

PERSM5-02

Silver is Better than Gold

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

Version 1.0

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Hunters have trapped a unicorn in the forests of the Vesve Hills. What fate does this hold in store for the other unicorns? A special mission best suited to APLs 6-12.

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

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and record-keeping after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

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

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

Playing the Game

Instruct the players either to prepare their characters to participate in the adventure before the session begins, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name

at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the judge) to keep track of who is playing which character.

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in bold italics. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

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

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

LIVING GREYHAWK Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average

character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc.) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. This simulates the fact that either the PC was not

challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

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

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

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

Time Units and Upkeep

This is a standard one-round Regional special mission, set in Perrenland. Characters native to Perrenland pay one Time Unit per round, all others pay two Time Units per round.

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

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the

character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

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

Adventure Background

Adarr the fiendish lion has always been offended by the existence of a grace (group) of unicorns roaming freely within his territory in the forests of the Vesve Hills. Although powerful enough to kill a unicorn by himself, their ability to teleport away from his most cunning ambushes frustrates him greatly. Even the human hunters (two Perrenland outlaws) who bring him regular tribute of freshly killed game in exchange for being allowed to live and hunt in his territory haven't been able to capture the unicorns for him.

Recently, an agent of luz named Rondar visited Adarr. They reached an agreement where Adarr would join the Old One's cause once Rondar helped him kill those pesky unicorns. Although he couldn't stay and help, Rondar did help Adarr make a plan that would deal with the unicorns, once and for all.

Rondar gave Adarr a pair of dimensional shackles that would stop a unicorn teleporting away, and promised to send him a suitably cooperative virginal woman who could lure out a unicorn and slip the shackles on. Once the unicorn couldn't teleport away, Adarr could capture it and force it to reveal the location of the unicorn's hidden gathering spot where they go to regroup after teleporting. Then, the hunters could set traps and ambushes that would force the unicorns to teleport away in order to escape – but Adarr would ambush them at their gathering spot and kill them all!

To Adarr's mind, this was a plan so cunning it could not possibly fail. After Rondar left, Adarr told the outlaws to keep an eye out for the woman being sent by Rondar, and made it clear to them that she was to be brought to him, unharmed and unmolested. A week later, the hunters found Morwen Roodenhund following a rough map given

to her by Rondar, and took her directly to Adarr's lair. Morwen explained to Adarr that she was a bard, and could use her music to compel the unicorn to tell her where the gathering spot was. It didn't take long for Morwen to persuade Adarr that her way was better than having Adarr perched above her in the tree, ready to leap down on the shackled unicorn.

The next day, Morwen implemented the plan, which was almost a complete success. Lenwe the unicorn heard her singing and strumming her masterwork lute, and when he couldn't sense any evil (thanks to her *undetectable alignment* spell) he approached her. Morwen twice used her bardic music to try and *fascinate* Lenwe, not realising that unicorns are immune to all such compulsions. She kept a cool head when it didn't work, and managed to place the dimensional shackles on Lenwe while his head rested in her lap, then get away from him before he realised what had happened.

After allowing Lenwe to exhaust himself trying to break free of the shackles, Morwen and the Hunters led Lenwe to the pen prepared by Adarr's hunters in a small ravine. At that point, Morwen tried again to *fascinate* Lenwe, but he was wary (and immune). Attempts at non-magical persuasion didn't work either, and Morwen is currently trying to think up either some other way of gathering the information for Adarr, or a convincing lie that will make what she's accomplished seem a complete success to the fiendish lion.

Adventure Summary

The characters go to the Vesve Hills, either because one character (the paladin) has a recurring dream that leads them there or because of happenstance (**Introduction**). They meet an awakened Raven named Carcaren who asks for their help rescuing a unicorn from hunters (**Encounter One**). They defeat the unicorn's three captors, two outlaws and a bard named Morwen Roodenhund (**Encounter Two**), and free Lenwe the unicorn (**Encounter Three**). Lenwe and the paladin form an instant bond with each other. The characters learn that the three humans were working for an evil lion named Adarr (**Encounter Four**), go to Adarr's lair, and kill him (**Encounter Five**). The characters meet some of Lenwe's fellow unicorns, and then return to civilisation with Lenwe and any prisoners (**Conclusion**).

Preparation for Play

Determine before play if any of the characters met the Raven Master in PER 3-01, "Pfalzgraf's Fury", are members of any metaorgs associated with official Perrenland institutions, or are chaste virginal female humans, half-elves or elves seeking their special mount.

- Characters who met the Raven Master, Netrana Eratrithil – they are recognised by Carcaren the awakened raven in the **Introduction**.
- Members of any metaorgs associated with official Perrenland institutions, including the Old Kerk, Den Zauber, the Rechters and the Fighting Forces – the Hunters are *hostile* instead of *unfriendly* in **Encounter Two**.
- Chaste virginal female humans, half-elves or elves seeking a special mount – one such character is told in the **Introduction** that they have had prophetic dreams; that character forms an instant bond when she first meets Lenwe the unicorn in **Encounter Three**. If more than one character meets the criteria, a paladin takes precedence: for this reason, the scenario refers to this character as "the paladin".

You should also copy down the following skill modifiers for your reference during play.

- Sense Motive (for all characters).

Remember that any unicorns who leave the forest are willing to take a new name if asked. This allows players who dislike the names given in this scenario or who don't want their unicorn to be "Lenwe IV" to choose a more satisfying name for their unicorn. Alternatively, you can change the name of the kidnapped unicorn before running this adventure.

Finally, please keep in mind that Morwen Roodenhund will attempt to surrender to the characters rather than fight to the death, and that she will tell characters who intend to execute her or take her possessions from her that they are breaking the law. It's possible that Morwen will appear in a future scenario, so please take some care in depicting her as a character to the players. Suggestions on how to depict her character while roleplaying are given in **Encounter Four**.

IMPORTANT DMs NOTE: There are a number of special effects in play within the nation of Perrenland at this time. These include a huge

smoke cloud over the Yatil Mountains, a nightmare affecting all in Perrenland, lifestyle changes due to a failed harvest and many Divination spells going awry at the instigation of luz. See **Judge Aid #4** for details.

Introduction

Before you begin, encourage the players to introduce and describe their characters to each other. When the players have settled, read or paraphrase the following text to all the players, directing your attention to the player of the paladin.

Recently, you have started having an unusual dream, one that recurs every two or three nights with slight variations each time. You are galloping at night over forested hills, free of danger and full of life, your cloven hooves thundering on the ground beneath you. On those nights where you remain asleep until the dream ends, you pull up at a stream, breath steaming in the cool evening air. Thirsty, you lean forward and glimpse your reflection in the steady flow of water: a white-aired horse's head with a prominent ivory-coloured horn in the centre of your forehead, beneath a long silky forelock. You feel a jolt of recognition, though you don't know why, but at that point the dream always ends.

When you sought advice from those you respect and trust about this dream, it was generally considered an auspicious and important vision. The creature was identified as a unicorn, a fierce and noble beast of the forest and a friend of the fey, most often sighted among the forests of the Kershane Pass and the Vesve Hills.

Encourage the paladin's player to recruit the other characters to help them search out the source of the dream. As a special mission, it's likely the player characters already know each other reasonably well, which should make this easier to bring about.

Give the characters an opportunity to discuss what to do next. They will probably take the hint and travel to the Kershane Pass region, but they may want to try and gather other clues first. While they can't use divination magic to try and interpret the dream because of luz's interference, the characters can use other resources, such as using Knowledge - Nature to learn more about unicorns or using Gather Information to find someone who (claims they) can interpret dreams.

It's fine to tell the characters that there are definitely unicorns in the Vesve Hills, that the dream may be about the paladin's special mount, and that paladins sometimes learn about their special mounts through prophetic dreams and visions. If they seem at risk of not travelling to the Kershane Pass region, use their search for clues to keep pointing them in that direction.

When the characters decide to go to the Kershane Pass region, go to **Encounter One**.

Trouble-Shooting: Nobody Special Here, Just Us Adventurers

If the group doesn't contain a character who can take on the role of the paladin in the plot, then they start the scenario travelling together on a trail in the Vesve Hills. If some or all of the characters are adventuring together for the first time, encourage them to establish why their characters are travelling together. When the players have settled, go to **Encounter One**.

Encounter One: What's that, Raven? A unicorn in trouble?

Once the characters have decided to travel to the Kershane Pass region, read or paraphrase the following text to the players.

The track you are following has taken you further into the Vesve Hills, close to the boundary between Clatspurgen Canton and Highfolk. The Vesve Forest extends as far as you can see to the east, stretching out like a sea of green – a sea that breaks and spills over the rugged hills, sometimes as heavily wooded as the Vesve itself and at other times almost bare. To the west, beneath the afternoon sun, you can see towering Mount Sedhane through gaps in the forest canopy.

As you make your way along the track, passing beneath the leafy boughs, a raven flies overhead. It sees you and circles overhead, then flies down and perches on a tree-branch that overhangs the track some thirty feet ahead.

Pause here to give the characters an opportunity to address the raven. If they prepare to attack it, Carcaren will hastily speak with them and attempt to prevent any attack.

If any of the characters met the Raven Master, Netrana Eratrithil, in PER 3-01, read or paraphrase the following text to the players.

The raven speaks. "Greetings and well met. My name is Carcaren. Are you not [insert name of characters known to the Raven Master]? Who are your companions? Are they as brave in battle as you were against the Guurhok?"

If none of the characters met the Raven Master, read or paraphrase the following text to the players.

The raven speaks. "Greetings and well met. My name is Carcaren. Who are you? Are you brave in battle and noble of spirit?"

Let the characters introduce themselves and/or each other to Carcaren, then talk to him.

Sample responses to some expected questions.

Who are you? *I am Carcaren, friend of the Raven Master.*

Why can you talk? *I was awakened by powerful magic.*

How did you recognise [character who played PER 3-01]? *I was one of the many ravens who guided the Raven Master to the battlefield where she first met you. She speaks well of you.*

What do you want? *Some hunters have penned a unicorn up in a ravine, and I'm looking for someone who will free him before they cut off his horn – or worse. I don't know why he hasn't freed himself – they've tethered him with a metal chain, and it looked like he wasn't happy to be there.*

How would a unicorn free himself? *They can teleport from one place within their forest home to another.*

Is the unicorn injured? *He didn't look injured, and he was conscious.*

How many hunters? *Two men, both with bows, looked like outlaws to me. There was a woman there too, but she wasn't dressed like the men. She looked out of place – expensive clothes, with shiny, shiny jewellery.*

Where is it? Can you take us there? *Yes, I can. It's not far to the northeast as the bird flies, but it will take you longer on foot. I'll be your guide.*

What do we get if we help? *If you won't help, I'll have to try and find someone else who will. If there's nobody else nearby, I'll return to the Raven Master and let her know everything.*

But there's no reward? ***Do I look like I have a pouch of shiny, shiny coins? No, there's no reward on offer. Maybe the Raven Master will give you something, if you help – but I can't speak for her.***

If the characters insist on a reward right now, Carcaren tries to guilt them into helping the unicorn. If that doesn't work, he gives up, says his farewells, and leaves.

When the characters agree to help free the unicorn, go to **Encounter Two**.

Trouble-Shooting: Did we just miss the plot hook?

Should the characters refuse to help Carcaren but then decide to try and find the hunters anyway, they can attempt to do so. They have a chance of succeeding if they leave the track and travel two miles northeast (note they travel at half speed through the trackless forest and hills).

At that point, a character with the Track feat can attempt to find the hunting party's hidden trail (DC 18 Survival check). The tracks are of one horse (unshod, with cloven hooves) and three humanoids (two heavy, one light, all wearing boots), travelling from west to east. If the characters follow the hidden trail east for one mile, go to **Encounter Two**.

Note that if the characters travel at a speed of 20 ft., it takes two hours to reach the hidden trail and they arrive after sunset. It's harder to find the hidden trail by moonlight (DC 21 Survival check).

Encounter Two: Morwen and the Hunters

Read or paraphrase the following text to the players.

Carcaren guides you off the track and into the wilderness. He frequently flies ahead of you, checking for the easiest way around thick knots of trees and too-steep hills, and is a good guide. As the sun begins to set behind you, he returns from his most recent scouting trip and announces, "Not far now – time to be quiet as you can!"

Pause here to give the characters an opportunity to decide what to do next. They may want to send a scout of their own ahead, cast *silence* on the noisiest character, or discuss their plan of attack.

Characters with the Track feat may want to search for tracks as they go, and Carcaren won't object as long as they continue to travel at normal speed (taking a –5 penalty on the check unless they have the Swift Tracker class ability). They can find the hunting party's hidden trail as described in the Trouble-Shooting section of **Encounter One**.

When they proceed, read or paraphrase the following text.

As you move forward in the gathering gloom, you hear the faint sound of someone playing a lute. The sound grows louder as you approach your destination.

When some or all of the characters go on to investigate, have those characters make Move Silently checks with a –2 penalty for moving through undergrowth.

The amount of noise the characters make determines whether or not Morwen and the Hunters hear them as they cover the final 60 ft. to the edge of the campsite (map provided in **Judge Aid 1**). All three are distracted and take 10 on their Listen checks: in addition, the background noise of the forest increases the DC of the check by 2 per 10 ft. instead of by 1. Thus, they get the following results.

APL 6 – total Listen check -5/-5 (Morwen/Hunters)

APL 8 – total Listen check -3/-4 (Morwen/Hunters)

APL 10 – total Listen check -1/-3 (Morwen/Hunters)

APL 12 – total Listen check 0/-2 (Morwen/Hunters)

These Listen check results assume the characters are 60 ft. away from the edge of the campsite. Remember to give Morwen and the Hunters a bonus of +2 for every 10 ft. the characters approach. That is, if a character moves from 60 ft. to 30 ft. in their action, Morwen and the Hunters get a +6 bonus to their Listen check results. If the character then moves from 30 ft. to 0 ft. in their next action, Morwen and the Hunters get a +12 bonus to their Listen check results.

If Morwen and the Hunters hear something approaching, the Hunters go out to investigate while Morwen waits by the campfire. Otherwise, when the characters have covered 60 ft., read or paraphrase the following text.

Past the last of the trees, you can see a small clearing at the entrance to a small ravine that tapers away where the hills on either side

merge with each other. A sturdy wooden gate made from tree trunks blocks your view of what may be inside the ravine.

A small distance in front of the gate is a campfire. Two men are slowly roasting a pair of skinned rabbits over the fire: both are shabbily dressed in grimy leather jerkins, with long, unkempt hair and beards. They have longswords at their sides and longbows close to hand.

[Read the following only at APL 10 and 12]
Two wolves loll on the ground near the men, watching the fire.

To one side, a beautiful woman sits on a log, strumming a lute. She is dressed in expensive clothes more suited to the city and adorned with jewellery; her waist-length platinum blonde hair is well combed. The only concessions to her current location appear to be a light and flexible chain shirt under her figure-hugging outer tunic, a rapier in a scabbard by her side, and a sensible pair of low-heeled boots. She frowns as she strums, lost in her thoughts.

Now have the characters looking at the campsite make a Hide check while you map the layout of the campsite (**Judge Aid 2**). Assuming Morwen and the Hunters are still distracted, they get the following results.

APL 6 – total Spot check 2/9 (Morwen/Hunters)

APL 8 – total Spot check 2/10 (Morwen/Hunters)

APL 10 – total Spot check 2/11 (Morwen/Hunters)

APL 12 – total Spot check 2/12 (Morwen/Hunters)

These Spot check results assume the characters are 20 ft. away from Morwen and the Hunters, at the edge of the clearing opposite the ravine. If Morwen and the Hunters heard something approaching, they are no longer distracted and their Spot check results increase by 5.

Note that at APL 10 and 12 there are two wolves with the Hunters who will smell the characters if they approach within 15 ft. from the edge of the clearing opposite the ravine, as that direction is downwind. If the characters approach the campsite from either side, the wolves will smell them from 30 ft.; and if they approach from the far side of the ravine, 60 ft.

If the Hunters spot the characters (Morwen certainly shouldn't), they pick up their longbows

and tell them to leave. Otherwise, the characters can attack Morwen and the Hunters with surprise, talk with them, sneak back to the others, or take other action as they wish.

Note that the relative ease with which the characters can approach the campsite plus the hunting party's relatively inefficient combination of character classes and levels gives the characters a significant advantage when fighting Morwen and the Hunters. This –1 adjustment to the Encounter Level has already been factored into the encounter.

Morwen and the Hunters are initially *unfriendly* towards the characters. Morwen will introduce herself and try to persuade the characters to leave them alone and to mind their own business, while the Hunters will do their best to look silent and intimidating. Suggestions on how to depict Morwen and the Hunters while roleplaying are given in **Encounter Four**.

Note that if any of the characters are members of official Perrenland institutions like the Old Kerk, the Rechters and the Fighting Forces, the Hunters (not Morwen) are initially *hostile*, and will attack the characters on sight just in case they're bounty hunters out to kill them. (This approach to life partially explains why they were outlawed in the first place).

If the characters shift Morwen's attitude to *indifferent*, she tells the characters that it isn't safe to stay in this part of the woods at night because there's a dangerous predator nearby, and politely declines any offers of help or protection.

If they shift her attitude to *friendly*, she also tells them that the predator is an unusually big and intelligent lion, and that the lion won't harm her group because they have "an arrangement" with the creature.

If they shift her attitude to *helpful*, she explains that she's working for the lion, tells them her current problem (needing to find out from an uncooperative unicorn where their gathering spot is before reporting back to the lion) and asks for their help.

Under no circumstances does Morwen agree to release the unicorn: if the characters insist on that, the fight is on.

Lenwe the unicorn is chained to one of the tree trunks that make up the improvised gate to the ravine. He can't see the campsite, but can hear any conversation or battle that takes place there, and starts shouting back to the characters if they

make it clear that they've come to free him, calling out for their help in a deep, baritone voice.

APL 6 (EL 6)

Morwen Roodenhund: Female human brd6; hp 30; see *Appendix One*.

Kort and Jedrek, Outlaws (2): Male human rgr2; hp 14; see *Appendix One*.

APL 8 (EL 7)

Morwen Roodenhund: Female human brd7; hp 35; see *Appendix Two*.

Kort and Jedrek, Outlaws (2): Male human rgr3; hp 21; see *Appendix Two*.

APL 10 (EL 8)

Morwen Roodenhund: Female human brd8; hp 40; see *Appendix Three*.

Kort and Jedrek, Outlaws (2): Male human rgr4; hp 28; see *Appendix Three*.

The Hunter's Wolf animal companions (2): hp 14; see *Appendix Three*.

APL 12 (EL 9)

Morwen Roodenhund: Female human brd9; hp 45; see *Appendix Four*.

Kort and Jedrek, Outlaws (2): Male human rgr5; hp 35; see *Appendix Four*.

The Hunter's Wolf animal companions (2): hp 14; see *Appendix Four*.

Tactics: The Hunters use their bows whenever possible, switching to melee combat only when ranged combat is no longer possible. At APL 10 and 12, they cast *arrowmind* and use their wolves as living shields to prevent characters charging them. If they have the opportunity (for example, if one character starts the battle while the others are 60 ft. away), they both drink a potion of *cat's grace*. If the fight goes poorly and one of them drops, the other will break and run rather than stay and die. If he gets away he disappears from the rest of the scenario: he doesn't go and warn Adarr.

Morwen uses her lute and her bardic music to *inspire courage* in the first round, and then uses her magic to bolster the Hunters and to hinder the characters. She has a number of utility scrolls in her scroll case, and uses them if it seems necessary: keep in mind her scroll of *web*. At APL 8 and up, she attempts to *charm* the most physically threatening character. She engages in

melee combat only if pressed, and attempts to disarm opponents with her rapier.

If forced into melee combat by an obviously superior warrior or otherwise at risk of dying, Morwen uses an immediate action to surrender and pleads for her life. Do what you can to keep Morwen alive so that the characters can question her and learn about Rondar's involvement in the plot.

Treasure: Morwen's equipment is not included as treasure because she (or her family, if she is killed) claims it back from the characters at the end of the scenario. However, the characters can take Morwen's equipment from her and use it during the scenario: note any scrolls that they use, as they will have to deduct the cost of that scroll from their gold earned during the scenario. Morwen also has the key to the dimensional shackles.

APL 6: L: 133 gp; C: 0 gp; M: 200 gp (4 potions of cat's grace, 4 potions of cure moderate wounds)

APL 8: L: 183 gp; C: 0 gp; M: 200 gp (4 potions of cat's grace, 4 potions of cure moderate wounds)

APL 10: L: 156 gp; C: 0 gp; M: 393 gp (+1 leather armour, 4 potions of cat's grace, 4 potions of cure moderate wounds)

APL 12: L: 56 gp; C: 0 gp; M: 826 gp (+1 leather armour, +1 Str 14 mighty composite longbow, 4 potions of cat's grace, 4 potions of cure moderate wounds)

Development: The characters can question any prisoners (**Encounter Four**) before or after they free Lenwe (**Encounter Three**).

Encounter Three: Freeing the Unicorn

When the characters open the gate, read or paraphrase the following text to the players.

The unicorn is shackled to the gate by a chain that leads from a metal band around a tree trunk to a metal band locked tight around his neck. The bands are wide and covered in golden runes, the most prominent of which is the grinning skull of luz.

Even in chains, the unicorn looks like a proud and noble beast. His white coat gleams in the early evening, and his eyes are a fiery gold. His long white mane hangs over his

shoulders, and a lock sweeps across his brow, which has a prominent ivory-coloured horn. He also has a white beard that dangles down past his chest.

The unicorn strikes the ground impatiently with one of his cloven hooves, and pleads in a deep baritone, "Please unchain me. This thing around my neck traps me here."

If the paladin and the unicorn make eye contact, read or paraphrase the following text to that player.

When your gaze catches his, you feel a sudden jolt of recognition – a moment of déjà vu, as if you've seen him before somewhere. From the way he startles, perhaps he feels it too. Your heart starts racing, your chest feels constricted, and your mouth is suddenly dry.

The paladin and Lenwe have just "bonded". Play it like love at first sight: that's chaste, romantic love, not lust or desire. Lenwe will introduce himself nervously to her (*H-hi. I'm Lenwe*), tell her *I've seen you before – in my dreams and I feel as if I've known you always*, stay near her, follow her around, nudge her arm with his snout, rest his head over her shoulder, and so on. Hopefully the paladin's player will respond and also act as if stricken with true love.

When asked about his dreams, Lenwe describes walking around a bedroom at night, going to a basin of water, splashing water on his face with his hands, and looking up to see a reflection in a mirror – the paladin's reflection.

Lenwe is *helpful* towards the paladin and *friendly* towards the other characters (as long as they free him, of course!). He is *indifferent* and suspicious towards Morwen, and *unfriendly* towards the Hunters.

The characters can open the average lock on the shackles either with the key (if they take it from Morwen) or by succeeding on a DC 25 Open Lock check.

Sample responses to some expected questions.

Who are you? *My name is Lenwe. I'm part of the grace of unicorns in this part of the Vesve Hills.*

A grace of unicorns? *That's right – that's what a group of unicorns is called.*

What are you doing here? How were you captured? *That woman – Morwen – was playing*

such beautiful music. She seemed so beautiful and pure, I had to go and listen. I really liked the music she played, so I went up and sat next to her. When she stopped played, she stroked my head, and I rested my head in her lap.

What happened then? *I felt something cold around my neck, and I got up all surprised. She ran around behind the tree and away from me. I was chained to a tree root, and no matter what I did I couldn't pull myself free. I couldn't teleport away to our gathering place, either. When I was exhausted, she and those two men brought me here.*

What is the gathering spot? *It's the secret location in the forest where we go after we teleport to meet up with the rest of the grace.*

Why did they capture you? *I'm not certain, but I know those men work for the dreaded lion, Adarr. He probably sent the woman to trap me, and like a fool I fell right into the trap.*

Who's Adarr? *He's an evil lion of great size. He tries to hunt us unicorns – he's being trying to get us for years – but his eyes glow in the night and he's not quick enough to kill one of us before we teleport away to our gathering spot.*

Where can we find Adarr? *I know he lairs in a nearby cave. I – I can take you there, if you want. I know the other unicorns would be grateful if he was driven away or killed. We worry for the foals, and for each other.*

Development: Lenwe can guide the characters to Adarr's lair (**Encounter Five**).

Encounter Four: Questioning the Prisoners

The characters probably captured Morwen, and may have captured one or both of the Hunters as well. Review the **Adventure Background** while answering questions as a prisoner – there is additional detail in that section that you can pass on to the players through your answers.

The Hunters

The Hunters are sullen and uncooperative unless their attitude is shifted from *hostile* to *friendly* or better (either by Diplomacy or Intimidate). If that occurs, they remain sullen but tell the characters the following information.

- They are outlawed in Perrenland for defaulting on koppijs: Kort killed someone he disliked on

a forest track and tried to claim it was a hunting accident, while Jedrek killed his wife when she tried to leave him.

- Adarr is a very big lion with glowing red eyes. They fear and obey him.
- Adarr hates the unicorns with a passion, and they have spent some time trying to capture or kill them at his command.
- Adarr told them a woman was coming and that they weren't to harm her in any way but to bring her to his lair. Afterward, he told them to do what she said.
- The woman said she would sing, and the unicorn would be docile and would tell her everything she asked. Well, she played her lute and sang, and it did lure the unicorn to her, but it wasn't docile and it wasn't cooperative.

The Hunters don't bother begging for their freedom: as outlaws, they reckon they're as good as dead already, and are hoping for a chance to escape if the characters slip up.

Morwen

If Morwen surrendered to the characters, her underlying attitude is *hostile* but her current attitude is shifted to *friendly* as if a successful Intimidate check has already been made against her. If she didn't surrender, her starting attitude is *hostile*, and can be shifted by a Diplomacy or Intimidate check.

When acting out the part of Morwen, keep in mind that her defining character traits are her arrogant superiority and her lack of compassion for others. Morwen uses her good looks and social status to take ruthless advantage of others, particularly men. She's the sort of person who sneers at her lessers (such as women who aren't "suitable" for attracting unicorns) and makes snide remarks about her equals (such as women who are "suitable").

While *hostile*, Morwen refuses to cooperate with the characters. She is arrogant and dismissive, insisting that they free her *at once* because she's committed no crime and *they* attacked *her*. If they take her belongings, she calls them bandits, and threatens to have them outlawed by the rechter in Midgardt (a Roodenhund walled town of 1300 people approximately 35 miles to the southwest, past Mount Sedhane).

While *unfriendly* or *indifferent*, Morwen cooperates with the characters. She is still

arrogant, and insists that they free her, but will tell them the following information.

- A well-dressed man named Rondar sought her out in Midgardt and promised her great (unspecified) rewards if she helped his friend, Adarr, solve a problem he was having.

If questioned further about Rondar, she describes him as an Oeridian of average build with sandy fair hair and brown eyes who wore a courtier's outfit, including fine silk gloves and a jewelled headband, and carried a shortsword.

- She accepted, and he gave her a simple map and some written directions. She followed the instructions, and yesterday she was met by the two Hunters and taken to Adarr, who turned out to be a lion with glowing red eyes.
- Adarr explained that he wanted to drive the unicorns out of his home territory (Morwen attempts to lie convincingly when she says this – Adarr actually said that he wanted to kill and eat all the unicorns), and to do that he needed to capture a unicorn and learn their secret gathering location where they meet up after teleporting.
- As a "suitable woman", Morwen agreed to help Adarr capture and question a unicorn using the magic of her music. Adarr gave her the dimensional shackles to put on the unicorn and stop him escaping.

If confronted about the obvious symbol of luz on the dimensional shackles, Morwen claims she didn't recognise that the runes included the symbol of the luz the Wicked. (Morwen again attempts to lie convincingly when she says this – she recognised it straightaway – and as this lie is less believable than her other lies, the characters receive a +5 bonus to their Sense Motive checks).

- Her plan went well, and they captured the unicorn, but it spotted one of the hunters before she had asked it for directions to the secret gathering place. She was waiting for it to change its mind and talk with her before reporting back to Adarr. (Morwen's third lie – she was trying to think of a way to trick or force the unicorn to give her the information or of a way to trick Adarr into thinking she had delivered everything she promised.)

While *friendly* or *helpful*, Morwen cooperates fully with the characters. She is fearful rather than arrogant, and insists that they promise to let her go. She tells them the same information as if *unfriendly* or *indifferent*, plus the following.

- She admits that she was suspicious of Rondar, who probably serves a “foreign power” (Morwen won’t admit that she thinks he works for luz).
- She claims she felt bad about harming unicorns (another lie – she doesn’t give a damn either way, actually), but felt she had to obey or else Adarr would hurt her.
- She thinks Adarr may be a fiendish lion.

Development: Any one of the prisoners can guide the characters to Adarr’s lair (**Encounter Five**). More importantly, the characters must decide what to do with their prisoners: free them (unlikely), take them back to civilisation for punishment, or execute them immediately. The most likely outcomes are covered in the **Conclusion**.

Encounter Five: Ending the Threat of Adarr

Lenwe, Morwen, or either of the two Hunters can guide the characters to Adarr’s lair (map provided in **Judge Aid 2**). Read or paraphrase the following text to the players.

Adarr’s lair is a cave near the base of a bare hill. Some of the nearby trees appear to have been used as scratching posts by a very big cat.

Lenwe won’t go into Adarr’s lair even if the paladin asks him to. If there are prisoners, he offers to stay with Carcaren and keep watch on them while the characters enter the cave.

Inside his lair, Adarr is resting on the ledge in area 2. When they enter the lair, read or paraphrase the following text to the players.

As you approach the entrance, you can smell rotting flesh, and inside, you can see a half-eaten deer carcass on the floor. Beyond the carcass the cave opens out. On a ledge against the far wall you see a big tawny lion with an impressive mane. Perhaps more impressive, however, are its glowing red eyes. It opens its maw and speaks. “I smell unicorn on you. Tell Adarr who you are, or Adarr will eat you!”

Adarr is a big, solidly built lion. At APL 6, he’s 8 ft. long and weighs 500 lbs; at APL 8, 10 ft. long and 1000 lbs; at APL 10, 12 ft. long and 2000 lbs; and finally, at APL 12, 15 ft. long and 3500 lbs.

Adarr is initially *unfriendly* towards the characters. If they pander to his ego and praise him, he becomes *indifferent*. However, if they tell him to stop hunting unicorns, that they’ve defeated his hunters and foiled his plan, or that they like unicorns, he becomes *hostile* and attacks.

APL 6 (EL 6)

Adarr the lion: Male Fiendish Lion, Advanced; hp 64; see *Appendix One*.

APL 8 (EL 8)

Adarr the lion: Male Fiendish Dire Lion, Advanced; hp 88; see *Appendix Two*.

APL 10 (EL 10)

Adarr the lion: Male Fiendish Dire Lion, Advanced; hp 187; see *Appendix Three*.

APL 12 (EL 12)

Adarr the lion: Male Fiendish Dire Lion, Advanced; hp 266; see *Appendix Four*.

Tactics: Adarr pounces on the lightest-armoured opponent he can charge in the first round of combat. He attempts to smite with his first claw attack; at APL 8 and up, he also smites with his second claw attack and his bite attack if it’s “obvious” to him that someone is good-aligned (for example, calling themselves a cleric or paladin, wearing a holy symbol, or having a glowing weapon all constitute “person of good alignment” in Adarr’s limited experience).

Adarr has had some unpleasant experiences in the past with opponents who took advantage of him while he was mauling his prey. As a result, when fighting more than one creature Adarr always takes –20 on his grapple checks so that he is not considered to be grappling and retains his Dex bonus to AC.

If the battle is going well, Adarr boasts about his prowess and his obvious superiority to the characters. When it’s clear to him that he’s going to triumph, he begins “playing with his food”, batting opponents with his paws and taking the –4 penalty to his attack rolls to deal nonlethal damage.

Like many bullies, Adarr becomes a snivelling coward if the battle goes against him. He begs for mercy if reduced to 10 hit points or less or trapped at an obvious disadvantage and unable to escape (behind a *wall of force*, for instance).

If questioned after surrendering, Adarr does everything he can to please the characters,

including telling lies like promising to leave the unicorns alone or to leave the area. Given his past history, this is hard to believe (the characters gain a +10 bonus to their Sense Motive checks), and Adarr isn't a good liar (Bluff check result of 8 at APL 6 and 10 at APL 8 and up), so most if not all characters should see through his false promises.

If questioned, Adarr tells the characters the following information.

- A shabbily-dressed man named Rondar sought him out in his lair and promised to help him deal with the "unicorn problem" in exchange for Adarr promising to join the forces of luz the Wicked.
- Rondar helped Adarr with some of the "finer details" of *his* plan, giving him the dimensional shackles and promising to send him a virgin who could lure a unicorn in close enough to put the shackles on it.

If questioned further about Rondar, he describes him as a human of average build with long jet black hair tied back behind his head and black eyes, wearing travel-stained clothes and carried a longsword. (Note that this description doesn't match up with Morwen's description. That's deliberate – Rondar used a hat of disguise to change his appearance at both meetings.)

Treasure: Adarr's lair has no treasure.

Development: If the characters didn't kill Adarr in battle, they almost certainly will when they see that he's a lying, deceitful creature that can't be trusted to keep his word and who willingly works with the minions of luz.

Conclusion: Tying Up Loose Ends

Meeting the Unicorn Grace

After the characters kill Adarr, Lenwe offers to introduce them to the rest of his grace. (If the paladin is present, he is also thinking of saying goodbye to his fellow unicorns and leaving with his new-found soul mate.) After a few hours of travel through the night, Lenwe finds the other members of his grace and introduces the characters to them (the paladin first, of course). The other unicorns are:

- Tirion (female adult, the grace's leader)
- Brithon (male adult, Lenwe's brother)
- Aldora (female adult, Idra's mother)

- Erwen (male adult, Idra's father)
- Idra (female child, Aldora and Erwen's daughter)
- Taras (male child, Brithon's son – his mother is part of another grace that lives nearby in the Vesve)

After hearing Lenwe's story, the other unicorns are *friendly* towards the characters, especially those who meet the same criteria as the paladin. If any of those characters are also interested in a special mount, play it like chaste, romantic lovers finding out more about each other on their first date.

All characters gain the "Friendship of the Grace". When Lenwe announces that he's leaving the forest to be with the paladin, other unicorns express a willingness to accompany "suitable" characters into the outside world as their "special friends". Present this as an impulse brought on by a chance meeting with your one true love.

Note that any unicorns who leave the forest are willing to take a new name if asked. This allows players who dislike the names given in this scenario or who don't want their unicorn to be "Lenwe IV" to choose a more satisfying name for their unicorn.

Saying Goodbye to Carcaren

After spending the evening with the characters and the unicorn grace, Carcaren says his farewells and flies off to the west. He promises to take word of the characters' good deeds back to the Raven Master.

Taking the Prisoners to Justice

If the characters take Morwen and/or one or both of the Hunters back to civilisation, they presumably hand them over to the authorities. The Hunters, being outlaws, are hanged until they are dead; Morwen's clan connections get her off whatever charges the characters try to press against her, as it isn't a crime under Perrenland law to catch unicorns in the wild or (as she claims) to be tricked by a villain like Rondar. That said, the characters have hurt Morwen's pride and sullied her reputation, and she won't forget those affronts quickly.

If Morwen survived the scenario, the characters receive the "Enmity of Morwen Roodenhund", except for those she particularly dislikes (DM's call), who receive the "Greater Enmity" instead. If the characters killed Morwen

Roodenhund, they all receive the “Greater Enmity” (having to be raised from the dead really creates a grudge).

Telling the Authorities about Rondar

The characters probably know about Rondar. They also have the dimensional shackles, covered with runes depicting luz’s unholy symbol. Given this evidence of the Old One’s involvement in events, they should be willing to report back to the authorities, probably at the same time as taking Morwen to justice. If they do report what they know to the authorities, the authorities offer them 1,000 gp each as a “finder’s fee” for the dimensional shackles.

Keeping Stuff They Shouldn’t

The characters have no problems if they keep the Hunters’ equipment: it’s legally theirs, their reward for bringing the two outlaws to justice.

If the characters took Morwen’s equipment and don’t return it, she (or her family, if she’s dead) takes them to court to get it back. The rechters find against the characters, who are forced to return the items (remember to deduct the cost of any items that can’t be returned, like used scrolls, from the total gold earned).

If the characters keep the dimensional shackles and don’t give them to the authorities, Rondar steals them back from the characters.

Wrapping It All Up

Read or paraphrase the following text to the players when you are ready to end the adventure.

You’ve made new friends, and perhaps some new enemies as well – nothing unusual for adventurers like yourselves. Still, perhaps you have learned something unusual through these events. Sometimes, silver is better than gold.

The End

Experience Point Summary

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

Encounter Two

Freeing Lenwe by killing, defeating, or bypassing Morwen and the hunters (for example, by climbing down the far side of the ravine, unlocking the shackles, and teleporting away with Lenwe).

APL6 180 xp

APL8 210 xp

APL10 240 xp

APL12 270 xp

Encounter Five

Protecting the unicorn grace by killing or driving off Adarr.

APL6 180 xp

APL8 240 xp

APL10 300 xp

APL12 360 xp

Discretionary roleplaying award

Many different things could merit this reward, including (but not limited to) in-character interaction between players, interacting with Carcaren and Lenwe, questioning with Morwen and the Hunters, choosing to take Morwen and the Hunters back to civilisation for trial, and choosing to report back to the authorities.

APL6 90 xp

APL8 112 xp

APL10 135 xp

APL12 157 xp

Total possible experience:

APL6 450 xp

APL8 562 xp

APL10 675 xp

APL12 787 xp

Treasure Summary

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by

dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

Encounter Two

APL 6: L: 133 gp; C: 0 gp; M: 200 gp (4 potions of cat's grace, 4 potions of cure moderate wounds)

APL 8: L: 183 gp; C: 0 gp; M: 200 gp (4 potions of cat's grace, 4 potions of cure moderate wounds)

APL 10: L: 156 gp; C: 0 gp; M: 393 gp (+1 leather armour, 4 potions of cat's grace, 4 potions of cure moderate wounds)

APL 12: L: 56 gp; C: 0 gp; M: 826 gp (+1 leather armour, +1 Str 14 mighty composite longbow, 4 potions of cat's grace, 4 potions of cure moderate wounds)

Conclusion

APL 6: L: 0 gp; C: 1000 gp ("finder's fee" for dimensional shackles); M: 0 gp

APL 8: L: 0 gp; C: 1000 gp ("finder's fee" for dimensional shackles); M: 0 gp

APL 10: L: 0 gp; C: 1000 gp ("finder's fee" for dimensional shackles); M: 0 gp

APL 12: L: 0 gp; C: 1000 gp ("finder's fee" for dimensional shackles); M: 0 gp

Total Possible Treasure

APL 6: L: 133 gp; C: 1000 gp; M: 200 gp - Total: 1333 gp (adventure cap = 450 gp)

APL 8: L: 183 gp; C: 1000 gp; M: 200 gp - Total: 1383 gp (adventure cap = 650 gp)

APL 10: L: 156 gp; C: 1000 gp; M: 393 gp - Total: 1549 gp (adventure cap = 1125 gp)

APL 12: L: 56 gp; C: 1000 gp; M: 826 gp - Total: 1882 gp (adventure cap = 1650 gp)

Special

Friendship of the Grace: The unicorns of the Vesve Hills are grateful to you for rescuing one of their number and killing Adarr, and consider you a friend. In addition, you gain access to unicorns as special mounts if you are a chaste virginal female human, half-elf, or elf. However, if you mistreat your unicorn friend, or if you cease to be a chaste virginal female human, half-elf, or elf, you lose this access immediately.

Enmity of Morwen Roodenhund: You have offended a woman who doesn't forget or forgive easily. If you encounter Morwen in a future scenario and you do not successfully conceal your identity from her, her attitude automatically worsens to *hostile* if *unfriendly*, or to *unfriendly* if *indifferent* or better. Morwen's attitude remains *hostile* if she is already *hostile* when she recognises you.

Greater Enmity of Morwen Roodenhund: You have either gone out of your way to offend a woman who doesn't forget or forgive easily, or you killed her. If you encounter Morwen in a future scenario and you do not successfully conceal your identity from her, her attitude automatically shifts to *hostile* if she is not already *hostile*.

Items for the Adventure Record

Item Access

None

Appendix One – APL 6

Encounter Two

Morwen Roodenhund: Female Human (Oeridian) Brd6; CR 6; Medium humanoid; HD 6d6+6; hp 30; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk/Grp: +4/+3; Atk +4 melee (1d6-1, masterwork rapier); Full Atk +4 melee (1d6-1, masterwork rapier); Space/Reach: 5 ft./5 ft.; SA Bardic music (countersong, *fascinate*, inspire courage +1, inspire competence, *suggestion*), spells; SQ Roodberg clan member, bardic knowledge +10, *undetectable alignment*, AL NE; SV Fort +3, Ref +6, Will +4; Str 8, Dex 13, Con 12, Int 14, Wis 8, Cha 19.

Skills and Feats: Bluff +13, Concentration +10, Diplomacy +19, Gather Information +15 in Perrenland, Knowledge (history) +7, Knowledge (local – luz metaregion) +7, Knowledge (nobility & royalty) +7, Listen +6, Perform (dance, sing, string instruments) +13, Sense Motive +5, Speak Language (Common, Old Oeridian, Ur-Flannae), Use Magic Device +13; Combat Expertise, Disguise Spell, Improved Disarm, Versatile Performer.

Roodberg Clan Member (Ex): Morwen is a member of the Roodenhund sept of the Roodberg clan. As a result, she has a +2 competence bonus to Appraise checks and to Diplomacy checks with other Roodberg clan members, plus a –2 circumstance penalty to Bluff and Diplomacy checks with Vossier clan members.

Bardic Music: Morwen has used her bardic music class ability three times today, and has three uses remaining.

Masterwork Lute (Ex): While playing her masterwork lute, Morwen is treated as a 7th level bard when determining the power of her bardic music effects. For example, she can *fascinate* three creatures instead of two while playing her lute. Morwen can also cast spells while performing, but only if the spells have no somatic, material or focus components.

Undetectable Alignment (Sp): Morwen has cast *undetectable alignment* on herself. As a result, she has a faint aura of abjuration magic and her alignment cannot be detected by any form of divination. She cannot dismiss the spell, but it can be dispelled (DC 17 dispel check).

Possessions: mithral chain shirt, masterwork rapier, dagger, +2 cloak of charisma, noble's outfit, 100 gp jewellery, key to dimensional shackles, spell component pouch, masterwork lute, scroll case, divine scroll of lesser restoration (DC 23 UMD check), divine scroll of cure moderate wounds (DC 23 UMD check), divine scroll of obscuring mist (DC 21 UMD check), arcane scroll of remove fear, arcane scroll of grease, arcane scroll of web (DC 23 UMD check), 10 pp, 25 gp.

Spells Known (3/4/3; currently 3/3/3; base DC = 14 + spell level): 0—*detect magic*, *mending*, *message*, *prestidigitation*, *read magic*, *resistance*; 1st—*cure light wounds*, *expeditious retreat*, *inspirational boost*, *undetectable alignment*; 2nd—*enthrall*, *glitterdust*, *mirror image*.

Kort and Jedrek, Outlaws (2): Male Human Rgr2; CR 2; Medium humanoid; HD 2d8+4; hp 14; Init +2; Spd 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk/Grp: +2/+4; Atk +5 ranged (1d8+2, masterwork mighty composite longbow) or +4 melee (1d8+2, longsword); Full Atk +5 or +3/+3 ranged (1d8+2, masterwork mighty composite longbow) or +4 melee (1d8+2, longsword); Space/Reach: 5 ft./5 ft.; SA favoured enemy (animals); SQ wild empathy, combat style (archery); AL CE; SV Fort +5, Ref +5, Will +1; Str 14, Dex 14, Con 14, Int 10, Wis 13, Cha 8.

Skills and Feats: Handle Animal +4, Hide +7, Knowledge (nature) +7, Listen +6, Move Silently +7, Spot +6, Survival +8 in aboveground natural environments; Point Blank Shot, Precise Shot, Rapid Shot, Track.

Favoured Enemy (Ex): Due to their extensive study of and training in the proper techniques for fighting them, the outlaws gain a +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival checks when using these skills against animals. They also gain a +2 bonus on weapon damage rolls against animals.

Wild Empathy (Ex): The outlaws can use body language, vocalizations, and demeanour to improve the attitude of an animal. This ability functions just like a Diplomacy check. Each outlaw has a total bonus of +3 on this check.

Possessions: masterwork leather armour, masterwork Str 14 mighty composite longbow, 20 arrows, 10 silver arrows, 10 cold iron arrows,

longsword, dagger, 2 potions of cat's grace, 2 potions of cure moderate wounds.

Encounter Four

Adarr the lion: Male Fiendish Lion, Advanced; CR 6; Large magic beast; HD 8d8+24; hp 64; Init +3; Spd 40 ft.; AC 15, touch 12, flat-footed 12; Base Atk/Grp: +6/+15; Atk +11 melee (1d4+5, claw); Full Atk +11 melee (1d4+5, 2 claws) and +5 melee (1d8+2, bite); Space/Reach: 10 ft./5 ft.; SA Pounce, improved grab, rake 1d4+2, smite good 1/day; SQ Darkvision 60 ft., low-light vision, scent, damage reduction 5/magic, spell resistance 13, resistance to cold 10 and fire 10; AL CE; SV Fort +8, Ref +8, Will +2; Str 21, Dex 17, Con 16, Int 6, Wis 12, Cha 6.

Skills and Feats: Balance +7, Hide +3, +11 in tall grass or heavy undergrowth, Listen +5, Move Silently +10, Speak Language (Common, Sylvan), Spot +5; Alertness, Run, Weapon Focus (claw).

Pounce (Ex): Adarr can make a full attack, including two rake attacks, when he charges a foe.

Improved Grab (Ex): To use this ability, Adarr must hit with his bite attack. He can then attempt to start a grapple as a free action without provoking an attack of opportunity. If he wins the grapple check, he establishes a hold and can rake.

Rake (Ex): Attack bonus +10 melee, damage 1d4+2.

Smite good (Su): Once per day Adarr can make a normal melee attack to deal an extra 8 points of damage against a good foe.

Appendix Two – APL 8

Encounter Two

Morwen Roodenhund: Female Human (Oeridian) Brd7; CR 7; Medium humanoid; HD 7d6+7; hp 35; Init +1; Spd 30 ft.; AC 16, touch 12, flat-footed 15; Base Atk/Grp: +5/+4; Atk +5 melee (1d6-1, masterwork rapier); Full Atk +5 melee (1d6-1, masterwork rapier); Space/Reach: 5 ft./5 ft.; SA Bardic music (countersong, *fascinate*, inspire courage +1, inspire competence, *suggestion*), spells; SQ Roodberg clan member, bardic knowledge +11, *undetectable alignment*, AL NE; SV Fort +3, Ref +6, Will +4; Str 8, Dex 13, Con 12, Int 14, Wis 8, Cha 19.

Skills and Feats: Bluff +14, Concentration +11, Diplomacy +20, Gather Information +16 in Perrenland, Knowledge (history) +7, Knowledge (local – luz metaregion) +7, Knowledge (nobility & royalty) +7, Listen +8, Perform (dance, sing, string instruments) +14, Sense Motive +5, Speak Language (Common, Old Oeridian, Ur-Flannae), Use Magic Device +14; Combat Expertise, Disguise Spell, Improved Disarm, Versatile Performer.

Roodberg Clan Member (Ex): Morwen is a member of the Roodenhund sept of the Roodberg clan. As a result, she has a +2 competence bonus to Appraise checks and to Diplomacy checks with other Roodberg clan members, plus a –2 circumstance penalty to Bluff and Diplomacy checks with Vossier clan members.

Bardic Music: Morwen has used her bardic music class ability three times today, and has four uses remaining.

Masterwork Lute (Ex): While playing her masterwork lute, Morwen is treated as an 8th level bard when determining the power of her bardic music effects. For example, her inspire courage gives a +2 bonus instead of a +1 bonus while playing her lute. Morwen can also cast spells while performing, but only if the spells have no somatic, material or focus components.

Undetectable Alignment (Sp): Morwen has cast *undetectable alignment* on herself. As a result, she has a faint aura of abjuration magic and her alignment cannot be detected by any form of divination. She cannot dismiss the spell, but it can be dispelled (DC 18 dispel check).

Possessions: mithral chain shirt, masterwork rapier, dagger, +2 cloak of charisma, +1 ring of protection, noble's outfit, 100 gp jewellery, key to dimensional shackles, spell component pouch, masterwork lute, scroll case, divine scroll of lesser restoration (DC 23 UMD check), divine scroll of cure moderate wounds (DC 23 UMD check), divine scroll of obscuring mist (DC 21 UMD check), arcane scroll of remove fear, arcane scroll of grease, arcane scroll of web (DC 23 UMD check), arcane scroll of haste, arcane scroll of displacement, 10 pp, 25 gp.

Spells Known (3/4/3/1; currently 3/3/3/1; base DC = 14 + spell level): 0—*detect magic*, *mending*, *message*, *prestidigitation*, *read magic*, *resistance*; 1st—*cure light wounds*, *expeditious retreat*, *inspirational boost*, *undetectable alignment*; 2nd—*detect thoughts*, *enthrall*, *glitterdust*, *mirror image*; 3rd—*charm monster*, *glibness*.

Kort and Jedrek, Outlaws (2): Male Human Rgr3; CR 3; Medium humanoid; HD 3d8+6; hp 21; Init +2; Spd 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk/Grp: +3/+5; Atk +7 ranged (1d8+2, masterwork mighty composite longbow) or +6 melee (1d8+2, masterwork longsword); Full Atk +7 or +5/+5 ranged (1d8+2, masterwork mighty composite longbow) or +6 melee (1d8+2, masterwork longsword); Space/Reach: 5 ft./5 ft.; SA favoured enemy (animals); SQ wild empathy, combat style (archery); AL CE; SV Fort +5, Ref +5, Will +2; Str 14, Dex 14, Con 14, Int 10, Wis 13, Cha 8.

Skills and Feats: Handle Animal +5, Hide +8, Knowledge (nature) +8, Listen +7, Move Silently +8, Spot +7, Survival +9 in aboveground natural environments; Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (longbow).

Favoured Enemy (Ex): Due to their extensive study of and training in the proper techniques for fighting them, the outlaws gain a +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival checks when using these skills against animals. They also gain a +2 bonus on weapon damage rolls against animals.

Wild Empathy (Ex): The outlaws can use body language, vocalizations, and demeanour to improve the attitude of an animal. This ability functions just like a Diplomacy check. Each outlaw has a total bonus of +4 on this check.

Possessions: masterwork leather armour, masterwork Str 14 mighty composite longbow, 20 arrows, 10 silver arrows, 10 cold iron arrows, masterwork longsword, dagger, 2 potions of cat's grace, 2 potions of cure moderate wounds.

Encounter Four

Adarr the lion: Male Fiendish Dire Lion, Advanced; CR 8; Large magic beast; HD 11d8+33; hp 88; Init +2; Spd 40 ft.; AC 15, touch 11, flat-footed 13; Base Atk/Grp: +8/+19; Atk +15 melee (1d6+7, claw); Full Atk +15 melee (1d6+7, 2 claws) and +9 melee (1d8+3, bite); Space/Reach: 10 ft./5 ft.; SA Pounce, improved grab, rake 1d6+3, smite good 3/day; SQ Darkvision 60 ft., low-light vision, scent, damage reduction 5/magic, spell resistance 16, resistance to cold 10 and fire 10; AL CE; SV Fort +10, Ref +9, Will +8; Str 25, Dex 15, Con 17, Int 6, Wis 12, Cha 10.

Skills and Feats: Hide +2, +6 in tall grass or heavy undergrowth, Listen +7, Move Silently +5, Speak Language, (Common, Sylvan), Spot +7; Alertness, Extra Smiting, Run, Weapon Focus (claw).

Pounce (Ex): Adarr can make a full attack, including two rake attacks, when he charges a foe.

Improved Grab (Ex): To use this ability, Adarr must hit with his bite attack. He can then attempt to start a grapple as a free action without provoking an attack of opportunity. If he wins the grapple check, he establishes a hold and can rake.

Rake (Ex): Attack bonus +14 melee, damage 1d6+3.

Smite good (Su): Three times per day Adarr can make a normal melee attack to deal an extra 11 points of damage against a good foe.

Appendix Three – APL 10

Encounter Two

Morwen Roodenhund: Female Human (Oeridian) Brd8; CR 8; Medium humanoid; HD 8d6+8; hp 40; Init +1; Spd 30 ft.; AC 16, touch 12, flat-footed 15; Base Atk/Grp: +6/+5; Atk +6 melee (1d6, +1 rapier); Full Atk +6/+1 melee (1d6, +1 rapier); Space/Reach: 5 ft./5 ft.; SA Bardic music (countersong, *fascinate*, inspire courage +2, inspire competence, *suggestion*), spells; SQ Roodberg clan member, bardic knowledge +12, *undetectable alignment*, AL NE; SV Fort +3, Ref +7, Will +5; Str 8, Dex 13, Con 12, Int 14, Wis 8, Cha 20.

Skills and Feats: Bluff +16, Concentration +12, Diplomacy +22, Gather Information +18 in Perrenland, Knowledge (history) +7, Knowledge (local – luz metaregion) +7, Knowledge (nobility & royalty) +7, Listen +10, Perform (dance, sing, string instruments) +16, Sense Motive +6, Speak Language (Common, Old Oeridian, Ur-Flannae), Use Magic Device +16; Combat Expertise, Disguise Spell, Improved Disarm, Versatile Performer.

Roodberg Clan Member (Ex): Morwen is a member of the Roodenhund sept of the Roodberg clan. As a result, she has a +2 competence bonus to Appraise checks and to Diplomacy checks with other Roodberg clan members, plus a –2 circumstance penalty to Bluff and Diplomacy checks with Vossier clan members.

Bardic Music: Morwen has used her bardic music class ability three times today, and has five uses remaining.

Masterwork Lute (Ex): While playing her masterwork lute, Morwen is treated as a 9th level bard when determining the power of her bardic music effects. Morwen can also cast spells while performing, but only if the spells have no somatic, material or focus components.

Undetectable Alignment (Sp): Morwen has cast *undetectable alignment* on herself. As a result, she has a faint aura of abjuration magic and her alignment cannot be detected by any form of divination. She cannot dismiss the spell, but it can be dispelled (DC 19 dispel check).

Possessions: mithral chain shirt, +1 rapier, dagger, +2 cloak of charisma, +1 ring of protection, noble's outfit, 100 gp jewellery, key to

dimensional shackles, spell component pouch, masterwork lute, scroll case, divine scroll of lesser restoration (DC 23 UMD check), divine scroll of cure moderate wounds (DC 23 UMD check), divine scroll of obscuring mist (DC 21 UMD check), arcane scroll of remove fear, arcane scroll of grease, arcane scroll of web (DC 23 UMD check), arcane scroll of haste, arcane scroll of displacement, divine scroll of cure serious wounds (DC 25 UMD check), arcane scroll of dispel magic, 10 pp, 25 gp.

Spells Known (3/5/4/2; currently 3/4/4/2; base DC = 15 + spell level): 0—*detect magic*, *mending*, *message*, *prestidigitation*, *read magic*, *resistance*; 1st—*cure light wounds*, *expeditious retreat*, *inspirational boost*, *undetectable alignment*; 2nd—*detect thoughts*, *enthrall*, *glitterdust*, *mirror image*; 3rd—*charm monster*, *glibness*, *haste*.

Kort and Jedrek, Outlaws (2): Male Human Rgr4; CR 4; Medium humanoid; HD 4d8+8; hp 28; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk/Grp: +4/+6; Atk +8 ranged (1d8+2, masterwork mighty composite longbow) or +7 melee (1d8+2, masterwork longsword); Full Atk +8 or +6/+6 ranged (1d8+2, masterwork mighty composite longbow) or +7 melee (1d8+2, masterwork longsword); Space/Reach: 5 ft./5 ft.; SA favoured enemy (animals); SQ wild empathy, combat style (archery), animal companion; AL CE; SV Fort +6, Ref +6, Will +2; Str 14, Dex 15, Con 14, Int 10, Wis 13, Cha 8.

Skills and Feats: Handle Animal +6, Hide +9, Knowledge (nature) +7, Listen +8, Move Silently +9, Spot +8, Survival +10 in aboveground natural environments; Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (longbow).

Favoured Enemy (Ex): Due to their extensive study of and training in the proper techniques for fighting them, the outlaws gain a +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival checks when using these skills against animals. They also gain a +2 bonus on weapon damage rolls against animals.

Wild Empathy (Ex): The outlaws can use body language, vocalizations, and demeanour to improve the attitude of an animal. This ability functions just like a Diplomacy check. Each outlaw has a total bonus of +5 on this check.

Animal Companion (Ex): The outlaws each have a wolf animal companion.

Possessions: +1 leather armour, masterwork Str 14 mighty composite longbow, 20 arrows, 10 silver arrows, 10 cold iron arrows, masterwork longsword, dagger, 2 potions of cat's grace, 2 potions of cure moderate wounds, flint arrowhead.

Spells Prepared (1; base DC = 11 + spell level): 1—*arrowmind*.

Wolf, animal companion: CR —; Medium animal; HD 2d8+4; hp 14; Init +2; Spd 50 ft., burrow 10 ft.; AC 14, touch 12, flat-footed 12; Base Atk/Grp: +1/+2; Atk +3 melee (1d6+1, bite); Full Atk +3 melee (1d6+1, bite); Space/Reach: 5 ft./5 ft.; SA Trip; SQ Low-light vision, scent, link, share spells; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1, +5 when tracking by scent; Track, Weapon Focus (bite).

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

Link (Ex): Each outlaw can handle their wolf animal companion as a free action, or push it as a move action. They gain a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding their animal companion.

Tricks (Ex): Each wolf has been taught the following tricks: attack any creature, come, down, guard, heel, track. See PHB pp.74-75 for details.

Encounter Four

Adarr the lion: Male Fiendish Dire Lion, Advanced; CR 10; Huge magic beast; HD 17d8+102; hp 187; Init +1; Spd 40 ft.; AC 17, touch 9, flat-footed 15; Base Atk/Grp: +12/+32; Atk +23 melee (1d8+12, claw); Full Atk +23 melee (1d8+12, 2 claws) and +20 melee (2d6+6, bite); Space/Reach: 15 ft./10 ft.; SA Pounce, improved grab, rake 1d8+6, smite good 3/day; SQ Darkvision 60 ft., low-light vision, scent, damage reduction 10/magic, spell resistance 22, resistance to cold 10 and fire 10; AL CE; SV Fort +16, Ref +11, Will +11; Str 34, Dex 13, Con 22, Int 6, Wis 12, Cha 10.

Skills and Feats: Hide +0, +4 in tall grass or heavy undergrowth, Listen +8, Move Silently +5, Speak Language (Common, Sylvan), Spot +8; Alertness, Extra Smiting, Improved Natural Armour, Multiattack, Run, Weapon Focus (claw).

Pounce (Ex): Adarr can make a full attack, including two rake attacks, when he charges a foe.

Improved Grab (Ex): To use this ability, Adarr must hit with his bite attack. He can then attempt to start a grapple as a free action without provoking an attack of opportunity. If he wins the grapple check, he establishes a hold and can rake.

Rake (Ex): Attack bonus +22 melee, damage 1d8+6.

Smite good (Su): Three times per day Adarr can make a normal melee attack to deal an extra 17 points of damage against a good foe.

Appendix Four – APL 12

Encounter Two

Morwen Roodenhund: Female Human (Oeridian) Brd9; CR 9; Medium humanoid; HD 9d6+9; hp 45; Init +1; Spd 30 ft.; AC 17, touch 12, flat-footed 16; Base Atk/Grp: +6/+5; Atk +6 melee (1d6, +1 rapier); Full Atk +6/+1 melee (1d6, +1 rapier); Space/Reach: 5 ft./5 ft.; SA Bardic music (countersong, *fascinate*, inspire courage +2, inspire competence, *suggestion*, inspire greatness), spells; SQ Roodberg clan member, bardic knowledge +13, *undetectable alignment*, AL NE; SV Fort +4, Ref +7, Will +5; Str 8, Dex 13, Con 12, Int 14, Wis 8, Cha 20.

Skills and Feats: Bluff +17, Concentration +13, Diplomacy +23, Gather Information +19 in Perrenland, Knowledge (history) +7, Knowledge (local – luz metaregion) +7, Knowledge (nobility & royalty) +7, Listen +11, Perform (dance, sing, string instruments) +17, Sense Motive +8, Speak Language (Common, Old Oeridian, Ur-Flannae), Use Magic Device +17; Combat Expertise, Disguise Spell, Improved Disarm, Ironskin Chant, Versatile Performer.

Roodberg Clan Member (Ex): Morwen is a member of the Roodenhund sept of the Roodberg clan. As a result, she has a +2 competence bonus to Appraise checks and to Diplomacy checks with other Roodberg clan members, plus a –2 circumstance penalty to Bluff and Diplomacy checks with Vossier clan members.

Bardic Music: Morwen has used her bardic music class ability three times today, and has six uses remaining.

Masterwork Lute (Ex): While playing her masterwork lute, Morwen is treated as a 10th level bard when determining the power of her bardic music effects. For example, she can *fascinate* four creatures instead of three while playing her lute. Morwen can also cast spells while performing, but only if the spells have no somatic, material or focus components.

Undetectable Alignment (Sp): Morwen has cast *undetectable alignment* on herself. As a result, she has a faint aura of abjuration magic and her alignment cannot be detected by any form of divination. She cannot dismiss the spell, but it can be dispelled (DC 20 dispel check).

Possessions: +1 mithral chain shirt, +1 rapier, dagger, +2 cloak of charisma, +1 ring of protection, noble's outfit, 100 gp jewellery, key to dimensional shackles, spell component pouch, masterwork lute, scroll case, divine scroll of lesser restoration (DC 23 UMD check), divine scroll of cure moderate wounds (DC 23 UMD check), divine scroll of obscuring mist (DC 21 UMD check), arcane scroll of remove fear, arcane scroll of grease, arcane scroll of web (DC 23 UMD check), arcane scroll of haste, arcane scroll of displacement, divine scroll of cure serious wounds (DC 25 UMD check), arcane scroll of dispel magic, arcane scroll of dimension door, handy haversack, 10 pp, 25 gp.

Spells Known (3/5/4/3; currently 3/4/4/3; base DC = 15 + spell level): 0—*detect magic, mending, message, prestidigitation, read magic, resistance*; 1st—*cure light wounds, expeditious retreat, inspirational boost, undetectable alignment*; 2nd—*detect thoughts, enthrall, glitterdust, mirror image*; 3rd—*charm monster, glibness, haste*.

Kort and Jedrek, Outlaws (2): Male Human Rgr5; CR 5; Medium humanoid; HD 5d8+10; hp 35; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk/Grp: +5/+7; Atk +9 ranged (1d8+3, +1 mighty composite longbow) or +8 melee (1d8+2, masterwork longsword); Full Atk +9 or +7/+7 ranged (1d8+3, +1 mighty composite longbow) or +8 melee (1d8+2, masterwork longsword); Space/Reach: 5 ft./5 ft.; SA favoured enemies (animals, humans); SQ wild empathy, combat style (archery), animal companion; AL CE; SV Fort +6, Ref +6, Will +2; Str 14, Dex 15, Con 14, Int 10, Wis 13, Cha 8.

Skills and Feats: Handle Animal +7, Hide +10, Knowledge (nature) +11, Listen +9, Move Silently +10, Spot +9, Survival +11 in aboveground natural environments; Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (longbow).

Favoured Enemy (Ex): Due to their extensive study of and training in the proper techniques for fighting them, the outlaws gain a +4 bonus on Bluff, Listen, Sense Motive, Spot and Survival checks when using these skills against animals and a +2 bonus when using these skills against humans. They also gain a +4 bonus on weapon damage rolls against animals

and a +2 bonus on weapon damage rolls against humans.

Wild Empathy (Ex): The outlaws can use body language, vocalizations, and demeanour to improve the attitude of an animal. This ability functions just like a Diplomacy check. Each outlaw has a total bonus of +6 on this check.

Animal Companion (Ex): The outlaws each have a wolf animal companion.

Possessions: +1 leather armour, +1 Str 14 mighty composite longbow, 20 arrows, 10 silver arrows, 10 cold iron arrows, masterwork longsword, dagger, 2 potions of cat's grace, 2 potions of cure moderate wounds, flint arrowhead.

Spells Prepared (1; base DC = 11 + spell level): 1—*arrowmind*.

Wolf, animal companion: CR —; Medium animal; HD 2d8+4; hp 13; Init +2; Spd 50 ft., burrow 10 ft.; AC 14, touch 12, flat-footed 12; Base Atk/Grp: +1/+2; Atk +3 melee (1d6+1, bite); Full Atk +3 melee (1d6+1, bite); Space/Reach: 5 ft./5 ft.; SA Trip; SQ Low-light vision, scent, link, share spells; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1, +5 when tracking by scent; Track, Weapon Focus (bite).

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

Link (Ex): Each outlaw can handle their wolf animal companion as a free action, or push it as a move action. They gain a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding their animal companion.

Tricks (Ex): Each wolf has been taught the following tricks: attack any creature, come, down, guard, heel, track. See PHB pp.74-75 for details.

Encounter Four

Adarr the lion: Male Fiendish Dire Lion, Advanced; CR 12; Huge magic beast; HD 24d8+144; hp 266; Init +2; Spd 40 ft.; AC 19, touch 10, flat-footed 16; Base Atk/Grp: +17/+37;

Atk +28 melee (2d6+12, claw); Full Atk +28 melee (2d6+12, 2 claws) and +25 melee (2d6+6, bite); Space/Reach: 15 ft./10 ft.; SA Pounce, improved grab, rake 1d8+6, smite good 3/day; SQ Darkvision 60 ft., low-light vision, scent, damage reduction 10/magic, spell resistance 25, resistance to cold 10 and fire 10; AL CE; SV Fort +20, Ref +16, Will +15; Str 35, Dex 14, Con 22, Int 6, Wis 12, Cha 10.

Skills and Feats: Hide +3, +7 in tall grass or heavy undergrowth, Listen +11, Move Silently +7, Speak Language (Common, Sylvan), Spot +11; Alertness, Extra Smiting, Improved Natural Armour (x2), Improved Natural Attack (claw), Multiattack, Run, Snatch, Weapon Focus (claw).

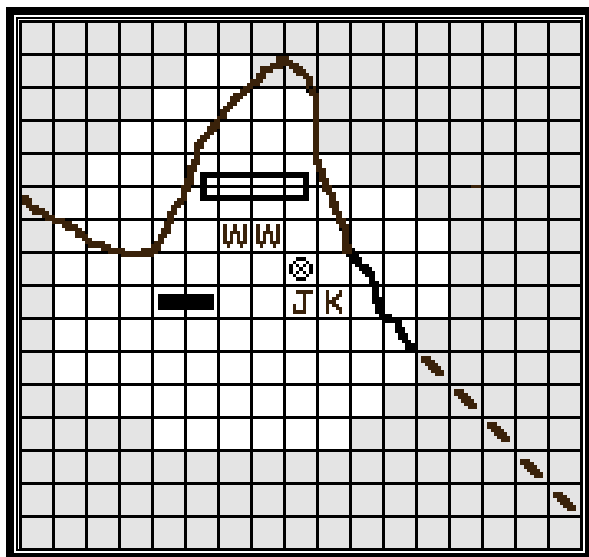
Pounce (Ex): Adarr can make a full attack, including two rake attacks, when he charges a foe.

Improved Grab (Ex): To use this ability, Adarr must hit with a claw or bite attack. He can then attempt to start a grapple as a free action without provoking an attack of opportunity. If he wins the grapple check, he establishes a hold and can rake. Adarr can also use a standard action to fling a creature he is holding 1d6 x 10 ft. away, causing 1d6 points of damage per 10 ft. travelled. Finally, if he establishes a hold on a creature of up to Small size, Adarr can squeeze in each subsequent round for automatic bite or claw damage.

Rake (Ex): Attack bonus +27 melee, damage 1d8+6.

Smite good (Su): Three times per day Adarr can make a normal melee attack to deal an extra 20 points of damage against a good foe.

Judge Aid One – Map of the Ravine



Legend

Scale: 1 square = 5 ft.

□ forest, light undergrowth (must spend 2 squares of movement to move one square, provides concealment, DC of all Tumble and Move Silently checks increases by 2, Listen DCs increase by 2 every 10 ft. instead of by 1, running and charging are impossible)

▬ cliff (20 ft. drop, Climb DC 15 required)

⋯ steep slope (considered higher ground, must spend 2 squares to cross the line and move uphill, characters running or charging downhill must succeed on a DC 10 Balance check upon entering the first steep slope square or stumble, characters who fail this check stumble and must end their movement 1d2x5 feet later, characters who fail by 5 or more fall prone in the square where they end their movement, DC of all Tumble checks increases by 2)

⊗ campfire (characters who fall in must make a DC 15 Reflex save or catch on fire and take 1d6 fire damage, once on fire characters must make a Reflex save each round or continue to burn, if clothing or equipment catches on fire each item must make a DC 15 Reflex save or also take fire damage)

▭ improvised wooden gate

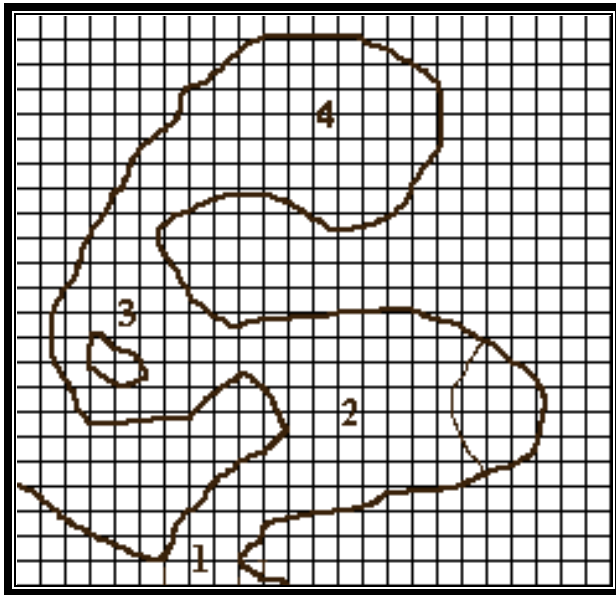
▬ fallen log, Morwen is sitting on the log in the right-hand square

K – Kort the Hunter

J – Jedrek the Hunter

W – Wolf animal companions (APL 10 and 12)

Judge Aid Two – Map of Adarr’s Lair



Legend

Scale: 1 square = 5 ft.

Key

- 1 – Entrance
- 2 – Audience chamber with 10 ft. high ledge at far end
- 3 – Wide passage with narrow second passage
- 4 – Inner lair

Judge Aid Three – Summary of Non-PHB Feats & Spells

Feats

Disguise Spell (CV page 108): You can hide verbal and somatic components of a spell as part of your performance by succeeding on a Perform check opposed by the observer's Spot check. If you succeed, the observer doesn't realise you're casting a spell, and doesn't know where the spell came from unless it visibly emanates from you or they have some other way of discerning the point of origin.

Extra Smiting (CW page 98): Gain 2 extra attempts to smite each day.

Ironskin Chant (CV page 113): Expend one daily use of bardic music as a swift action that does not provoke an attack of opportunity to provide damage reduction 5/- to yourself or one ally within 30 ft. who can hear you.

Snatch (MM page 304): You can choose to start a grapple when you hit with a claw or bite attack, as though you have the improved grab special attack. In addition, if you establish a hold on a creature three or more sizes smaller, you squeeze each round for automatic bite or claw damage. You can drop a creature you have snatched as a free action, or you can use a standard action to fling it aside. A flung creature travels 1d6 x 10 ft., and takes 1d6 points of damage per 10 ft. travelled.

Versatile Performer (CV page 112): Choose a number of Perform categories equal to your Int bonus (minimum 1). You are treated as having as many ranks in those categories as you do in your highest Perform skill. You also gain a +2 bonus on your Perform check when using two or more different categories of Perform at the same time (such as singing while strumming a lute).

Spells

Arrowmind (CV page 143)

Divination

Level: Ranger 1, sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 minute/level (D)

You threaten all squares within your normal melee reach, allowing you to make attacks of opportunity with arrows shot from your bow. In addition, you do not provoke attacks of opportunity for shooting arrows from your bow.

Inspirational Boost (CV pages 153)

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Bard 1

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round or special; see text

When you sing, you fill your allies with greater confidence than normal. While this spell is in effect, the morale bonus granted by your inspire courage bardic music increases by 1. The effect lasts until your inspire courage effect ends. If you don't begin to use your inspire courage ability before the beginning of your next turn, the spell's effect ends.

Judge Aid Four – Perrenland Specific Effects

The Eruption of Mount Hellspaar

In PER4-06 “The Hollows Unveiled”, the previously dormant volcano Mount Hellspaar erupted. This has spread volcanic ash high into the air over Perrenland and is currently causing the following effects for Perrenland regional adventures:

Hell’s Gloom: These effects occur in all Perrenland regional adventures.

- ◆ Daylight hours in Perrenland have been shortened. In *eastern* Perrenland (Traft, Clatspurgen, Kershane, Sepia Uplands and Quagfludt), dawn has all but been blocked out and it is not until 2pm that the sun appears below the cloud of smoke in the west. The sun disappears again at 6pm. Over the remainder of Perrenland, the effects are less, and the sun appears at 10am. The sun disappears at 6pm.
- ◆ Altitudes greater than 6000 ft. (St Cuthbert’s Monastery, Yatilskaad, Don Craggen Keep, Kloetzenburg and Tielmannschlauss) are above this low lying layer of smoke and ash and are not subject to this effect.
- ◆ During these Gloom hours, creatures that are negatively affected by sunlight (such as orcs, vampires, spectres and the like) can walk openly under the skies without penalty!

The Nightmare: Many folk, including the PCs, are having vivid nightmares of their friends and loved ones being slaughtered and rising as undead to fight in the legions of the Famine Queen (Iggwilv). At the start of each adventure, each PC has this nightmare the night before play begins. If they fail a DC 15 Will save they suffer a –1 profane penalty to all saving throws for the next two days. This is a fear effect and may be suppressed or dispelled (caster level 10) in the normal manner.

The Freeze of the Famine Queen: Winter has descended early on the Quaglands and has not lifted. This has the following effects on this regional adventure.

- ◆ The southern and eastern coastal fringe and shallow areas of Lake Quag out to about 2

miles are frozen into a layer of ice and all ports with the exception of Clatsberg City are frozen shut. The freeze in the west currently extends to just north of Hugelrote.

- ◆ Ice skimmer is now the only way to re-supply and unload what shipping is still operating.
- ◆ Small icebergs now litter Lake Quag creating navigational hazards.
- ◆ Crops that were set for harvest have been blighted. Most of Perrenland has not been able to harvest any food since last season. Southern Quagfludt, the Kershane Pass and Northern Yattenheid are the only places that have produced a harvest.
- ◆ The shortage of food is creating widespread hunger across Perrenland and many fear famine.
- ◆ Hoarding has become common but has yet to be outlawed.
- ◆ The price of all food items has doubled and the price of any item from the Player’s Handbook (PHB) has increased by 150% (except during initial character creation and intro scenarios) in all Perrenland regional adventures.
- ◆ Lifestyle and up-keep costs have also doubled except where a PC is granted free up-keep. If a PC is using a lifestyle discount of some form, the discount applies after the costs have been doubled. i.e. Adventurers standard at 50% discount would cost 12 gp rather than 6gp.
- ◆ The survival DC for PCs who live off the land has risen to 25.
- ◆ PCs who pay for upkeep who instead voluntarily declare at the start of the game that they have donated their up-keep to the needy do not suffer negative Charisma effects. Instead they gain the same Charisma bonus they would normally have gained as if they had paid the appropriate lifestyle as they are deemed to be a generous patron of the folk. However they begin the game suffering from the effects of fatigue due to hunger and with subdual damage equal to 1/3 of their hit-point total rounded down. See PHB p 308 for fatigue effects. Note: As well as resting for 8 hours

in game, PCs must also eat an appropriate meal to remove these effects.

- ◆ PCs who can cast *create food and water* or *heroes feast* can declare at the start of the game that they have done so to help the needy. These PCs gain charisma benefits from this act of generosity as if they had paid for the next higher lifestyle. This PC is assumed to have cast these spells immediately before the adventure introduction begins.

Divination spells within Perrenland

At some stage the PCs may decide to cast some form of divination magic. The following divination spells will no longer function correctly in a Perrenland regional scenario. They can still be cast but the follow effects occur instead.

Speak with dead: The corpse lets out a deep groan and says the following “**Your doom is at hand mortal!**” and then implodes and turns to dust.

Divination: Works normally within a sanctified temple of the caster’s god. Otherwise it causes the caster to suffer from a blinding headache and 1d4 points of temporary wisdom loss (recovered at the rate of 1 point per minute).

Sending: Works normally if sent from the sanctified temple of the caster’s god to another temple of the caster’s god. Otherwise it instead delivers a *Sonic Burst* spell instead of a message.

Commune with Nature: Works normally if cast from a Grove or similar natural holy place sacred to the PC. Otherwise the PC receives the effects of a *Doom* spell cast at 9th level and an overwhelming feeling that the land is being blighted.

Dream: The PC suffers the effects of *Nightmare* at their caster level.

Commune: Works normally within a sanctified temple of the caster’s god. Otherwise it causes the caster to suffer from a blinding headache and 1d4 points of temporary wisdom loss (recovered at the rate of 1 point per minute).

Scrying and *Scrying, Greater*: The PC’s sensor ends up in an unexpected place, the Scryer’s Hall in Dorakka. Instead of seeing what they thought they would see they instead see the following.

Your view is of a large flame lit cavern. Seated in a semi-circle must be upwards of two-dozen Clerics of luz, within the circle sits a further four clerics. Your sensor is directly above the centre of the four. They are looking directly at you. One of them begins casting a spell and you instantly recognise it as a summoning spell. What do you do?

If the PCs fail to dismiss their scrying spell they are subject to the following effect.

APL 2: *Summon Monster II* (Fiendish monstrous spider, Medium); see below.

APL 4: *Summon Monster IV* (Howler); see *Monster Manual* pg 154.

APL 6: *Summon Monster VI* (Fiendish monstrous spider, Huge); see below.

APL 8: *Summon Monster VII* (Babau); see *Monster Manual* pg 40.

APL 10: *Summon Monster VIII* (Vrock); see *Monster Manual* pg 48.

APL 12: *Summon Monster IX* (Hezrou); see *Monster Manual* pg 44.

The PCs get no XP for this encounter as they could have avoided it. The summoned monster will stay for APL + 5 rounds.

Contact other plane: Works normally within a sanctified temple of the caster’s god. Otherwise it causes the caster to suffer from a blinding headache and 1d4 points of temporary wisdom loss (recovered at the rate of 1 point per turn).

Whispering Wind: The spell causes a loud popping when it reaches its destination, and the air is filled with quite a horrid stench in a 20ft radius. Its message is lost.

Fiendish Medium Monstrous Spider: CR 1; Medium magical beast (Augmented Vermin, Extraplanar); HD 2d8+2; hp 11; Init +3; Spd 30 ft., climb 20 ft.; AC 14 (touch 13, flat-footed 11); BAB/GRP +1/+1; Atk +4 melee (1d6 plus poison, bite); Full Att +4 melee (1d6 plus poison, bite); Face/Reach 5 ft./5 ft.; SA Poison, smite good 1/day, web; SQ Cold & Fire Resistance 5, darkvision 60 ft., spell resistance 7, tremorsense 60 ft., vermin traits; AL NE; SV Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 12, Int 3, Wis 10, Cha 2.

Skills and Feats: Climb +11, Hide +7*, Jump +0*, Spot +4*; Weapon Finesse^B). * See *Monster Manual* pg 288 for notes.

Fiendish Huge Monstrous Spider: CR 7; Huge magical beast (Augmented Vermin, Extraplanar); HD 8d8+16; hp 52; Init +3; Spd 30 ft., climb 20 ft.; AC 16 (touch 11, flat-footed 13); BAB/GRP +6/+18; Atk +9 melee (2d6+6 plus poison, bite); Full Att +9 melee (2d6+6 plus poison, bite); Face/Reach 15 ft./10 ft.; SA Poison, smite good 1/day, web; SQ Cold & Fire Resistance 10, damage reduction 5/magic, darkvision 60 ft., spell resistance 13, tremorsense 60 ft., vermin traits; AL NE; SV Fort +8, Ref +5, Will +2; Str 19, Dex 17, Con 14, Int 3, Wis 10, Cha 2.

Skills and Feats: Climb +12, Hide -1*, Jump +4*, Spot +4*). * See *Monster Manual* pg 288 for notes.

Feedback on Game Play Events during *Silver is Better than Gold*

As an author, I like to receive feedback on how players responded to the situations presented in this scenario so that I can take general trends among the players into account when writing future scenarios. Please answer the following questions after every game table of “Silver is Better than Gold”, and forward the results to Gary Johnson at garyjohnson@uq.net.au.

1. Did a character play the role of the paladin? Yes or No?
 - a. If yes, which one?
2. How did the characters deal with Morwen and the Hunters and rescue Lenwe? Did they kill them, defeat them, or bypass them?
3. Did the characters question Morwen and the Hunters? Yes or No?
 - a. If yes, who did they question?
4. Did the characters learn about Rondar from Morwen and/or Adarr? Yes or No?
 - a. If yes, did they tell the authorities?
5. What happened to Morwen? Did the characters kill her in the fight, execute her after questioning her, take her back for trial, or set her free?
6. Did any characters receive the Greater Enmity of Morwen Roodenhund? Yes or No?
 - a. If yes, which ones?
7. Did any characters obtain a unicorn special mount? Yes or No?
 - a. If yes, which ones?
8. Are there any comments you would like to make about this scenario?

Thanks in advance for your responses and your feedback. I hope that you and your players had an enjoyable game session.