



BREACHING THELANIS WALL: WELL OF WOE (ROUND 2)

A Three-Round DUNGEONS & DRAGONS® Adventure
for 1st - to 3rd-Level Characters

Expedition Adventure I for the XEN'DRIK
EXPEDITIONS™ Campaign

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Sources: *Player's Guide to Eberron* [James Wyatt, Keith Baker, Luke Johnson, Stan!],
Eberron Campaign Setting [Keith Baker], *Secrets of Xen'drik* [Keith Baker, Jason Bulmahn,
Amber Scott], *Miniatures Handbook* [Mike Donais, Skaff Elias, Rob Heinsoo, Jonathan Tweet]

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ADVENTURE BACKGROUND

A remnant of ages long past, it is impossible to say who originally laid down the magical mushroom barrier that stopped the encroachment of the manifest zone known as Thelanis Wall (also called the Faerie Wall by the giants). Its borders were constructed for a very specific purpose however: to stop the spread of the manifest zone within. Thelanis, the plane known as the Faerie Court, makes the area known as Thelanis Wall a strange and wonderful place, but also a danger to those who make this part of Xen'drik their home. The same magic that curtailed the manifest zone created a rift in the earth that opened up a great spring, allowing the water to pour forth from the spring. The creatures that lived near the spring, amazed and terrified at the new source of water there, built a temple to house the new spring.

The fey contained within Thelanis Wall are unable to pass the mushroom barricade that mark its borders. The Slayers, a forestkith goblin tribe that now lives around the manifest zone, take this as a blessing, as they are deathly afraid that one day the mushroom barricade may collapse and leave them vulnerable to the deadly fey, which their myths and traditions lead them to believe still dwell there. Because of this, the forestkith goblin tribe guards the passages through to the wall itself, hoping that by preventing intrusion by outsiders, the barricade can never be disrupted. They also believe that the well in the temple is connected to Thelanis Wall, and they dare not enter the temple, nor do they allow others to enter.

Occasionally, however, the forestkith goblin tribe chooses a warrior to test. The test involves sending him through the barricade into Thelanis Wall to seek contact with the fey and bring back a trophy as proof of their success and bravery (and for some, their guile). This also serves to remind those outside the manifest zone of the dangers within. These incursions are rare, however, happening but once per generation at the very most. Few are successful. The goblins wholeheartedly believe this apparent lack of success stands as testament to the wisdom and reasoning behind their vigil.

As the PCs learned at the end of the previous round, they must pass through the area known as Thelanis Wall in order to reach the lost temple that houses the Well of Woe.

ADVENTURE SYNOPSIS

The PCs begin this round of the adventure where they left off the last: on the edge of the territory of the forestkith goblins. Armed with the magical dragon's horn, the PCs realize they must pass through the goblin territory and breach Thelanis Wall. After passing through the mushroom barrier, the PCs immediately come upon an ogre being tormented by a band of grig. The ogre can provide them with information and with a cold iron spear that may come in handy later. The PCs can also assist a village of duskings in dealing with a howler wasp problem, and in doing so gain peaceful passage through Thelanis Wall. On the far side of the manifest zone, the PCs must again deal with forestkith goblins that guard the temple that houses the Well of Woe. Within the temple, a redcap and his worg pet bar the way. Finally, after dealing with the guardians, the PCs must figure out how to get to the vault below the Well of Woe to continue their search for The Flame.

PART 1: GOBLIN SENTRY

Initially, the PCs encounter a band of forestkith goblin warriors charged with preventing outsiders from passing through to Thelanis Wall. Though it is most likely a hostile encounter, quick talking PCs who can speak with the goblins may be able to win their way through the goblins without a fight.

When the PCs approach Thelanis Wall, they must deal with the forestkith goblins that guard its borders. Even before the PCs enter Thelanis Wall, the magical dragon horn points them deeper into the jungle that serves as the habitat of the goblins. The goblins are aware of the PCs even as they approach the jungle, and a group lays in wait for them within. A number of paths lead into the jungle toward Thelanis Wall (and of course, the direction of the lost temple and the Well of Woe), but they all lead into the manifest zone. Once the PCs have chosen a path, it is up to you to decide where the ambush takes place.

The path the PCs choose leads along a stream, and as the PCs move upstream they hear the sound of crashing water. Finally they come to a waterfall and a small cliff where the water careens down. An easily spotted path leads up the cliff. The spray of the water is enough to muffle hearing and hamper vision.

Thanks to the massive waterfall behind you, the air is filled with a clinging mist that limits the range of your vision, even as the sound of crashing water limits what you can hear. The dim lighting under the canopy of the jungle is also a factor in your current visual acuity.

After the forestkith goblins spring their attack, read the following:

Except for the sound of the falls behind you, the jungle goes suddenly quiet. Then you hear an ungodly screeching from the trees around you as nets are dropped from above.

The goblins follow the PCs through the jungle until they can set up for a good ambush. Swinging easily through the trees, the creatures stay well out of sight, though it is possible to hear their whispers or movement with a DC 20 Listen check. Even if a PC makes a successful check, the sound they hear is similar to that of monkeys (about the size of a chimpanzee) swinging through the trees overhead. Any PC that ascends into the trees overhead is attacked by the goblins, as they know they have the advantage in that setting.

Once the PCs have had an opportunity to investigate and either done so or passed it up, the goblins attack. Give the PCs another DC 14 Listen check to hear the goblins maneuvering for the attack, as well as a DC 18 Spot check to see them as they descend from the upper branches of the trees. Any PC that is successful is allowed an action in the surprise round. If all PCs are successful, you can begin combat normally.

Forestkith Goblins (4): hp 6, 5, 4, 3; Combat Statistics.

Encounter Conditions: The encounter has the following features. The mist obscures all sight, including darkvision, beyond 20 feet. A creature 20 feet away has concealment (attacks have a 20% miss chance). Creatures further than 30 feet away have total concealment (50% miss chance, and the

attacker cannot use sight to locate the target). Otherwise the lighting is normal for the time of day.

Trees: It is possible for the PCs to climb the trees during combat (and everywhere else in this jungle). Climbing up the first 10 feet requires a DC 20 Climb check. Once reaching that height, the number of branches available to grab reduces the difficulty to DC 10. Any give tree is from 20 – 50 feet in height (1d4+1 x 10).

Developments: If three or more goblins fall in the attack, the remaining goblins attempt to flee and gather reinforcements. At this point, the PCs have five minutes to pass from the goblin's territory into Thelanis Wall.

If the PCs dawdle here, or even attempt to camp on the goblin side of Thelanis Wall, the goblins continue to attack the PCs, once every five minutes, sending increasingly larger groups each time. The next attack includes seven warriors, then nine, and so on. Continue to add two each time, until the PCs are dead, or they manage to flee the area (one way or the other). The goblins do not pursue them past the mushroom barricade, or out of the jungle, should the PCs flee in the opposite direction of their goal.

If the PCs move along toward their goal expeditiously, you should feel inclined to scare them along with the faint sounds of goblins swinging through the trees overhead. Have the goblins chase the PCs right up to the mushroom barricade, but stop as soon as the PCs cross over into Thelanis Wall. The most important thing here is to maintain the tension, as the disturbed natives (the forestkith goblins) actively pursue the interloping explorers through their territory, but not any further.

FORESTKITH GOBLINS 1ST-LEVEL WARRIOR (4) CR 1/2

CE Small humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft., light sensitivity, Listen +0, Spot +0

Languages Goblin

AC 14, touch 13, flat-footed 12

hp 5 (1 HD)

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

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

Melee bite +3 (1d4+1)

Ranged masterwork net +4 (see text)

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

Atk Options discordant frenzy

Combat Gear –

Abilities Str 12, Dex 15, Con 11, Int 6, Wis 10, Cha 9

SQ darkvision 60 ft., light sensitivity, tree shape

Feats Improved Grapple

Skills Climb +9, Craft (weaving) +0*, Hide +6*, Jump +5, Move Silently +2*

Possessions masterwork net

Discordant Frenzy (Ex) Forestkith goblins enter a frenzy, jumping about chaotically and screaming loudly when combat begins. Creatures with 2 HD or fewer within 30 feet of at least three attacking forestkith goblins become shaken for 1d4 rounds unless they succeed on a DC 9 Will save. A creature that resists the

effect cannot be affected by it for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

Light Sensitivity (Ex) Forestkith goblins are dazzled in bright sunlight or within the radius of a daylight spell.

Tree Shape (Su) A forestkith goblin can change form into a small tree, shrub, or limb, equivalent to the tree shape spell cast by a 12th-level druid. A forestkith goblin typically uses this ability at or near daybreak as a form of camouflage, due to its dislike for daylight.

A goblin cannot dismiss this effect, but it ends automatically at sunset or if the goblin takes damage.

Skills *A forestkith goblin gains a +4 racial bonus on Hide checks and Move Silently checks in forested areas, and it gains a +4 racial bonus on Craft (weaving) checks to create nets.

PART 2: CROSSING THE THELANIS WALL

A line of massive 10-foot-tall, faintly glowing mushrooms serves to mark the border of the region known as Thelanis Wall. If *detect magic* is cast upon the mushroom barricade it emanates strong magic. A Spellcraft check DC 15 reveals this to be abjuration in nature. Neither an *identify* spell or *analyze dweomer* (or any other such divination) reveals information more specific than this. The magic used to erect this barrier is old and beyond the knowledge of any mortal spellcaster.

Read or paraphrase the following when the PCs approach the Thelanis Wall:

Ahead of you, gigantic mushrooms form a wall in the middle of the jungle. The stalks of the mushrooms are gray, but the caps seem to change colors as your view of them changes: gold, brown, red, green and blue.

If anyone attempts to chop down a mushroom to disrupt the barrier, the large fungi have hardness 5 and require the attacker to deal 300 hit points of damage to fell it. Even so, the mushrooms of the wall heal rapidly (5 hit points/minute), and can completely regenerate a fallen mushroom in a day. At any rate, felling a single mushroom is not enough to bring the wall down, though it allows fey on the other side to break through for a short time. When the breach is sealed, any fey that have emerged are forcibly drawn back within its borders.

When the PCs cross the mushroom barricade, they feel stretched for just a moment, and as they make the final step they hear a faint popping sound. Some may mistake this for their ears popping. This marks their entrance into the manifest zone known as Thelanis Wall. Once in Thelanis Wall, the PCs notice that the mist is gone, and that the colors here seem a little sharper, more vibrant. Sounds are a bit clearer, as the jungle comes to life around them with birds and other small, harmless scuttling creatures.

For those not of the fey creature type, passing through the mushroom barrier is as easy as walking between the large fungi, from one side to the other. Fey, however, are repelled by an effect similar to a *repulsion* spell that automatically bypasses SR, is heightened to 9th level, and cast by a 20th level caster. If the PC is a fey, she can enter Thelanis Wall only if touching the magical dragon's horn.

Once the PCs have passed the mushroom barricade and stand within Thelanis Wall proper, the mist from the falls rapidly dwindles to nothing, leaving them in the jungle with some breaks viewable in the canopy overhead. Depending on the time of day, these either allow the sun to peek through to the jungle floor below, or they allow those who reside below a good view of the stars and Sibera above.

Development: If the PCs spend too much time messing around with the mushrooms, or if they are hesitating to enter Thelanis Wall, use the threat of an overwhelming force of forestkith goblins to move them along. The goblins fear that if the PCs enter the manifest zone, they might disrupt the balance and unleash hordes of fey creatures onto them. With that in mind, the PCs' proximity to the Thelanis Wall brings them in force (50 goblins within 5 minutes), with additional reinforcements (20 goblins) showing up every 10 minutes thereafter. Up to 150 goblin warriors can be mustered in any given section of the mushroom wall. However, once the PCs cross the threshold into Thelanis Wall, the goblins can only look on in frustration, and they are too afraid to enter.

Eating a Piece of Mushroom: Silly PCs may get the idea to hack off a piece of mushroom and eat it. Doing so has a random effect on the PC, most likely detrimental. Have the PC roll percentile dice and consult the chart below.

Uneaten pieces of mushroom retain their properties for 24 hours:

| | |
|-------|--|
| 01-20 | Suffers the effects of a <i>confusion</i> spell (DC 12, 5 rounds) |
| 21-40 | Toxic reaction (DC 10 Fortitude save resists, 1d2 Dex/1d2 Dex) |
| 41-60 | Suffers the effects of <i>reduce person</i> spell (DC 12, 2 hours) |
| 61-70 | No effect |
| 71-80 | Heightened senses (+4 to Spot and Listen checks for 4 hours) |
| 81-90 | Benefits from effects of <i>bear's endurance</i> spell (1 hour) |
| 91-00 | Gains 1d6 temporary hit points (8 hours) |

Distance within Thelanis Wall – The distance in Thelanis Wall is distorted, being a larger region within than without. It takes the PCs at least two days travel to get from the western mushroom barricade to the eastern mushroom barricade. If they wish to rest within Thelanis Wall, it is possible to find a secluded spot to do so (where they can rest unmolested by the denizens of Thelanis Wall) by making a DC 15 Survival check. PCs can use the aid another action to accomplish this task if they wish. This is important in some sections of Thelanis Wall, as the fey (and other such creatures that dwell within) can be tireless hunters.

If the PCs are having trouble finding a spot to rest, there is an NPC that, strangely enough, can assist the PCs without recompense. The secret to summoning the assistance of The Walker Between is held within the *Stormrider's Chapbook* (Xen'drik Expeditions campaign card, Set I card 9 of 10). Any PC with that card in his stack automatically remembers reading about The Walker Between there. A DC 20 Bardic Knowledge check (or similar ability), a DC 15 Knowledge (local) check, or any drow characters native to Xen'drik can also remember hearing about this legend. Divination magicks can also reveal this information at the DM's discretion.

Walker Between – If the PCs are in need of assistance, they may summon a being known as The Walker Between (this is how he is referred to in the book). The ritual involves shuffling around in circles, while snuffling and snorting like a great wild pig. The Walker Between appears to the PCs only if all PCs participate in the ritual. He shows up riding a dire boar, and wordlessly leads them to a safe haven, so they may rest for the evening.

THE WALKER BETWEEN

CR 8

Male forestkith goblin druid 8
CN Small humanoid (goblinoid)

Init +1; **Senses** darkvision 60 ft., light sensitivity, Listen +0, Spot +0

Languages Common, Draconic, Druidic, Goblin, Sylvan

AC 15, **touch** 12, **flat-footed** 14

hp 59 (8 HD)
Fort +8, **Ref** +3, **Will** +9

Speed 30 ft. (6 squares), climb 20 ft.
Melee masterwork club +8/+3 (1d4) and bite +2 (1d4)
Ranged masterwork net +9 (see text)
Space 5 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +2
Atk Options discordant frenzy
Combat Gear –
Druid Spells Prepared (CL 8th):
4th—*freedom of movement*, *rusting grasp*
3rd—*call lightning* (DC 16), *cure moderate wounds*,
sleet storm, *spike growth* (DC 16)
2nd—*barkskin*, *lesser restoration*, *summon swarm*,
tree shape
1st—*cure light wounds*, *entangle* (DC 14), *obscuring mist*, *shillelagh*, *speak with animals*
0—*create water*, *cure minor wounds* (2), *know direction*, *light*, *resistance*

Abilities Str 10, Dex 13, Con 14, Int 10, Wis 16, Cha 10
SQ darkvision 60 ft., light sensitivity, tree shape, animal companion (dire boar), nature sense, wild empathy +8, woodland stride, trackless step, resist nature's lure, wild shape (3/day; Large)
Feats Dragon Propheisier, Natural Spell, Prophecy's Shaper
Skills Climb +8, Concentration +9, Craft (weaving) +7*, Hide +1*, Jump +2, Knowledge (arcane), +4, Knowledge (nature) +9, Move Silently +1*, Survival +12, Swim +7
Possessions leather armor, masterwork club, masterwork net

Discordant Frenzy (Ex) When melee ensues, forestkith goblins go into a frenzy, jumping about chaotically and screaming loudly. Creatures with 2 HD or fewer within 30 feet of at least three attacking forestkith goblins become shaken for 1d4 rounds unless they succeed on a DC 9 Will save. A creature that resists the effect cannot be affected by it for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

Light Sensitivity (Ex) Forestkith goblins are dazzled in bright sunlight or within the radius of a *daylight* spell.

Tree Shape (Su) A forestkith goblin can change form into a small tree, shrub, or limb, equivalent to the *tree shape* spell cast by a 12th-level druid. A forestkith goblin typically uses this ability at or near daybreak as a form of camouflage, due to its dislike for daylight. A goblin cannot dismiss this effect, but it ends automatically at sunset or if the goblin takes damage.

Skills Forestkith goblins have a +2 racial bonus on Jump checks. A forestkith goblin also has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. *A forestkith goblin gains a +4 racial bonus on Hide checks and Move Silently checks in forested areas, and it gains a +4 racial bonus on Craft (weaving) checks to create nets.

Dragon Propheisier

With a full round action, the Walker Between can place himself in a state of openness and insight into the world around him. This state is referred to as prophetic favor, and it lasts for 5 rounds. While in prophetic favor, he the Walker Between gains a +1 insight bonus on saves. He can enter a state of prophetic favor 5 times per day.

Prophecy's Shaper

While in prophetic favor, the Walker Between can empower one spell per round without any adjustment to the level or casting time of the spell. He can't empower 4th level spells.

THE WALKER BETWEEN (DIRE BOAR SHAPE)

CR 8

Male forestkith goblin druid 8
CN Large humanoid (goblinoid)
Init +0; **Senses** darkvision 60 ft., light sensitivity, Listen +0, Spot +0
Languages Common, Draconic, Druidic, Goblin, Sylvan

AC 15, touch 9, flat-footed 15
hp 59 (8 HD)
Fort +9, **Ref** +2, **Will** +9

Speed 40 ft. (8 squares)
Melee gore +13 (1d8+12)
Space 10 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +18
Atk Options ferocity

Abilities Str 27, Dex 10, Con 17, Int 10, Wis 16, Cha 10
Skills Climb +8, Concentration +10, Craft (weaving) +7*, Hide -4, Jump +8, Knowledge (arcane), +4, Knowledge (nature) +9, Survival +12, Swim +15

Ferocity (Ex) As a dire boar, the Walker Between is such a tenacious combatant that he continues to fight without penalty even while disable or dying.

DIRE BOAR (ANIMAL COMPANION) CR ~

N Large animal
Init +0; **Senses** low-light vision, scent, Listen +8, Spot +8
Languages –

AC 15, touch 9, flat-footed 15
hp 52 (7 HD)
Fort +8, **Ref** +5, **Will** +8

Speed 40 ft. (8 squares)
Melee gore +12 (1d8+12)
Space 10 ft.; **Reach** 5 ft.
Base Atk +5; **Grp** +17
Atk Options ferocity

Abilities Str 27, Dex 10, Con 17, Int 2, Wis 13, Cha 8
SQ low-light vision, scent
Feats Alertness, Endurance, Iron Will
Skills Listen +8, Spot +8

Ferocity (Ex) A dire boar is such a tenacious combatant that he continues to fight without penalty even while disable or dying.

PART 3: DANCE A GRIG

As the PCs travel through Thelanis Wall, they come upon a band of grigs who have caught an unwary ogre napping within Thelanis Wall, and they are having a bit of fun, as they cause the clumsy oaf to whirl and prance like a ballerina.

The ogre has fallen victim to *Otto's irresistible dance*, and even now tires from its effects. The PCs have a couple of options. They could charge into the clearing to attack the ogre. If this is the case the grigs that surround the clearing flee immediately and the PCs are allowed a surprise round against the ogre.

When the PCs approach the clearing, read or paraphrase the following:

The sound of a dozen tiny fiddles hum and whine, harmonizing with each other in a lively tune that plays out in a complex tapestry of cricket symphony. Standing in the midst of an open clearing ahead, a rather clumsy looking ogre moves along with the tune. Shuffling and hopping in a clumsy parody of dance, the ogre has a strained look on his face, as though he is under duress.

Grigs (8): hp 2; Combat Statistics.

Bloodtusk the Ogre: hp 29; Combat Statistics

Creatures: The grigs flee any possibility of combat, since they were only interested in having a bit of fun with the 'big dumb ogre.' If the PCs seek out the grigs themselves, it is a difficult task, as all of them are currently invisible, save one who has perched high overhead (20 feet up a tree on the far side of the clearing). It takes a DC 26 Spot check to note the location of the fiddler grig. Once the grigs realize they are being sought by the PCs, they flee, leaving the ogre free of the dance. In this case, the PCs are not allowed a surprise round against the ogre, as he spots them while they chase the grigs.

Developments: If the PCs choose to fight Bloodtusk, he fights to kill in a very straightforward manner, smashing anyone foolish enough to get in his way. He is a typical ogre in this regard. However, if the PCs do not immediately attack the ogre (Bloodtusk), they have the option of attempting to use diplomacy with the creature. It is certainly grateful for their intervention, though being an ogre, Bloodtusk isn't necessarily inclined to express this openly or honestly. This does net the PCs a +4 circumstance bonus if they attempt to speak with Bloodtusk, rather than attacking him outright. In this case, Bloodtusk begins the encounter as indifferent.

If the PCs can adjust his attitude to friendly (DC 15), Bloodtusk willingly parts with the following information:

- This part of the jungle is infested with faeries; some are small and cute (and squish between Bloodtusk's toes), while others are nasty and dangerous, teaming up to fight Bloodtusk with large, nasty, talking wolves.
- The faeries don't like iron weapons, especially the nasty ones.

Bloodtusk has in his possession a medium cold iron spear and a cold iron dagger. He is willing to trade these valuable items to the PCs, since he is on his way out of Thelanis Wall, and entertains any reasonable offer. These might include medium or large two-handed weapons such as greatswords and greataxes; a *potion of cure light wounds*; a flask of alchemist fire or other useful alchemical items of comparable value. He is

also willing to accept as little as 50 gold pieces in payment as well.

Whether they fight or talk, it is possible for the PCs to walk away from this encounter with valuable weapons against the redcap guarding the Well of Woe. There are two paths leading directly east from this clearing.

GRIG

CR 1

NG Tiny fey

Init +4; **Senses** low-light vision, Listen +3, Spot +3

Languages Common, Sylvan

AC 18, touch 16, flat-footed 16

hp 2 (1/2 HD); **DR** 5/cold iron

SR 17

Fort +1, **Ref** +6, **Will** +3

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

Melee short sword +6 (1d3-3/19-20)

Ranged longbow +6 (1d4-3/x3)

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

Base Atk +0; **Grp** -11

Atk Options spell-like abilities, fiddle

Combat Gear –

Spell-Like Abilities (CL 9th): 3/day – *disguise self*, *entangle* (DC 13), *invisibility* (self only), *pyrotechnics* (DC 14), *ventriloquism* (DC 13). The save DCs are Charisma-based.

Abilities Str 5, Dex 18, Con 13, Int 10, Wis 13, Cha 14

SQ damage reduction 5/cold iron, low-light vision, spell resistance 17

Feats Dodge, Weapon Finesse

Skills Craft (bowmaking) +4, Escape Artist +8, Hide +16, Jump +3, Listen +3, Move Silently +8 (+13 in a forest setting), Perform (string instrument) +6, Search +2, Spot +3

Possessions combat gear, short sword, longbow and 20 arrows

Fiddle (Su) One grig in each band carries a tiny, grig-sized fiddle. When the fiddler plays, any nonsprite within 30 feet of the instrument must succeed on a DC 12 Will save or be affected as though by *Otto's irresistible dance* for as long as the playing continues. The save DC is Charisma-based.

BLOODTUSK THE OGRE

CR 3

CN Large giant

Init -1; **Senses** darkvision 60 ft., low-light vision,

Listen +2, Spot +2

Languages Giant

AC 16, touch 8, flat-footed 16

hp 29 (4 HD)

Fort +6, **Ref** +0, **Will** +1

Speed 30 ft. (6 squares)

Melee greatclub +8 (2d8+7)

Ranged javelin +1 (1d8+5)

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

Base Atk +3; Grp +12

Atk Options –

Combat Gear *potion of cure light wounds*

Abilities Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7

SQ darkvision 60 ft., low-light vision

Feats Toughness, Weapon Focus (greatclub)

Skills Climb +5, Listen +2, Spot +2

Possessions combat gear, hide armor, greatclub, 6 javelins, medium cold iron spear, medium cold iron dagger, 60 gp

PART 4: DUSKLING DILEMMA

A group of dusklings became aware of the PCs' presence as soon as they crossed the mushroom barricade. Having problems of their own, the dusklings are looking for some assistance with one in particular: a hive of howler wasps. Since they aren't looking forward to the prospect of risking their own necks in the attempt to tackle the hive, they see the PCs as an opportunity rather than a threat. Of course, if the PCs simply disregard the dusklings' offer, or attempts at parlay, this status quickly changes back to that of a threat.

Dusking Parlay

Shortly after the PCs encounter the dancing ogre and the grigs, read the following:

Though there is plenty of underbrush to contend with, the trees and other plant-life in this part of the jungle are not nearly so dense, making your passage relatively easy, even without a path to follow. You hear strange voices up ahead, speaking in such a manner that you suspect they want you to hear them, though the distance is such that you cannot quite make out what they're saying. [Continue if the PCs approach.] Four savage humanoid-shaped creatures with steely blue-gray skin, unkempt black hair that hangs about their shoulders, purple eyes, and long pointed ears step out from the underbrush, waving toward your group in a friendly, welcoming manner. One, a female and apparently the leader, steps forward and says in Common, "Greetings and welcome. My name is Charanae Dala'en. Who are you, and what are your intentions in our lands?"

Creatures: A trio of dusking warriors accompanies Charanae, though the dusklings are not interested in fighting. If the PCs introduce themselves and declare their intent to simply pass through, the dusklings propose their deal. The dusklings do their best to be friendly and diplomatic, though if the PCs attack them at any time, they fight a retreating battle, attempting to get back to warn their village of the intruders.

The dusklings can offer safe passage through their territory to the far end of Thelanis Wall, where the PCs can safely exit near the temple holding the Well of Woe. If the PCs refuse to help the dusklings, these dusklings do not attack immediately, but since the PCs have not been granted safe passage, they are attacked by another similar group later.

Charanae Dala'en, Dusksword Totemist 2: hp 19;
Combat Statistics

Dusksword Warrior I (3): hp 8,7,6; Combat Statistics

Development: If the PCs agree to perform the task in exchange for passage, the dusklings give them directions to the nest. They even offer the PCs 12 flasks of alchemist's fire to launch at the nest, in the hopes that they might be able to burn the vast majority of the howler wasps within. They explain that currently the nest consists only of a single chamber, and there shouldn't be many wasps in residence just yet. However, they don't want the problem to get out of control either. They warn the PCs to be wary of the wasps' sting, since their venom can slow a victim's reflexes to the point of paralysis.

Dusking Village: If the PCs decide to fight and push through, the dusklings retreat from the PCs. If they can

manage to break free of combat, they use their superior speed to get a good lead, and gather reinforcements. There are a dozen more warriors in the village as well as four rangers. If the dusklings must deal with hostile PCs, they break into groups of four (3 warriors led by a ranger), and hunt the PCs down to the best of their ability.

CHARANAE DALA'EN

CR 2

Female duskling totemist 2

N Medium fey (extraplanar, incarnum)

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

Languages Common, Goblin, Sylvan

AC 16, touch 10, flat-footed 16

hp 19 (2 HD)

Fort +6, **Ref** +3, **Will** +0

Speed 30 ft. (6 squares)

Melee masterwork spear +3 (1d8+1/x3)

Ranged masterwork spear +2 (1d8+1/x3)

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

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

Atk Options *frost helm* DC 14 or 15

Combat Gear *potion of cure light wounds*, 2 smokesticks

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

SQ chakra bind 1, essentia pool 3, soulmelds 3, low-

light vision, totem chakra bind +1, wild empathy +3

Feats Improved Initiative

Skills Concentration +8, Craft (alchemy) +5, Knowledge (the planes) +6, Listen +5, Spot +5

Possessions combat gear, mithral shirt, masterwork spear

Soulmelds *blink shirt*, *frost helm* (totem bind), *wormtail belt*

Essentia Pool (Su) Charanae has an essentia capacity of 1 (2 for her totem chakra). This means that she can invest a point of essentia into her speed, gaining a +5-foot enhancement bonus to her base land speed (like other dusklings), or she may choose to invest their essentia into one of three soulmelds (listed above). She is capable of investing 1 essentia into any given soulmeld (or her speed), or she may invest up to 2 essentia into the soulmeld bound to her totem chakra (currently frost helm). Charanae can change where her essentia is invested once each round on her turn as a swift action. Charanae has an essentia pool of 3, which means she has 3 essentia to distribute (invest) among her soulmelds, or her duskling speed ability.

Blink Shirt (Su) Charanae can teleport (as dimension door) up to 10 feet at will as a standard action. Charanae can increase the distance by 10 feet if she invests a point of essentia into this soulmeld.

Frost Helm (Su) While wearing this soulmeld Charanae can exist comfortably in conditions between -50 and 90 degrees Fahrenheit without having to make a Fortitude save. She gains cold resistance equal to 5 times the number of essentia invested (up to 2).

Totem bind: Charanae can, as a standard action, produce a trilling sound that stuns opponents within 30 feet. She can target one creature plus one additional creature per point of essentia she invests in her frost helm (up to 2). Targets must make a successful Will save (DC 13 plus point of essentia

invested) or be stunned for 1d4 rounds. If attacked or violently shaken (a full-round action) a victim is allowed another saving throw. Once the effect has been resisted or broken, a creature cannot be affected again for 24 hours.

Wormtail Belt (Su) Charanae gains a +2 enhancement bonus to her natural armor (normally +0). If she invests a point of essentia into this soulmeld, the bonus increases by one to +3.

DUSKLING WARRIOR

CR 1/2

Male duskling warrior 1

N Medium fey (extraplanar, incarnum)

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

Languages Common, Sylvan

AC 15, touch 11, flat-footed 14

hp 7 (1 HD)

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

Speed 35 ft. (7 squares, 1 essentia)

Melee battleaxe +3 (1d8+1/x3)

Ranged longbow +2 (1d8/x3)

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

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

Combat Gear smokestick

Abilities Str 13, Dex 12, Con 13, Int 8, Wis 9, Cha 8

SQ essentia pool 1, low-light vision

Feats Weapon Focus (battleaxe)

Skills Climb +3

Possessions combat gear, studded leather armor, light wooden shield, battleaxe, longbow and 20 arrows

Essentia Pool (Su) Duskling warriors have an essentia pool of 1 and an essentia capacity of 1. They invest their essentia point in their speed, gaining a +5-foot enhancement bonus to his base land speed (included in the statistics above).

DUSKLING RANGER

CR 1

Male or Female duskling ranger 1

N Medium fey (extraplanar, incarnum)

Init +3; **Senses** low-light vision, Listen +4, Spot +4

Languages Common, Sylvan

AC 17, touch 13, flat-footed 14

hp 10 (1 HD)

Fort +4, **Ref** +5, **Will** +0

Speed 35 ft. (7 squares, 1 essentia)

Melee short sword +4 (1d6+1/19-20)

Ranged composite longbow (Str bonus +1) +4 (1d8+1/x3)

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

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

Special Atk favored enemy – humanoid (goblinoid) +2

Combat Gear 2 smokesticks

Abilities Str 12, Dex 16, Con 14, Int 10, Wis 11, Cha 8

SQ essentia pool 1, low-light vision

Feats Track, Weapon Finesse

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

Possessions combat gear, studded leather armor, light wooden shield, short sword, composite longbow (Str bonus +1) and 20 arrows

Essentia Pool (Su) Dusklings rangers have an essentia pool of 1 and an essentia capacity of 1. Dusklings rangers invest their essentia point in their speed, gaining a +5-foot enhancement bonus to their base land speed (included in the statistics above).

Favored enemy – humanoid (goblinoid) (Ex) Due to an extensive study of goblinoids (particularly the forestkith goblins outside the Thelanis Wall) dusklings rangers gain a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against them. Likewise, they get a +2 bonus on weapon damage rolls against such creatures.

Smokin' the Nest

How well the PCs do against the nest of howler wasps depends on how they approach the hive. Resting in a small clearing, it is possible for the PCs to hide amid the trees of the jungle and pelt the hive with the alchemist's fire they've been given. The howler wasps have been hard at work constructing their home, and have just recently entered a brief period of hibernation before the queen lays her eggs, and the rest of the hive becomes active gathering the materials they require for further construction. Because of this, any activity that occurs outside the hive, short of a direct attack on the hive, goes unnoticed by the wasps within.

If the PCs attempt to enter the hive, the residents awaken from their slumber and attack the intruders. The hive contains two-dozen wasps plus the queen, who cannot break free of the hive without damaging its outer wall, due to her immense size. This approach is folly, and likely gets the entire group of PCs killed. Feel free to run this with four howler wasps showing up every six rounds to defend their home.

If the PCs launch three flasks of alchemist's fire at the side of the nest, however, it catches fire immediately since the materials are highly flammable. While the vast majority of the howler wasps (as well as the queen herself) are consumed by the blaze, four of them manage to get free of the nest unharmed and attack the PCs.

Once the PCs throw at least three flasks of alchemist's fire at the nest, read the following:

The nest soon becomes a raging inferno. A chorus of furious screeching accompanies the sound of the roaring flames, and you can see many figures that resemble 3-foot hornets with baboonlike heads, writhing in agony as they burst into flames. A hole erupts in one side of the nest that has yet to completely catch aflame, and four of the creatures escape, looking for vengeance.

Creatures: The howler wasps are angry and attack without regard for tactics or their own safety.

Howler Wasps (4): hp 13, 10, 9, 8; Combat Statistics.

Developments: Assuming the PCs aren't foolish enough to enter the hive proper, once they have managed to dispatch the four escaped howler wasps, they have succeeded. As the fire

burns low, it is possible for the PCs to sift through the ashes and remains to find the treasure of the wasps. A great deal was destroyed in the fire, but the PCs can find as much as 200 half-melted gold coins, and a +1 *large darkwood shield* that remains undamaged by the fire. The shield bears the image of a stylized scorpion engraved into its surface.

If the PCs did enter the hive, the likelihood that they survive this adventure diminishes rapidly. It is largely up to you, as the DM, to adjudicate matters. This could turn into a chase scene as any living PCs flee for their lives through the jungle. You might even save them with the assistance of the dusklings, who won't be happy that their advice regarding how to handle the hive was ignored, and that they were put at risk because of this. If this is the case, the deal is off, and the dusklings turn the remaining PCs away.

Once the PCs have taken care of the howler wasp nest, the dusklings are appreciative. In addition to safe passage, the dusklings offer the PCs a *wand of cure light wounds (CL 1)* with 8 charges.

HOWLER WASP

CR 1

CE Small aberration

Init +1; **Senses** darkvision 60 ft., Listen +3, Spot +4
Languages -

AC 14, touch 12, flat-footed 13

hp 13 (2 HD)

Fort +2, **Ref** +1, **Will** +4

Speed 10 ft. (2 squares), fly 60 ft. (good)

Melee bite +3 (1d4+1) and

2 claws +1 each (1d3) or

Melee sting +3 (1d3+1 plus poison)

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

Atk Options poison (DC 13, 1d6 Dex/1d6 Dex)

Abilities Str 12, Dex 13, Con 15, Int 3, Wis 13, Cha 6

SQ inciting pheromone

Feats Multiattack

Skills Listen +3, Spot +4

Inciting Pheromone (Ex) If a melee attack reduces a howler wasp to 0 or fewer hit points, or if the wasp takes a critical hit from a melee attack, it can attempt to douse its foe with a pheromone (+3 melee touch). The wasp uses this ability as an immediate action before resolving the effect of the damage.

The pheromone draws other howler wasps to the target, inciting them into a fearsome rage. All howler wasps within 60 feet of a creature doused with the pheromone gain a +1 bonus on attack rolls and a +2 bonus on damage rolls against the doused creature. Howler wasps detect the doused creature as if they had blindsense. The pheromone's effects last for 10 minutes, though a doused creature can wash the substance off by submerging in water.

PART 5: BRIDGE GUARDIANS

Once the PCs have passed the eastern mushroom barricade and left Thelanis Wall in the western edge of the manifest zone, all paths eventually lead to a ridge. Above the ridge there is a lake and waterfall. A bridge constructed of bone and tangled rope spans the top of this much smaller waterfall, and leads directly to a long-forgotten temple that houses the Well of Woe. The temple can be clearly seen through the mist of the waterfall, jutting up into the sky on the other side.

Once the PCs begin the trek up the ridge, read or paraphrase the following:

The path that leads you up the ridge appears perilous at first, but seems well worn, and quickly becomes easily traversed. As you crest the top of the ridge you can see that a smaller lake drops over the side into a waterfall. Spanning the distance between this and the other side of the waterfall is a long rope bridge, reinforced with many bones. The bridge swings precariously over the edge of the waterfall, though it appears sturdy enough, and is the only way to cross from this direction, short of sprouting wings and flying.

The 50-foot-long, 10-foot-wide bridge is fairly sturdy, capable of holding as much as 450 pounds at once. Any more weight than this and the bridge breaks apart. Give the PCs fair warning, creaking sounds and so forth, as someone that would weigh too much (in addition to others on the bridge) steps out. Make it clear that it sounds like it could break.

The mist of the waterfall reduces vision to 20 feet. On the other side of the bridge, a pair of forestkith goblin adepts stand guard. It is impossible to see the other side of the bridge clearly until 20 feet away on the bridge. The goblins see the PCs at this point (they were alerted by the swaying of the bridge) and immediately act to prevent them from crossing the bridge. They do not cut the bridge however, as they don't have the capability of reconstructing it themselves.

Once any PC crosses to within 20 feet of the other side of the bridge, read the following:

As you get about half way out onto the bridge you see a pair of goblins standing guard on the other side. They're wearing blackened robes with hoods pulled low over their faces, though their gangly arms and legs protrude awkwardly from the garments they wear.

Goblin Temple Guardians (2), Forestkith goblin adept 2:
hp 10, 8; Combat Statistics.

Tactics: The goblin adepts begin by using their *scrolls of mirror image* on themselves, and then attempt to catch a number of PCs together on the bridge with their *sleep* spells. They use their *scrolls of cause fear* on PCs that manage to resist the effects of *sleep* (or creatures that are immune to *sleep*). PCs that make it across the rope bridge are attacked with nets and *burning hands* (not necessarily in that order). The goblins do not, under any circumstances, cast *burning hands* on the bridge. It is possible, if the PCs realize that the goblins are wary of destroying the bridge, to perhaps use this to their advantage.

Rope and Bone Bridge: The bridge is 50 feet long, and constructed of tangled ropes that have been reinforced by bones, movement across the bridge is cut in half and running is impossible. Anyone moving across the bridge is required to use both hands to steady themselves as they cross. They may not be holding anything in either hand while doing this, though

they can still wear a shield and benefit from its protection. Anyone that attempts to move without bracing themselves with both hands must make a DC 15 Balance check to make any progress along the bridge at 1/4 their normal movement. Anyone that attempts to employ a two-handed weapon (including bows and crossbows) from the bridge must likewise make a DC 15 Balance check to avoid falling. If they attempt to do this, and fail their Balance check, they can catch themselves easily by dropping whatever they hold in their hands.

The bridge is only capable of holding up to 450 pounds at once, so heavier PCs may have to wait while multiple light PCs move across the bridge, and vice versa. Make it clear when the bridge is approaching capacity. Have small bits of the rope snap and unwind. Give the PCs enough time to back off the bridge without major damage. If they insist on crossing and over loading the bridge, it breaks and anyone not within 5 feet of the edge falls to their death. Anyone within 10 feet of the edge gets a DC 15 Reflex save to catch the edge. They can then attempt a DC 5 Climb check to pull themselves up.

Waterfall Mist: The mist from the falls completely obscures creatures standing on either side of the bridge from creatures standing on the other side of the bridge, giving them total concealment. Once a creature has passed within 20 feet of the edge in either direction, creatures on that side no longer have concealment at all.

GOBLIN TEMPLE GUARDIAN

CR 1

Male forestkith goblin adept 2

CE Small humanoid (goblinoid)

Init +2; Senses darkvision 60 ft., light sensitivity,

Listen +0, Spot +0

Languages Goblin

AC 14, touch 13, flat-footed 12

hp 10 (2 HD)

Fort +2, Ref +2, Will +5

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

Melee bite +2 (1d4) or masterwork dagger +1 (1d3/19-20)

Ranged masterwork net +5 (see text)

Base Atk +1; Grp -3

Atk Options discordant frenzy

Combat Gear *scroll of mirror image*, *scroll of cause fear*

Adept Spells Prepared (CL 2nd):

1st—*burning hands* (DC 13), *sleep* (DC 13)

0—*ghost sound*, *light*, *touch of fatigue* (DC 12)

Abilities Str 10, Dex 15, Con 14, Int 10, Wis 14, Cha 10

SQ darkvision 60 ft., light sensitivity, tree shape

Feats Combat Casting

Skills Concentration +7, Climb +8, Craft (weaving) +0*, Heal +7, Hide +6*, Jump +2, Move Silently +2*

Possessions masterwork dagger, masterwork net

Discordant Frenzy (Ex) When melee ensues, forestkith goblins go into a frenzy, jumping about chaotically and screaming loudly. Creatures with 2 HD or fewer within 30

feet of at least three attacking forestkith goblins become shaken for 1d4 rounds unless they succeed on a DC 9 Will save. A creature that resists the effect cannot be affected by it for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

Light Sensitivity (Ex) Forestkith goblins are dazzled in bright sunlight or within the radius of a *daylight* spell.

Tree Shape (Su) A forestkith goblin can change form into a small tree, shrub, or limb, equivalent to the *tree shape* spell cast by a 12th-level druid. A forestkith goblin typically uses this ability at or near daybreak as a form of camouflage, due to its dislike for daylight. A goblin cannot dismiss this effect, but it ends automatically at sunset or if the goblin takes damage.

Skills Forestkith goblins have a +2 racial bonus on Jump checks. A forestkith goblin also has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. *A forestkith goblin gains a +4 racial bonus on Hide checks and Move Silently checks in forested areas, and it gains a +4 racial bonus on Craft (weaving) checks to create nets.

PART 6: GOBLIN WARFARE

The area between the waterfall bridge and the temple that houses the Well of Woe is quite literally a minefield of traps set by the forestkith goblins. The map is marked with paths that the PCs might take through this area. A 'X' marks the spot where a trap was set by the goblins. In order to determine what the trap is roll 1d4 and consult the trap list below. However, since variety is the spice of life (and adventures) you shouldn't allow a given type of trap to appear more than three times during the encounter, rerolling as necessary.

TRAPS (1d4)

1 - Camouflaged Pit Trap: CR 1; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 24; Disable Device DC 20.

2 - 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.

3 - Poison Dart Trap: CR 1; mechanical; location trigger; manual reset; Atk +8 ranged (1d4 plus poison, dart); poison (bloodroot, DC 12 Fortitude save resists, 0/1d4 Con plus 1d3 Wis); Search DC 20; Disable Device DC 18.

4 - Spear Trap: CR 1; mechanical; location trigger; manual reset; Atk +12 ranged (1d8/x3, spear); Search DC 20; Disable Device DC 20. Note: 200-ft. max range, target determined randomly from those it its path.

In addition to the traps, there is a pair of forestkith goblins who take great pleasure in baiting the PCs into the traps by laying in wait, taking a shot at the PCs with a crossbow, and then fleeing at top speed away from the group, and through a trap (avoiding the trap themselves of course). The goblins keep as much distance between themselves and the PCs as possible, so as not to get caught. This isn't to say that they won't eventually get caught, but they keep it up as long as possible. Of course, the PCs can watch where the goblins step and remember the path to avoid the traps with a DC 10 Intelligence check.

Goblin Warrior I (2): hp 6, 5; Combat Statistics.

The goblins do their best to keep the PCs setting off traps, in an attempt to prevent them from making it to the temple and the Well of Woe. This encounter ranges over a large area, and so it is mainly up to you to keep the action going as the PCs attempt to run down their wily opponents.

FORESTKITH GOBLIN 1ST-LEVEL WARRIOR (2)

CR 1/2

CE Small humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft., light sensitivity, Listen +0, Spot +0

Languages Goblin

AC 14, touch 13, flat-footed 12

hp 5 (1 HD)

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

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

Melee bite +3 (1d4+1)

Ranged masterwork net +4 (see text) or light crossbow +3 (1d6/19-20)

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

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

Atk Options discordant frenzy

Combat Gear –

Abilities Str 12, Dex 15, Con 11, Int 6, Wis 10, Cha 9

SQ darkvision 60 ft., light sensitivity, tree shape

Feats Improved Grapple

Skills Climb +9, Craft (weaving) +0*, Hide +6*, Jump +5, Move Silently +2*

Possessions masterwork net, light crossbow and 20 bolts

Discordant Frenzy (Ex) When melee ensues, forestkith goblins go into a frenzy, jumping about chaotically and screaming loudly. Creatures with 2 HD or fewer within 30 feet of at least three attacking forestkith goblins become shaken for 1d4 rounds unless they succeed on a DC 9 Will save. A creature that resists the effect cannot be affected by it for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

Light Sensitivity (Ex) Forestkith goblins are dazzled in bright sunlight or within the radius of a *daylight* spell.

Tree Shape (Su) A forestkith goblin can change form into a small tree, shrub, or limb, equivalent to the *tree shape* spell cast by a 12th-level druid. A forestkith goblin typically uses this ability at or near daybreak as a form of camouflage, due to its dislike for daylight. A goblin cannot dismiss this effect, but it ends automatically at sunset or if the goblin takes damage.

Skills Forestkith goblins have a +2 racial bonus on Jump checks. A forestkith goblin also has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. *A forestkith goblin gains a +4 racial bonus on Hide checks and Move Silently checks in forested areas, and it gains a +4 racial bonus on Craft (weaving) checks to create nets.

PART 7: AT THE WELL OF WOE

After having traversed the trapped area near the temple, the PCs can climb the hill where the temple holds the much-sought Well of Woe. Entering the temple summons the well's guardians: a redcap and his worg. After dealing with the guardians, the PCs must perform the secret ritual that gives access to the level beneath the Well of Woe.

Fey Keepers

The keeper of the Well is a redcap. He is tied to both the Well and the nearby Thelanis Wall. When a living being enters the temple, the redcap appears and challenges the trespasser. If the redcap and worg are killed, the Well cannot call another keeper for 12 hours.

Read or paraphrase the following when the PCs enter the temple:

Dual trails lead up the hill to a stone building built partially in and partially on the hill. Between the two paths up the hill runs a stream of water that continues ahead to become the waterfall that you recently crossed. At the top of the hill the paths meet at an entrance to the building. The building is some sort of temple, and inside the temple a dim but sufficient light glows from the walls. A forty-foot-long, ten-foot-wide corridor leads into the temple. This corridor leads to a forty-foot-long, thirty-foot-wide chamber. As you enter the chamber, two creatures are also entering from the other side.

Foes: The redcap and worg were summoned at the Well of Woe (deeper in the temple) when the PCs entered the temple. It does not parlay or offer any mercy. If the PCs leave the temple, the creatures do not pursue.

Redcap: hp 22; Combat Statistics.

Worg: hp 20; Combat Statistics.

Developments: The PCs can continue deeper into the temple toward the Well of Woe after dealing with the redcap and worg.

A DC 15 Survival check by a PC with the Track feat or a DC 20 Search check by a PC with the Investigate feat reveals that a combat took place in this chamber recently between a redcap and worg and three creatures that are most likely warforged. The warforged seem to have won and moved deeper into the temple.

REDCAP

CR 2

CE Small fey

Init +2; **Senses** low-light vision, Listen +9, Spot +9

Languages Common, Sylvan

AC 14, touch 13, flat-footed 12

hp 22 (4 HD); **DR** 5/cold iron [the 2nd redcap is only marginally injured, and has 15 hit points remaining]

Fort +3, **Ref** +6, **Will** +5

Speed 30 ft. (6 squares)

Melee 2 medium masterwork cold iron short swords +3/+3 (1d6+1/19-20)
Ranged medium sling +5 (1d6+2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +4
Atk Options eldritch stone
Combat Gear -

Abilities Str 12, Dex 15, Con 14, Int 10, Wis 12, Cha 13
SQ damage reduction 5/cold iron, low-light vision, powerful build
Feats Two-Weapon Fighting, Weapon Focus (short sword)
Skills Hide + 14, Intimidate +9, Listen +9, Move Silently +10, Spot +9, Survival +9
Possessions combat gear, 2 masterwork cold iron short swords, sling and 10 bullets

Eldritch Stone (Su) Bullets fire from a redcap's sling glow with a greenish-blue magical energy, giving them a +1 enhancement bonus on attack rolls and damage rolls as well as dealing 1d6 points of damage (instead of the 1d4 points an ordinary bullet deals).

Powerful Build (Ex) The physical stature of a redcap lets it function in many ways as if he were one size category larger. Whenever a redcap is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the redcap is treated as one size larger if doing so is advantageous to it. A redcap is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A redcap can use weapons designed for a creature one size larger with out penalty. However its space and reach remain those of a creature of its actual size. The benefits of this characteristic stack with the effects of powers, abilities, and spells that change the subject's size category.

WORG

CR 2

NE Medium magical beast
Init +2; **Senses** darkvision 60 ft., low-light vision, Listen +6, Spot +6
Languages Common, Goblin

AC 14, touch 12, flat-footed 12
hp 30 (4 HD)
Fort +6, **Ref** +6, **Will** +3

Speed 50 ft. (10 squares)
Melee bite +7 (1d6+4)
Space 5 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +7
Atk Options trip
Combat Gear -

Abilities Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10
SQ darkvision 60 ft., low-light vision, scent
Feats Alertness, Track
Skills Hide + 4, Listen +6, Move Silently +6, Spot +6, Survival +2 (+6 when tracking by scent)
Possessions -

Trip (Ex) A worg that hits with a bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg.

Entering the Vault through the Well

The trigger mechanism to open the secret passage beneath the Well of Woe is touching fire to the water coming from the Well of Woe, and then speaking the name of the "hunter" that is represented in the statue in the middle of the Well.

When the PCs enter the chamber, read or paraphrase the following:

The large circular chamber you now enter in taken up by a large fountain, although there doesn't seem to be a bottom to it, as is the fountain was fed by a deep well. In the center of the circular fountain is a statue representing an enormous flame. The flame has what appear to be eyes peering out. Written on the flame in a variety of languages, including Common, are the words: "Speak the name of the hunter, that which hunts and consumes all. Only doing so, and then touching the name to the water of the well, will allow passage to its vault."

Around the edge of the fountain you see the remains of a camp, though of particular interest are wood and metal shavings and a burnt-out torch.

The spillover from the well runs down a trough that leads out of the temple and down the side of the hill.

In order to gain access to the lair of the Flame, a PC must touch an open flame to the water of the Well and speak the word "flame." When this happens, the water in the Well becomes eerily transformed. It still appears to be water, but it is almost effervescent. The dragon horn points down into the Well. Anyone entering the well can move through it as if flying, and can breathe without difficulty. The dragon horn leads the PCs down into the Well, then up a side passage into Area I of the final round of *Well of Woe*, called "The Flame Beneath the Well."

PCs can rest here as long as they want without fear of disturbance. Any warforged, or anyone with the necessary craft skills or feats to create or repair constructs, recognizes the wood and iron shavings as something that would be left when a warforged was repaired. The torch should be a clue that fire is involved in the answer to the riddle here, since the whole area is already lit, so a torch would be unnecessary.

ENDING THE ADVENTURE

The adventure ends with the PCs floating down into the Well of Woe, heading in the direction of the lair of the Flame.

ADVENTURE QUESTIONS

1. How did the PCs fare against the initial goblin attack?
 - a. No problem.
 - b. Succeeded but took heavy damage.
 - c. Were forced to run away.
2. Did the PCs call upon the Walker Between?
 - a. They did because they really needed to.
 - b. They did, but they really didn't need the help.
 - c. They did not because they didn't need the help.
 - d. They did not because they needed the help but didn't know how to call him.
3. How did the PCs deal with the encounter with Bloodtusk and the grigs?
 - a. They immediately attacked the ogre.
 - b. They tried to parlay with the ogre, but their efforts failed and they attacked.
 - c. They parlayed successfully with the ogre.
 - d. For whatever reason, it all went badly for the PCs and they were forced to flee.
4. How did the PCs handle the duskings?
 - a. They refused to help and ended up fighting some duskings and won.
 - b. They refused to help and ended up fighting some duskings and lost.
 - c. They helped the duskings and took care of the wasp problem.
 - d. They helped the duskings but got seriously stung by the wasps.
5. How best describes how the PCs' encounter with the bridge guardians?
 - a. No problem. No bridges or adepts could stop these PCs.
 - b. The PCs defeated the guardians at the bridge, but a toll was paid.
 - c. The PCs were defeated here.
6. How did the PCs fare against the traps near the temple?
 - a. They only set off a couple of traps before realizing the situation, and they handled themselves like true heroes.
 - b. Although the battle was ugly and costly to the PCs, they survived to continue on.
 - c. The cunning of the goblins was too much for the PCs.
7. What happened in the encounter with the redcap and his worg?
 - a. The PCs persevered easily.
 - b. The PCs finally one after taking casualties.
 - c. The guardians did their job and turned away the PCs.

8. What happened at the Well of Woe?
 - a. Even after many clues and some prompting, the PCs could not figure out how to proceed.
 - b. It took a lot of prompting, but the PCs finally figured out how to proceed.
 - c. The PCs puzzled over the Well for a while, but didn't need much help.
 - d. Such simple puzzles are nothing to such a brilliant group of PCs

STORY OBJECTS

SURVIVED THELANIS WALL

Cert ID: EXWWo3

By surviving a trip through the Thelanis manifest zone, the PC has been touched by fey. The PC has a +2 on future saving throws versus any spell-like, supernatural, or extraordinary abilities of fey creatures. Also, this counts as campaign documentation for any pre-requisites involving contact with fey creatures.

ENTERED THE WELL OF WOE

Cert ID: EXWWo4

Having entered the magically altered waters of the Well of Woe, the PC can call upon magical forces that affect buoyancy. Once per adventure round, the PC can add +10 circumstance bonus to Swim checks for 5 consecutive rounds.