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Doom of the Sky Sword

**JON BRAZER
ENTERPRISES**

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ROLEPLAYING GAME COMPATIBLE

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Doom of the Sky Sword

1st-Level Adventure



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Credits

Author

Walter Sheppard

Cover Artist

Rick Hershey, Luis Antonio Salas Lastra

Editor

Richard Moore

Interior Art

Brian Brinlee, Rick Hershey, Luis Antonio Salas Lastra, Carlos "Celurian" Torreblanco

Cartography

AnomieCoalition - DrunkenNerdery.com

President

Dale C. McCoy, Jr.

Book References

B1-4 Pathfinder Roleplaying Game: Bestiary (1-4)

NPCC Pathfinder Roleplaying Game: NPC Codex

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Adventure Background

On the western edge of the Stormlands, west of the capital of Graymane, lies a section of ancient forest the locals call the Old Woods. Although their original name is lost to time, it is widely accepted that the forest is cursed or haunted—protected by a spirit of the wilds. Even the most seasoned hunters and trappers know not to venture too far into the forest. Unknown to the locals, the Old Woods was originally home to a coven of troll witches that concocted the story of the forest spirit to keep people from discovering their home. The trolls have since abandoned the woods, but their false legend and a huldra named Misha remains.

The coven of troll witches kept Misha prisoner in the cave. She spent countless years locked away, living out a tortured existence under her captors' cruelty. Let loose only to seduce wayward travellers for her tasked masters, Misha long ago gave up any hope of freedom from her abusive captors. Then, one day, the witches seemingly vanished.

She emerged from her room to find them gone, along with nearly all of their belongings. For whatever reason, the coven had chosen to relocate. Fortunately for Misha, they also chose to leave her behind. Misha spent months exploring the woods, eventually finding civilization outside the trees in the city of Graymane. She took to the city with childlike wonder, everything about it was new and exciting. Then people took notice of her tail, and the hole in her back, and it wasn't before long that she found herself running from an angry mob. She retreated back to the woods in tears, knowing she could never be among them.

Three months ago, a small logging consortium down on their luck decided to expand their operations deeper into the Old Woods. Along with a company of mercenaries, the Glenfell Logging Company established a camp within the edge of the Old Woods. Their presence drew Misha's attention. Seeing the loggers as an encroaching threat, she set to work dismantling the logging camp. She began by stealing tools and disrupting shipments, before seducing some men to follow her into the woods. Lastly, through elaborate trickery, she caused a massive sword to appear in the center of the town, engraved with a final threat to leave before the forest protector came to claim their souls.

With that, the remaining men fled from the forest, abandoning their camp and causing their superiors to hire someone to get to the bottom of these hauntings.

Adventure Summary

Doom of the Sky Sword is compatible with the *Pathfinder Roleplaying Game* and is designed to challenge a group of four or five 1st-level adventurers. The adventurers are hired by the owners of the Glenfell Logging Company to find out and deal with whatever has driven their loggers from the Old Woods so that their men can get back to work. They begin their investigation outside the woods, where the remnants of the camp have gathered. There, they meet the camp foreman, J.M. Stopes, and learn of the events that have already occurred—the pilfered tools, the disappearance of the men, and the huge sword that the men claim

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fell from the sky. The adventurers are advised to begin their investigation at the abandoned logging site.

At the site, the adventurers easily find what the loggers have been calling the 'sky sword' and can read the warning carved across its blade. If they examine the blade closer, they find it to be of poor quality--something forged for show rather than combat. They can also investigate the abandoned smithy and easily find tracks that lead into the woods.

Following the smith's tracks, the adventurers head into the forest. On their way, they are set upon by a pair of trappers in the service of Misha. The men try to subdue the adventurers and capture them, eager to bring them as a present to their matron. If captured, the men can reveal details about a cave system that Misha inhabits. After more travel, these clues or the men's tracks lead to mouth of a large cave shaped to resemble the maw of a massive stone troll.

As the adventurers navigate the cave, they find it to be occupied. While some chambers have been recently disturbed, others are untouched, and the adventurers can investigate the history of the troll coven while trying to find the missing loggers. At the end of the cave, the adventurers find Brannor, the smith, and the other missing men partying in an alcohol-fueled revelry. Brannor proudly admits to forging the sky sword at Misha's request, and promptly invites the adventurers to share a drink and celebrate the huldra's triumph over the logging company.

The adventurers can find Misha in the final chamber of the cave. She is not immediately hostile and can be reasoned with, subdued, or simply defeated. Returning to Stopes and relaying what transpired with Misha fulfills the adventurers' contract, and the Glenfell Logging Company can begin work once more.

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The adventurers receive word that a logging consortium out of Graymane is looking for adventurers to assist them in reclaiming a lost camp. This missive can be either hand-delivered to the adventurers or posted somewhere they can easily find it.

The Glenfell Logging Company seeks a team of skilled adventurers to travel to their forward camp in the Old Woods and determine if the site can be reclaimed. Contact camp foreman J.M. Stopes for detailed assignment.

Included in the missive is a map with directions to the logging camp. See the Random Encounter Table for encounters while journeying to the woods.

Part 1: The Refugees

The adventurers arrive outside the edge of the Old Woods to find a small city of tents and wagons has been erected. Any of the men and women occupying the camp can point the adventurers in the direction of J.M. Stopes, their supervisor.

J.M. is a barrel-chested man with thick sideburns that frame an otherwise hairless face. His collared shirt fits him tightly, tucked into his pants and held down with a pair of suspenders that give him the appearance of being on the brink of bursting at all times. He speaks loudly and is to the point. He gladly brings the adventurers up to speed and is happy they have arrived to take care of what he calls "this damn yellow-belly fever" that's come over his men. Possible questions and responses are detailed below.

What happened at the forward camp? "Well, first my axes and saws started disappearing or turning up all broken and bent. Then a few of my workers went missing. My men say that they'd be working one minute and just go walking off into the woods the next. Like something was calling to them out there, you know? Then the strangest bit came: a sword fell from the bloody sky, or so the workers said. I didn't see it fall myself, but I saw it standing there in the middle of camp like a damn signpost. It had words carved in it, like a warning, telling us to bugger off if we knew what was good for us. So, we did."

Who is missing? "Two of my loggers, and three of those mercenary chaps the boss hired to keep us safe. Lot of help they were. My smithy, a bloke named Brannor, also wandered off. He was the last to go."

The adventurers can also speak with the camp's refugees and gather more of the same information. Everyone has had a tool go missing in the last month, or knows of someone that walked into the woods never to return. Some of the workers were in camp when the "sky sword", as they call it, fell. They claim that it dropped from the clouds and

Random Encounter Table

1d6 Random Encounter

- | | |
|---|---|
| 1 | 1d2 brownies ^{B2} (migrating to the forest, heard the humans were leaving) |
| 2 | 1d3 giant bees ^{B2} (run away after being hit once) |
| 3 | 1 faun ^{B3} (looking for some fun) |
| 4 | 1d6 kobolds ^{B1} (seeking gold to steal) |
| 5 | 1d2 lizard, giant gecko ^{B3} (wants to eat the rations the adventurers are carrying) |
| 6 | 1 tavern singer ^{NPCC} (looking for some daring deeds to sing about) |

hit the ground with a thunderclap, like a sign from above that they shouldn't be here anymore.

Assuming the adventurers still wish to investigate the camp, J.M. agrees to pay the adventurers 250 gp each if they get to the bottom of what's behind these events and take care of it. Once the adventurers are ready, J.M. suggests they begin their investigation in the abandoned camp, a half-day's journey into the forest.

Part 2: The Camp

The adventurers can make it to the abandoned logging camp by midday if they leave at first light.

Originally consisting of lean-tos, tents, and other temporary structures, the camp has been broken down. Only two structures remain in the otherwise-barren clearing: a single-room smithy, and a pavilion tent, the flaps of which hang open and whip with the wind. A large metal sword stands planted, point down, in the center of the clearing. Bold letters are etched into the flat of its blade.

The focal point of what remains here, the sky sword is unmistakable. Its eight-foot-long blade is nearly two feet wide, with a pommel large enough for a small child to sit upon. Etched into the steel are the following words: "May a swift end come to those who do not heed the forest's warning." If any adventurers examine the sword, allow them to uncover more with a successful DC 15 Craft (weapons) or Knowledge (engineering) check. Any adventurer that succeeds can determine that such a large sword was forged for ornamental purposes only and would be a poor weapon in combat, even if the wielder were large enough to heft it. If the adventurers attempt to *detect magic* on the sword, they find it to be non-magical itself, although a faint aura of transmutation lingers on it.

Inside the large tent, the adventurers find that crates of goods have been knocked over or ransacked, and where several rows of tables once sat only a few remain. Most certainly the mess hall, this larger tent was too much work to break down, so the workers only raided it for supplies. Searching around, the adventurers find little of value, but do uncover some of the oddly damaged tools the loggers spoke of—a pair of axes whose handles have been knotted together as if they were pieces of rope. By succeeding on a DC 15 Knowledge (arcana) or Spellcraft check, the adventurers can determine that this is further evidence of transmutation magic, likely a *wood shape* or similar spell.

The final area of interest in the abandoned camp is Brannor's smithy, a simple thatched-roof structure complete with bellows, forge, and anvil. While this place has clearly been raided for any coin and items of wealth, the adventurers find it to

be otherwise unmolested. By searching around, the adventurers can also notice a set of tracks that head out from the building and head straight into the woods. Examining them more closely (Perception DC 15) also reveals that these tracks travel in both directions, both to and from camp. In addition, adventurers with ranks in any Craft or Profession skill related to smithing can succeed on a simple check (DC 10) to notice that various tools are missing—nothing too expensive or hard to come by, but minor tools needed to perform the skill successfully, such as tongs and hammers.

Part 3: Into the Woods

The adventurers can easily follow the trail from the smithy into the woods. After an hour of travel, the path narrows and turns north, heading into the hills. As the trail narrows to less than 5 feet, the adventurers walk into an ambush.

Trappers (2)

CR 1/2

Novice scout ^{NPC}
hp 12 (1d10+2)

TACTICS

Before Combat The trappers hide on either side of the trail.

During Combat They begin combat by throwing a tanglefoot bag at any obvious spellcaster or ranged combatant, before drawing their weapons and moving into melee.

Development These trappers were charmed by Misha a year ago, and since then she has spent much time brainwashing them to her cause. As a result, both are wholly devoted to her purpose and fight to the death. They pursue their quarries relentlessly, trying to deal nonlethal damage in an effort to capture the adventurers and present them to their master.

If subdued or questioned, the trappers express their love for Misha, who they address by name or otherwise call the "beautiful red-haired maiden of the woods." They do not know her fey nature, as they have never seen her without her disguise. If they try to do so, the adventurers will find it difficult to cure the trappers of their infatuation. Although Misha did charm them some time ago, at this point both men follow her of their own free will and are not under the effects of any spell. The trappers know where Misha is located (the cave in Part 4), as it is also where they sleep, but do not give that information to the adventurers freely. It can be coaxed from them with a DC 15 Diplomacy or Intimidate check. Alternatively, the adventurers can simply follow the trappers' tracks back to the cave, since the trappers did not attempt to conceal their steps today.

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The trail continues to the north for another two hours before terminating at a cave entrance, sheltered from the elements by a natural overhang.

Part 4: The Cave

1) The Neck

The entrance of this cave is nearly twenty feet across. Stalactites hang from the natural overhang at even intervals, giving it the appearance of an open maw with stone teeth. A pair of massive stone hoodoos flank the entrance, like tusks standing on either side of an open jaw.

Designed by the trolls that dwelled here in centuries long past, this cave's fearsome appearance is the result of their lingering magic, with rooms built to resemble the insides of a massive troll. Unless otherwise noted, the interior of this cave system is not lit. Passageways are typically 10 feet wide and 15 feet tall, and most doors are 10 feet wide.

A set of long, curved steps leads down into darkness, like ripples on an earthen tongue.

The steps are ten feet across and drop thirty feet down beneath the surface, before widening into a large chamber.

2) The Ribs

This chamber's curved ceiling rises at its highest point to thirty feet, supported by a half-dozen curved columns on either side. The columns are nearly flush with the walls, making it seem as if this room were the ribcage of some massive creature.

This room is forty feet wide and extends sixty feet in length before stopping at a pair of closed double doors twenty feet across. Branching off from the middle of the chamber, two doors lie along the east and west walls, positioned across from each other. Presently, this is where Misha's followers have been staying. The adventurers can find the remains of a well-used campfire, as well as two tents belonging to the trappers they encountered earlier. There is a good amount of camping equipment here, as well as some furs and a small stockpile of food. This is where the trappers sleep when not on patrol for Misha, and while they haven't been beyond this room, they know she spends most of her time deeper in the cave.

Development If the adventurers spend some time searching the trappers' tents, they find furs and trade goods worth a total of 70 gp, in addition to a pair of acid flasks.

3) The Right Arm

This corridor extends thirty feet before ending in a pile of rubble.

The passage to the east of the main chamber collapsed long ago, burying whatever lay beyond.

Development Somewhat difficult to spy in the rubble (Perception DC 20) are three smooth river stones that bear faint carvings of lightning bolts. These function as thunderstones and can be identified as such with a DC 10 Craft (alchemy) check.

4) The Left Arm

This corridor extends thirty feet before turning north and terminating in a set of four alcoves. Each alcove is just under five feet in width, with one set into the eastern wall and the remaining three extending north ten more feet, giving this room the general shape of a hand. The eastern alcove holds a tarnished bronze basin set into the floor. Three narrow grooves run into the lip of the basin, following tracks in the floor that lead out from each of the northern alcoves. Each of the northern alcoves houses a stone slab fitted with rotted leather straps.

The passage off the western corridor has been unused by Misha, and is still configured for the troll witches that abandoned it.

The Bleeding Hands

CR 3

XP 800

CE haunt (15-ft.-by-10-ft. chamber)

Caster Level 3rd

Notice Perception DC 15 (to see the grooves along the floor start filling with blood)

hp 6; **Trigger** proximity; **Reset** 1 day

Effect When this haunt manifests, the three empty stone slabs fill with humanoid victims. The apparitions cry in pain as their wrists are slashed by unseen blades. The victims continue to moan as the blood drips off their hands into the stone channels and slowly begins to fill the copper bowl. Any creatures who witness this are targeted with *doom* (save DC 12). This spell effect lasts for one hour.

Destruction The copper bowl must be purified by washing it out with holy water.

Development Any adventurers that succeed on a DC 15 Knowledge (arcana) check can discern that this room was likely used as the focal point for necromantic rituals. Sacrificial subjects would be secured to the slabs and then bled out, their blood filling the copper basin in the eastern alcove. The basin can be pried from the floor with a DC 18 Strength check, but is itself worth little. Beneath the basin is a hidden cache of ritual tools, wrapped in decaying cloth. The tools function as a masterwork item if used to assist in any check involving torture (granting a +2 circumstance bonus) and can be sold to a particularly morbid collector for 100 gp.

5) The Intestines

This winding corridor begins from a set of double doors built into the north wall. It zigzags west and east, coiling back and forth like a rudimentary maze. The walls are decorated with carvings that depict tusked humanoid creatures leading scores of chained men into a cave. The carvings continue along the length of the corridor, following the exploits of the tusked creatures as they dissect, torture, and ultimately eat the chained men. As the corridor winds one final time, the tunnel widens into a twenty-foot-square room. The carvings depict the remains of the men being dragged to the back of the cave and thrown into a pile.

This corridor served as a sort of historical record for the coven of trolls, detailing their experiments on human subjects in pictorial form. What little remained of their subjects was disposed of in the square room to the south. The adventurers can determine that the wall carvings depict trolls and humans with a DC 15 Knowledge (history) check. They can also succeed at a DC 15 Perception check to notice a strange fox-tailed humanoid that seems to be in servitude to the trolls as well. This fox-tailed creature appears in several places along the corridor, and also wears chains. Identifying the trolls or the huldra from the carvings is difficult, and requires a DC 20 Knowledge (local) or a DC 20 Knowledge (nature) check, respectively.

Development Hidden along the western wall is a secret door that leads into what was the trolls' sleeping chamber. Although it would normally be difficult to detect, the constant foot traffic of Misha and her followers moving through the door make it obvious where the door should be. It can be found with a DC 15 Perception check, and the tracks leading up to it can be found with a DC 15 Survival check.

6) The Bowels

This square chamber is littered with countless humanoid bones. A substantial mound of skulls is stacked in the center, rising eight feet into the air.

Used by the trolls as their dump, this area reeks of decay. The mound of skulls is actually an unholy creature given life by the witches, and was used to dispose of any waste the trolls saw fit to feed it. Misha knows better than to enter this chamber, so the skull swarm has remained dormant for some time. It attacks if any creature enters the room, but will not follow them out of it.

Skull Swarm **CR 1**

XP 400

NE Tiny undead (swarm)

Init +0; **Senses** darkvision 60 ft.; Perception +6

DEFENSES

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

hp 16 (2d8+4)

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

Defensive Abilities swarm traits; **Immune** undead traits

Weaknesses vulnerable to positive energy

OFFENSE

Speed 20 ft.

Melee swarm (1d6 plus distraction and entangle)

Special Attacks distraction DC 11, entangling bite

STATISTICS

Str 1, **Dex** 11, **Con** —, **Int** 2, **Wis** 13, **Cha** 14

Base Atk +1; **CMB** -1; **CMD** 4

Feats Toughness

Skills Perception +6

Languages Shadowpeak

SQ entangling bite

ECOLOGY

Environment burial mounds, crypts, graveyards

Organization solitary, wave (2-4 swarms), or crush (5-12 swarms)

Treasure none

SPECIAL ABILITIES

Entangling Bite (Ex) The skulls that comprise a skull swarm are constantly chittering and biting. Any creature that occupies the same space as a skull swarm is considered to be entangled for as long as it remains, as the skulls latch onto clothes and limbs, impeding movement.



Development Among the remnants of the skull swarm, the adventurers find dozens of destroyed items. Although most are ruined beyond repair, sifting through the remains yields a damaged sword of exceptional quality. This blade is adorned with elven carvings and functions as +1 *short sword* that currently has the broken condition. While there may be more to discover about this blade at a later time, whatever secrets it contains remain a mystery until it is repaired.

7) The Hidden Hall

This forty-foot-by-forty-foot room is unlike the other chambers in the cave. The walls are made of masoned stone, and torches light the room. The center is occupied by a large brazier, around which are placed several wooden benches and a large hunk of metal on the far side. A small workbench has been set up in the southwestern corner, and several simple beds are spaced along the southern wall. A door rests in both the northern, western and eastern walls.

This room was once the coven's sleeping quarters, but has since been converted by Misha's followers into their primary camp. A fire is currently lit in the central brazier, and seated around it in blissful merriment are the missing men from camp. A skewered pig roasts on a spit above the open flame, and a barrel of ale has been turned on its side and tapped.

The door along the northern wall leads to a small room with a hole in the middle of the floor. The sound of running water—like an underground river—can be heard below. While not as bad as would be expected, the odor of feces does linger in the air.

Development Brannor and the others are currently celebrating their success at getting the logging camp to withdraw their operation from the forest. They are oblivious to the adventurers given their current level of intoxication, and only notice the adventurers if they make themselves known.

The loggers and mercenaries have either already blacked out or are well on their way to doing so, so Brannor does most of the talking for the group. None of the men are hostile towards the adventurers, and are friendly to begin with. Brannor is easily identified by his leather apron and belt of metalworking tools. He has sloppily cut red hair and a long, tangled beard. He holds a clay mug in each hand, and speaks between large swigs of ale. Brannor is happy to answer any questions, and gives the following answers.

Where is Misha? "Misha? Oh, that lovely red haired lass. I think she's in her room back there. But you best not go barging in on her; she doesn't like it if anyone enters that room unannounced."

What are you doing? "We're celebrating, of course! Haven't ya heard? Stopes and them others have scampered off. Turned tail and ran like a bunch of cravens. We've done our part, and now the forest will be safe from all them logging folk. Sit down and have a drink with us! The night is young!"

Why is there a forge set up? "Didn't you see it back in camp? I used this here forge to smith the biggest sword you'll ever see! Misha gave me all the tools she stole from the camp, and I smelted 'em up into that huge blade. She said she was going to use it to scare off those logging folk. Looks like it worked!"

How have you been treated here? "That's an odd question to ask—you make it sound like we're all prisoners or something. Misha just visited us and explained how important the forest is to us all. She didn't use none of her magic or nothing on us. We came along as quick as we could to help out."

Like the trappers from before, Brannor and the others are no longer under the effects of any magic cast by Misha, and remain here of their own free will. If pressed to leave, they refuse at first, but given the brainwashing done by Misha, they are fairly easy to persuade. A DC 15 Diplomacy check is enough to have them pack up their belongings and make their way back to J.M. Stopes and the others.

Brannor and the others have little in the ways of wealth, but if asked, they are happy to provide the adventurers with mundane camping gear, simple weapons, food, and ale.

8) The Bedroom

This room is lavishly adorned. Earth-toned drapes hang tastefully over the walls, and several exotic potted plants rest on tables and shelves. A finely-crafted canopy bed rests against the western wall, covered in white linen sheets and assorted animal furs. A large stone desk faces the northern wall, upon which is sprawled a large map.

Once the sleeping quarters of the troll matron, Misha has claimed this room as her own. When not in use, her disguise is laid over the back of the desk's chair—a white fur cloak and leather jerkin that cover the wooden hole in her back, along with a long woolen skirt that conceals her tail.

Monster If the adventurers make a substantial amount of noise before entering, or knock or otherwise announce their presence, Misha is wearing the disguise mentioned above when they enter. If they enter unannounced, Misha is standing at the table, examining the map, and her fey heritage is rapidly apparent.

Misha addresses the adventurers straightforwardly, making her intentions clear. She is not initially hostile to the adventurers, and begins with a starting attitude of either indifferent (if the

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adventurers knocked or announced themselves formally before entering) or unfriendly (if the adventurers otherwise barged in and prevented Misha from donning her disguise). Her intention is to treat with these visitors in hopes of coming to some sort of agreement with the logging consortium. If the adventurers insult her, or make fun of her appearance if she is not wearing her disguise, her attitude shifts an additional step towards hostile. If made hostile, Misha attacks.

Misha

CR 3

XP 800

Female huldra ^{B4}

CN Medium fey

Init +3; **Senses** darkvision 60 ft., *detect snares and pits*, low-light vision, scent; Perception +10

DEFENSES

AC 16, touch 14, flat-footed 12 (+3 Dex, +1 dodge, +2 natural)

hp 27 (5d6+10), regeneration 2 (acid or fire)

Fort +3, **Ref** +7, **Will** +6

Defensive Abilities charm effects, compulsion effects; **Immune** cold 5



OFFENSE

Speed 30 ft.

Melee slam +5 (1d6+3), tail slap +5 (1d4+3 plus 1d3 Cha damage)

Special Attacks lashing tail, manipulate luck

Spell-Like Abilities (CL 3rd; concentration +7)

Constant—*detect snares and pits*, *endure elements*, *pass without trace*

3/day—*charm person* (DC 15), *daze monster* (DC 16), *wood shape*

1/day—*deep slumber* (DC 17)

TACTICS

During Combat She chooses to use a combination of non-damaging spells and nonlethal damage to subdue the adventurers rather than kill them. If brought below half her total hp, she abandons her peaceful strategy in favor of a more lethal one, and begins dealing lethal damage.

Morale Misha refuses to be taken captive again and fights to the death.

STATISTICS

Str 17, **Dex** 17, **Con** 14, **Int** 12, **Wis** 14, **Cha** 19

Base Atk +2; **CMB** +5; **CMD** 19

Feats Deceitful, Dodge, Power Attack (–1, +2)

Skills Bluff +14, Disguise +14, Escape Artist +11, Knowledge (nature) +9, Perception +10, Stealth +11, Use Magic Device +12

Languages Common, Giant, Sylvan

Combat Gear *potion of cure moderate wounds*, tanglefoot bag (2) **Other Gear** *feather token (bird)*, 30 gp

SPECIAL ABILITIES

Lashing Tail (Su) A huldra's tail slap is a primary attack. In addition, each time a huldra damages a creature with her tail slap, she deals 1d3 points of Charisma damage, causing her target to grow progressively more deformed and ugly with each strike. A successful DC 14 Fortitude save negates the Charisma damage. The save DC is Constitution-based.

Manipulate Luck (Su) Once per day, a huldra can manipulate another creature's luck by spending a full-round action, during which the huldra must remain in physical contact with the target creature. When the huldra uses this ability, she must choose whether she is imparting good luck or bad luck. A creature granted good luck gains a +2 luck bonus on all saving throws, attack rolls, and skill checks, while a creature afflicted with bad luck takes a –4 penalty on all saving throws, attack rolls, and skill checks. A successful DC 16 Will save negates the effect. Huldres cannot be the target of this ability. This effect lasts for 24 hours and is a curse effect. The save DC is Charisma-based.

Development If the adventurers ask Misha about the sword, she reveals that she couldn't bring herself to kill any of the loggers, but she did resolve to scare them off. When stealing tools and kidnapping people proved ineffective, she chose to up the ante. First, she had Brannor forge a massive sword and etch a warning into the blade, then she used a *scroll of shrink item*, pretty much the only item of any value left in the cave after the troll witches abandoned the cave to reduce it in size. She snuck into camp and threw it into the ground at the center of town. The scare tactic worked, and the rest of the loggers fled the Old Woods.

On the table is a map of the Old Woods, with several areas and landmarks identified. Misha proposes that the logging company move their operation south, twenty miles, and begin work there.

With a DC 10 Knowledge (geography) check, the adventurers can identify that the terrain there is similar to the forest here, and the logging company would likely be able to make a profit working from there. The adventurers can also learn, with a DC 15 Knowledge (local) check, that the Glenfell Logging Company is on the brink of bankruptcy. While logging 20 miles south is a possibility, the company wouldn't be able to reinvest their assets there without suffering substantial losses.

If looking to resolve things peacefully with Misha, they can either accept her offer and relay it to J.M. Stopes on her behalf, or propose a new deal. By examining the map and succeeding at a DC 18 Knowledge (geography), Knowledge (nature), or Survival check, the adventurers can find a grove of trees five miles south that could serve as a compromise. It would be far enough south that Misha would be left alone, and it is a short enough journey that the Glenfell Logging Company won't suffer a crippling loss. Convincing Misha to accept the new deal requires the adventurers to succeed at a Diplomacy check against Misha's current attitude.

If the adventurers leave Misha on amicable terms, she thanks them for being reasonable and escorts them out of the cave, telling any of her

companions to follow the adventurers as well. She also presents the adventurers with her map, which provides anyone who uses it a +2 circumstance bonus on Knowledge (geography) and Survival checks made in the Old Woods.

She doesn't ask for any of the treasure back that the adventurers may have found in the cave, but she does ask to examine the +1 *short sword* if the adventurers carry it openly. She says that the blade is one carried by an ancient elven ranger of some legend. While she doesn't recall his name, she knows that he was a famed hunter of trolls and muses that he may be why the troll witches abandoned this cave.

Concluding the Adventure

When the adventurers return to J.M. Stopes, they can brief him on what has occurred. He is happy to have his workers back, and eager to know what transpired.

If the adventurers accepted Misha's initial deal, J.M. scowls but understands. Given the financial burden the Glenfell Logging Company will have to endure in moving the operation twenty miles, he can only afford to pay the adventurers half their promised price. The adventurers can haggle for more with a DC 20 Diplomacy check, but even then J.M. can only part with 200 gp per adventurer. If the adventurers proposed a different deal and Misha accepted, J.M. congratulates the adventurers on their negotiating skills. He pays the adventurers their promised price of 250 gp each and sets to work mobilizing the camp. The Glenfell Logging Company establishes a new site five miles south of their current location, and J.M. agrees to keep the details of Misha's existence secret. This helps ensure her solitude and earns the adventurers her complete trust.

If the adventurers capture, kill, or drive off Misha, J.M. is thankful that the threat is finally over. He gives the adventurers their payment of 250 gp each, and the Glenfell Logging Company extends its reach further westward into the Old Woods.

Doom of the Sky Sword

Listing of Open Content

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