scribe Scroll, Spell Focus (enchantment), Spell Penetration, Track

Spells Known (3/4/2; DC = 13 + Spell Level): 0 – *detect magic, know direction, light, open/close, prestidigitation, read magic*; 1st – ~~*charm person*~~, *cure light wounds, sleep, summon monster I*; 2nd – *cure moderate wounds, hold person, mirror image*.

Spells Prepared (5/4/4/3; DC = 13 + Spell Level): 0 – *create water, detect magic, detect poison, light, purify food and drink*; 1st – *calm animals, detect animals or plants, goodberry, speak with animals*; 2nd – *barkskin, bear's endurance, heat metal, soften earth and stone*.

Languages: common, druidic, dwarven, elven, gnomish.

Possessions: Scimitar, masterwork; Sling, Masterwork, *+1 hide armor*; shield, heavy wooden.

* see Appendix 2: New Rules Items

APL 10

Encounter 1

Dire Bear, Advanced: CR 9; huge animal; HD 18d8+108; hp 192; Init +0; Spd 40; AC 18 [-2 size, +10 natural], flatfooted 18, touch 8; Base Atk +11; Grp +29; Atk +26 melee (2d6+14, claw); Full Atk +26/+26 melee (2d4+10, 2 claws) and +20 melee (4d6+7, bite); SA improved grab; SQ scent, low-light vision; AL N; SV Fort +17, Ref +11, Will +14; Str 39, Dex 11, Con 23, Int 2, Wis 12, Cha 10.

Skills and Feats: Jump +18, Listen +10, Spot +10, Swim +15; Alertness, Endurance, Improved Critical [claw], Iron Will, Run, Toughness, Weapon Focus [claw].

Encounter 2

Arrgh: Male Orc Clr10; Medium Humanoid (Orc); CR 10; HD 10d8+20; hp 73; Init -1; Spd 20 ft/x3; AC 22 (+9 armor, +3 shield, -1 dex, +1 deflection), touch 10, flat-footed 22; Base Atk +7; Grp +11; Atk +14 melee (1d10+6, +1 heavy flail) or +5 ranged (1d8, light crossbow); Full Atk +14 melee (1d10+6, +1 heavy flail) or +5 ranged (1d8, crossbow, light); SA turn undead (7/day); SQ light sensitivity, darkvision 60ft; AL NE; SV Fort +10, Ref +3, Will +11; Str 20, Dex 8, Con 14, Int 8, Wis 16, Cha 10

Skills and Feats: Concentration¹ +15, Diplomacy¹ +4, Heal¹ +6, Knowledge (religion) +6; Combat Casting, Improved Turning, Empower spell, Divine metamagic (Empower)

Spells Prepared: (6/5+1/5+1/4+1/3+1/2+1; DC = 13 + spell level) 0 - cure minor wounds, detect magic, guidance, light, 1st - bless, detect evil, divine favor, cure light wounds, command (d), shield of faith; 2nd - bull's strength, deific vengeance*, hold person, restoration, lesser, spiritual weapon (d), wave of grief³; 3rd - magic vestment (d), wrack*, cure serious wounds, invisibility purge, briar web. 4th - divine power (d), poison, freedom of movement, revenant*. 5th - command, greater (d), slay living, righteous might

Possessions: +1 flail, heavy, Masterwork crossbow, light; bolts, crossbow (20); +1 full plate, +1 shield, heavy steel, gloves of dexterity +2; periapt of wisdom +2; cloak of resistance +1

Domains: War and Tyranny

* see Appendix 2: New Rules Items

Blackthorn scouts (8): Male Orc Bbn2: CR 2; medium humanoid; HD 2d12+2; hp 19; Init +2; Spd 30 ft; AC 17, flatfooted 17, touch 12; Base Atk +2; Grp +6; Atk/Full Atk +8 melee (1d12+6, masterwork greataxe) or +4 ranged (1d8, composite longbow); SA rage (1x/day), fast movement, uncanny dodge; SQ light sensitivity, darkvision 60 ft.; AL CE; SV Fort +4, Ref +2, Will +0; Str 19, Dex 14, Con 13, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +8, Intimidate +3, Jump +6, Listen +5, Survival +5; Weapon Focus (Greataxe).

Possessions: Greataxe, Masterwork; Arrows (20); Longbow, composite; Dagger; Breastplate, Masterwork; Climber's kit.

Encounter 7

The Thing (in the form of Jorgan): xambric; large plant (shapechanger); CR 13; HD 32d8+128; hp 291; Init +2; Spd 30 ft; AC 21 [-2 Dex, +14 natural, -1 size], touch 9, flat-footed 22; Base Atk +31; Grp +22; Atk +24 melee (2d6+8 plus paralysis [DC 30]; slam); Full Atk +31/+31 (2d6+8 plus paralysis [DC 30], slams); Space/Reach 10ft./10ft.; SA absorb identity, paralysis; SQ change shape, camouflage, damage reduction 10/slashing, immunity to fire, low-light vision, plant traits, fast healing 5, secretion, scent, spell resistance 26, vulnerability to cold, tremorsense (120' - forest only), trackless step (forest only); AL N; SV Fort +25, Ref +14, Will +13; Str 26, Dex 6, Con 18, Int 14, Wis 12, Cha 14

Skills and Feats: Bluff +21, Diplomacy +9, Disguise +23, Hide +21, Move Silently +20, Perform (String Instruments) +7, Sense Motive +15, Survival +21, Tumble +3, Use Magic Device +8; Dodge, Awesome Blow; Improved Bull Rush; Improved Grapple, Improved Initiative, Improved Natural Attack (slam), Insightful Reflexes*, Iron Will, Lightning Reflexes, Power Attack, Improved Overrun, Improved Multigrab*, Spell Focus (enchantment), Track

Spells Known (3/4/2; DC = 13 + Spell Level): 0 - detect magic, know direction, light, open/close, prestidigitation, read magic, 1st - ~~charm person~~, cure light wounds, sleep, summon monster I, 2nd - cure moderate wounds, invisibility, mirror image.

Languages: common, dwarven, elven, gnomish

Possessions: rapier, masterwork; 10 throwing axes; masterwork studded leather

Encounter 8

The Thing (in the form of Mela-Ki): xambric; large plant (shapechanger); CR 13; HD 32d8+128; hp 291; Init +2; Spd 30 ft; AC 21 [-2 Dex, +14 natural, -1 size], touch 9, flat-footed 22; Base Atk +31; Grp +22; Atk +24 melee (2d6+8 plus paralysis [DC 30]; slam); Full Atk +31/+31 (2d6+8 plus paralysis [DC 30], slams); Space\Reach 10ft./ 10ft.; SA absorb identity, paralysis; SQ change shape, camouflage, damage reduction 10/slashing, immunity to fire, low-light vision, plant traits, fast healing 5, secretion, scent, spell resistance 26, vulnerability to cold, tremorsense (120' – forest only), trackless step (forest only); AL N; SV Fort +25, Ref +14, Will +13; Str 26, Dex 6, Con 18, Int 14, Wis 12, Cha 14

Skills and Feats: Bluff +21, Concentration +13, Diplomacy +9, Disguise +23, Handle Animal +8, Hide +21, Knowledge (Nature) +11, Move Silently +20, Perform (String Instruments) +7, Sense Motive +15, Spellcraft +9, Survival +21, Tumble +3, Use Magic Device +8; Dodge, Awesome Blow; Improved Bull Rush; Improved Grapple, Improved Initiative, Improved Natural Attack (slam), Insightful Reflexes*, Iron Will, Lightening Reflexes, Power Attack, Improved Overrun, Improved Multigrab*, Scribe Scroll, Spell Focus (enchantment), Spell Penetration, Track

Spells Known (3/4/2; DC = 13 + Spell Level): 0 – *detect magic, know direction, light, open/close, prestidigitation, read magic*; 1st – ~~charm person~~, *cure light wounds, sleep, summon monster I*; 2nd – *cure moderate wounds, hold person, mirror image*.

Spells Prepared (5/4/4/3; DC = 13 + Spell Level): 0 – *create water, detect magic, detect poison, light, purify food and drink*; 1st – *calm animals, detect animals or plants, goodberry, speak with animals*; 2nd – *barkskin, bear's endurance, heat metal, soften earth and stone*;

Languages: common, druidic, dwarven, elven, gnomish.

Possessions: Scimitar, masterwork; Sling, Masterwork, +1 *hide armor*; shield, heavy wooden.

* see Appendix 2: New Rules Items

Appendix Two: New Rules Items

Revenance as presented in *Complete Divine*

Conjuration (Healing)

Level: Blackguard 4, cleric 4, paladin 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Dead ally touched

Duration: 1 min./level

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

You touch a recently slain ally and temporarily restore her to life so she may continue to fight. The target can have been dead for up to 1 round/caster level. She functions as if a raise dead spell had been cast upon her, except that she does not lose a level and has half of her full normal hit points. She is alive (not undead) for the duration of the spell and can be healed normally, but dies as soon as the spell ends. While the subject is under this spell, she is not affected by resurrection or raise dead.

The target gains a +1 morale bonus on attacks, damage, saves, and checks against the creature that killed her.

Wave of Grief as presented in *Complete Divine*

Enchantment [Evil, Mind-Affecting]

Level: Bard 2, blackguard 2, cleric 2

Components: S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Cone

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

All within the cone when the spell is cast are overcome with sorrow and grief. They suffer a -3 morale penalty on all attack rolls, saving throws, ability checks, and skill checks.

Material Component: Three tears.

Wrack as presented in *Complete Divine*

Necromancy [Evil]

Level: Cleric 3, sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: One humanoid

Duration: 1 round/level

Saving Throw: fortitude negates

Spell Resistance: Yes

A humanoid subject of the spellcaster's choosing is wracked with such pain that he doubles over and collapses. His face and hands blister and drip fluid, and the eyes cloud with blood, rendering him blind. For the duration of the spell, the subject is considered helpless and cannot take actions.

Even when the spell ends, the subject is still visibly shaken and suffers a -2 penalty on attack rolls, saves, and checks for 3d10 minutes. The subject's sight returns at the end of the spell's duration.

Deific Vengeance as presented in *Complete Divine*

Conjuration (Summoning)

Level: Cleric 2, Purification 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

When you cast this spell, you call out to a deity, listing the crimes of your target and urging the deity to punish the miscreant. (The target's alignment is irrelevant to the success of the spell.) The divine power of the angry deity imposes this punishment in the form of a sharp, spiritual blow to the target. This attack hits automatically and deals 1d6 points of damage per

two caster levels (maximum 5d6), or 1d6 points per caster level (maximum 10d6) if the target is undead. A successful Will saving throw reduces the damage by half.

Divine Metamagic [Divine] as presented in Complete Divine

You channel energy into some of your divine spells to make them more powerful.

Prerequisites: Ability to turn undead or rebuke undead, selected metamagic feat.

Benefit: When you take this feat, choose a metamagic feat. This feat only applies to that metamagic feat. As a free action, you can take the energy from turning or rebuking undead and use it to apply a metamagic feat to spells that you know. You must spend one turn or rebuke attempt, plus an additional attempt for each level increase in the metamagic feat you're using. For example, Jazon the cleric could sacrifice three turn attempts to empower a *holy smite* he's casting. Because you're using positive or negative energy to augment your spells, the spell slot for the spell doesn't change.

Special: This feat may be taken multiple times. Each time you take this feat choose a different metamagic feat to which to apply it.

Improved Toughness as presented in Complete Warrior

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lost 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Insightful Reflexes as presented in Complete Adventurer

Your keen intellect allows you an uncanny knack for evading dangerous effects.

Benefit: You add your Intelligence modifier (instead of your Dexterity modifier) to Reflex saves.

Improved Multigrab as presented in Savage Species

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

Prerequisite: Str 17, improved grab.

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

Normal: Without this feat, you take a -20 penalty on grapple checks to maintain a hold with the part of your body used to make the attack it, they cannot determine the source of the effect.

New Creature

Xambric

New Creature

Medium Plant (Shapechanger)

Hit Dice: 9d8 (48 hp)

Initiative: +3

Speed: 30 ft.

Armor Class: 19 (-1 Dex, +10 natural armor) touch 9, flat-footed 19

Base Attack/Grapple: +6/+13

Attack: Slam +9 (1d6+3 plus paralysis)

Full Attack: 2 Slams +9 (1d6+3 plus paralysis)

Space/Reach: 5ft./5ft.

Special Attacks: absorb identity, paralysis

Special Qualities: change shape, camouflage, damage reduction 5/slashing, immunity to fire, low-light vision, plant traits, fast healing 5, secretion, scent, spell resistance 14, vulnerability to cold, tremorsense (120' – forest only), trackless step (forest only)

Saves: Fort +6, Ref +2, Will +7

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

Skills: Bluff +7, Disguise +14, Hide +4, Move Silently +4, Sense Motive +6, Survival +11

Feats: Improved Grapple, Improved Initiative, Improved Natural Attack (slam), Iron Will, Track^(B)

Environment: Forests and jungles

Organization: Solitary or Pack (2-7)

Challenge Rating: 7

Treasure: None

Alignment: Usually neutral

Advancement: 5–9 HD (Medium); 10–20 HD (Large)

Level Adjustment: -

This human-shaped mass of leathery vegetation seems to shimmer and blend into the background like a mirage. You see your face reflected back in the dull lifeless eyes as its husk begins to change. For the briefest of seconds, the leathery vegetation almost seems to mimic your appearance before the creature blends again into the surrounding background.

Xambric (singular and plural) are an ancient species of evolved plant life with the ability to take on the shapes of those hapless creatures they encounter. In its natural form, the creature appears to be a bipedal humanoid with vegetation-based skin, giving it a leathery appearance.

Xambric are solitary creatures by nature, often residing in the deepest and most remote locations of great forests, where they lie dormant for long periods of time between their feeding cycles. Hunters by nature, xambric are extremely patient in dealing with any creature they have marked as prey. When large numbers of the prey are present, they infiltrate the prey by killing a lone member and absorbing its memories. Using that knowledge, they patiently whittle off the remaining numbers one by one. Any incursion into its habitat marks the intruder as a prey.

The xambric's natural form varies between six to seven feet tall, and approximately 200 pounds. As a plant it does not need to sleep, though it does require a source of light and water. It lays dormant for long periods of time if it does not have access to light for extended periods, though it still requires water to survive.

COMBAT

When in its natural form, a xambric slams an opponent with one of its appendages. In the shape of a humanoid, it attacks with whatever weapon is appropriate and on hand. If it appears to be losing the battle it escapes into vegetation and attempt to disguise itself as such. The most common tactic deployed is to catch a potential victim alone. Upon doing so the xambric attempts to paralyze or grapple the victim so that it may use its absorbed identity ability. Once successful, the xambric poses as the victim and attempt the whole process again.

Absorb Identity (Su): By eating the brain of a living Medium size or smaller humanoid victim, you can absorb the mind, memories, and personality of that victim. After absorbing a victim's identity, you can assume the victim's form with 100% accuracy and possess the victim's memories and abilities. The only exceptions are cleric spells of 2nd level or greater, a paladin's (or equivalent) special abilities, and other powers that are granted by deities. You may only assume the form of the last victim absorbed. In your normal form, you retain the basic memories of all the identities you have absorbed within the last 48 hours, though not deeper memories. This is a supernatural ability.

Camouflage (Ex): A xambric may hide in any sort of forested terrain. While attempting to hide in this terrain, the creature substitutes its Disguise in place of its Hide skill.

Change Shape (Su): A xambric can assume the shape of any Small or Medium humanoid as a full round action. In humanoid form, the xambric loses its natural attack and poison. A xambric can remain in its humanoid form indefinitely until it chooses to assume a new one. A change in form cannot be dispelled, but a xambric reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Paralysis (Ex): Any creature successfully struck by a xambric's natural attack must succeed on a DC 14 Fortitude save or be paralyzed for 1d4+1 rounds. The save DC is Constitution based.

Fast Healing (Ex): A xambric heals only if in the presence if vegetation.

Secretion (Ex): A xambric secretes a faint chemical that makes it immune to fire attacks. Furthermore, when tracking someone by scent that has been exposed to these secretions, the xambric receives a +4 bonus to Survival checks.

Appendix Three: The Gnarley at a Glance

The Gnarley Forest is an ancient forest full of immense trees. In most places, the tree canopy blocks out most light, resulting in little ground vegetation, making the forest floor easy to walk. These areas are almost like parkland, save for the presence of much rotted timber and trees felled by age or storm scattered across the ground.

Only a small portion of the Gnarley is claimed by Greyhawk. The great bulk of the forest, lying westward, is claimed by Celene, although Dyvers lays claim to some northern fringes of the forest as does Verbobonc to the west. Celene protects its borders fairly zealously and lays claim to virtually all of the Welkwood to the south (all land west of the Jewel river).

Greyhawk extracts little in the way of tax or tithe from the Gnarley, save from the frontier villages close to the Plains of Greyhawk and the Wild Coast. Rather, its militias patrol in order to make friends among the folk of the forest and to watch for Pomarj invaders heading northward.

To the west, a great central swath of the forest consists of wooded hill land, where the eastern spur of the Kron Hills enters the Gnarley. Tree cover here is rather less dense and there are many secluded, fertile glades and valleys. The hills rise gently, with long, stretching undulations growing steeper as they rise to the west.

The Gnarley hills have fairly poor mineral resources in the area covered on the campaign map, although a handful of mines yield chrysoberyls and pendots, together with some fine quartz and tiger eye agates. Most of the superior gems are found to the west.

The Gnarley is surpassingly old. In its deepest recesses, treants and hostile lyrannikin repel those not of the forest themselves. There is an almost tangible aura of magic in such places, and the faerie folk and elves here do not welcome intruders, no matter what their intentions. Like-wise, some buried secrets in the Gnarley are of great antiquity, and rich with the history of Perth—and, not rarely, redolent of its greatest evils to boot.

The Gnarley Forest is dominated with oak and ipp trees with the intermittent groves of dekla and yarpick. Thick ferns are found along the Jewel and Serault rivers. Flowering plants are rare, except in the less wooded highlands where bluebells and crocuses abound. The beautiful ivory blossom (a white, orchid-like plant) can be found throughout the forest. Celene, Dyvers, Verbobonc, and the Domain of Greyhawk claim portions of the immense forest. Where the majority of the woodland was

once nominally a part of the loose confederation of the Wild Coast, as the surviving cities of that association were absorbed into Greyhawk's lands, the free-spirited folk inhabiting these woodlands were not swayed by so formal a government. The forest is home to druids, sylvan elves, gnomes, hardy woodsmen, swanmays and enclaves of ogres, gnolls, and orcs (thought to be of the Blackthorn Tribe). Occasional attempts by Pomarj orcs to use the forest as cover for massive flanking maneuvers against Narwell and Safeton meet failure at the hands of the many protectors of the Great Forest.

There is little formal military here, save for the Furyondy Greenjerkins and the Gnarley Rangers. The Greenjerkins are 40 or so rangers who patrol the uppermost regions of the Gnarley across the Volverdyva from their base at Stalmaer. Additionally, the Gnarley Rangers, a force more than 200 strong, patrol the entirety of the forest south of the Volverdyva to the Welkwood, protecting the wood from harm. These folk, and their powerful druidic allies, grow wary of the intrusions from Greyhawk's soldiery.

The Gnarley Druids are dedicated to the well-being of the Great Forest and the training of the younger druids. As long as can be remembered, the Druids have been within the forest, working to keep it healthy. The Gnarley Druids are often referred to as the Bards of the Gnarley, for they value oral folklore, and several druids are even known to enjoy singing or playing a stringed instrument. They protect the forest from intrusion and exploitation by the wanton spread of both humanity and humanoids. This results in neutral relations with the surrounding political entities of Greyhawk, Dyvers, Verbobonc, the Kron Hills Alliance, and Celene. They work with those who have managed to build a place within the Great Forest. The Druids of the Gnarley are on good terms with the Gnarley Rangers, whom they view as companions in their combined stewardship of the forest. They are also on good terms with the Sorority of Swanmays, werebears, and to a lesser extent the People of the Wood. The Druids feel a close kinship to the Oaken Father as partners in the guardianship of the forest trees. Sharing a reference for Ehlonna and all beings in the forest, the Druids and wood elf clans of the Gnarley are on cordial terms. The Faerie Folk and the Druids of the Gnarley are aware of each other. Some brownies and dryads even count the Druids as friends. When outsiders threaten the forest, the Druids' first choice is to send for the Gnarley Rangers, preferring to remain in the background tending the needs of the forest. However, if matters prove too serious a threat, the Druids support the rangers' efforts with diplomacy if possible, and force if necessary.

A sorority of two score swanmays dwells within the Gnarley. All swanmays accept the guidance of Matriarch Serendya. The swanmay community is devoted to spying the margins of the forest for evil, whether it is around the Welkwood, the Wild Coast, into the Pomarj, to the east with Dyvers or the lands of Verbobonc.

The woodsmen that have chosen the gift of the forest to provide them with home and life are referred to as 'The People of the Gnarley.' They live off the gifts the forest provides and use its resources sparingly. It is not uncommon to witness one of their numbers standing in the forest quietly listening. They enjoy hearing the wind rustle the leaves, which they call the "Song of the Trees." When danger nears they tend to band together for their own safety and that of the forest. Wary of strangers at first, they quickly turn to offer warm hospitality for those who mean no harm.

The elven clans of the Gnarley Forest live in small, secluded communities, usually in tree houses thirty to fifty feet above the forest floor. They are divided into four clans. Clan allegiances are a source of pride and a badge of honor. The clans do not usually live separately, preferring mixed clan communities. It is accepted practice that Gnarley elves chose their thiramin, soul mate, from outside their own clan and usually from outside their own village. All Gnarley elves have a preference for Celene over Greyhawk, Dyvers, Verbobonc and the Kron Hills Alliance. They routinely pass on information about events in the forest and beyond to Celene's Court. Thus, humans in general are somewhat distrustful of the wood elves. Elves do not often share their communities with humans, and guard well the borders of their communities.

Gnomes of the forested hills nearer the center between Dyvers, Verbobonc and the Welkwood live a quiet life in harmony with the ancient trees. Many small villages or rents can be found as they gnomes have built and tunneled beneath the roots of the ancients to create intricate warrens blending beautiful gnomish architecture and the trees.

The forest teems with small mammals and birds under the protection of the Lady of the Forest and her worshipers. The one creature of the forest that is most respected but not revered is the ancient great green worm residing in his own pocket realm of the forest. None speak of him and none admit to any knowledge of his realm—but all stay clear.

His Lordship Viscount Langard was raised in the northern reaches of the Gnarley and holds a special remembrance for the forest. Many of the forest dwellers hold the Viscount in good standing while many of the

elves and those living in the southern reaches of the forest hold Her Fey Majesty Queen Yolanda as favored.

The Gnarley Rangers

The rangers of the Gnarley are some 200 strong, most of them born woodsmen, with a few half-elves among them. The group has become more cohesive during the Greyhawk Wars, and the group is democratic and has no leaders more cohesive during the Greyhawk Wars, and no few of them fought in Furyondy as volunteers. Tales of that war leave them in little doubt of the threat evil presents.

The group is democratic and has no leaders who issue orders or directives, but there are seven Ranger Knights who meet at Corustaith every two or three months to share information at the Gilded Acorn there. Each Knight has his own following of younger rangers who swear a personal allegiance to him. In return, each Knight undertakes to train the younger rangers as needed, and holds an annual feast for all his juniors each Brewfest. The oath is not very restrictive, involving promises to protect the integrity of the forest, to help good folk in need, and to revere a Power of Good (usually Ehlonna).

Ranger Knights do not have formal delineations of territory or spheres of control, although each has a particular area (which may overlap with others) where he has good friends and expends most of his protective efforts.

The rangers strive to bring good folk together. They have very warm relations with gnomes, most woodsmen, and with the swanmays and werebears of the Gnarley. They are very cautious in dealings with elves; they are respectful to them, but do not trust them. Cool politeness is the order of the day.

The Gnarley Rangers are concerned with the forest's welfare, not with politics, and they do not care about the squabbles of Dyvers, Verbobonc, and Greyhawk over territory. They would like to see Celene's influence diminish, but they don't regard the Free City as exactly a bastion of righteousness and morality. However, they are glad to see the militia helping to protect woodsmen, and individual friendships between rangers and militia leaders and officers have begun to blossom.

Symbols of the Gnarley Rangers: The rangers use the following symbols and insignia for mutual recognition: a silvered oak leaf on a neck-chain (juniors), a silvered oak leaf pair above an acorn, worn as an amulet or a badge (medium ranks), a golden acorn with two silver leaves (again, as amulet or badge) for seniors. The last will have a

moonstone if the ranger is a Ranger Knight. If the Ranger is a worshipper of Ehlonna, the symbol of a unicorn horn is often added by those of medium rank.

The Gnarley Druids

The druids of the Gnarley forest are no more than 30 in number, nearly all dwelling alone. They revere Ehlonna, and for this reason have some friends among the wood elves. Druids do not care for woodsmen, but they know that they respect the forest. They welcome rangers and swanmays in particular. Militia and adventurers, are avoided unless a druid has need of help.

The Archdruid of the eastern Gnarley, Hildefer Paravis, has a home some 15 miles east of Beltander, where her tree-house home is guarded by brownies, hawks, and bears. Rarely, a Ranger Knight, or more often a swanmay, will come to the Archdruid with information or for help. The druids are often referred to as “the bards of the Gnarley,” for they treasure oral folklore and tales and many have proficiencies in Singing or a musical instrument (usually stringed).

In addition to Hildefer’s home, other places where druids may often be found are the dryadic Fern Groves and Bad Deep.

Knowledge of the Gnarley

The following is some common information that can be learned about the Gnarley Forest by making a successful Knowledge [Local – VTF] check.

DC 10: The Gnarley is an ancient forest spanning from the Velderdyva River down into Celene and from eastern Verbobonc, through Dyvers, to the western boundaries of the domain of Greyhawk City. Incredibly old, the deepest recesses of the forest are rumored to contain powerful magical auras.

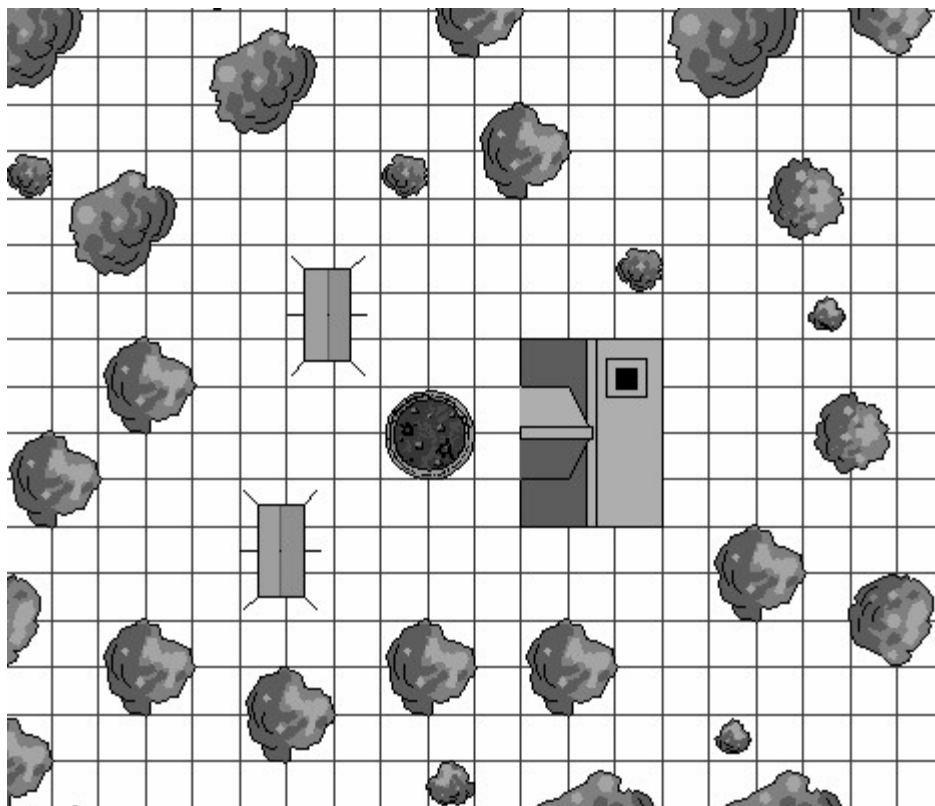
DC 12: The forest is home to many creatures of nature and is principally protected by two groups: The Gnarley Rangers, who have taken the mantle of the forest’s protectors; and the druids, who are more insular and fulfill their charge in a subtler manner.

DC 15: While it is the home of many powerful creatures of nature, such as treats, werebears, and a small sorority of swannmays, the forest is also a launching point for incursions from the Pomarj and Blackthorn. Pomarj orcs in particular try to use the forest as cover for their operations against Narwell and Safeton. More often than not, these maneuvers are thwarted by the Gnarley Rangers, but they present a clear and constant threat to the stability of the great forest.

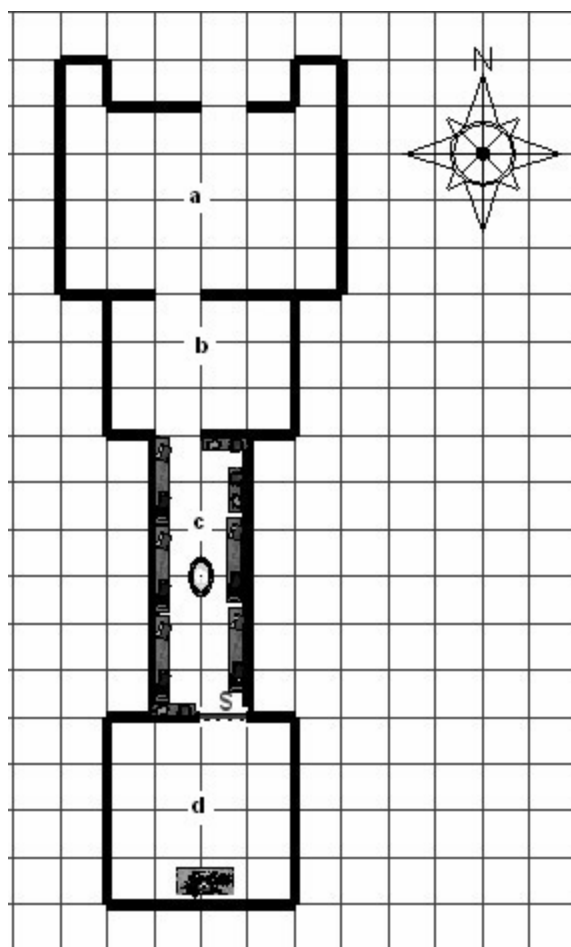
Appendix Four: Map of the Gnarley Forest and Environs



DM's Map #1 The Druid Camp



DM's Map #2 The Shrine



DM's Map #3 The Blackthorn Outpost

