



# C A M P A I G N S

LEGACY OF THE GREEN REGENT™

# DARK EXODUS

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## INTRODUCTION

This adventure is optimized for 3rd-level characters. This means that it is primarily designed and balanced for a group of four or five 1st-level characters. If your group deviates from this size and strength, each encounter features a section titled Scaling the

Encounter so that you, the Dungeon Master (DM), can create a more balanced encounter. If there are only four or five PCs in your group, and all are of the same character level, it is pretty easy to use this section: just use the level entry that corresponds with the PCs' levels. For groups of mixed levels and groups with six PCs, first determine the average character level of the group then add a +1 modifier for groups with six players. Treat that value as the level of the group. Use your DM's discretion, though. If the PCs are having too hard or too easy of a time, feel free to increase or decrease the level of challenge. The goal is to challenge the PCs, not overwhelm or even underwhelm them. The

most enjoyable D&D games are the ones where failure and death are a possibility, but success and reward are attainable through daring and smart play.

**Note:** If you are planning on playing this adventure, stop reading now. If you read farther than this paragraph you'll know too much about its challenges, which kills the fun. Also, if you are planning on playing this adventure at an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

## PREPARATION

As DM you need a copy of the three revised edition (also called version 3.5) core D&D rulebooks to play this adventure. They are the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. It is also recommended that you have the *FORGOTTEN REALMS Campaign Setting* book, but it is not necessary. You'll also need a set of polyhedral dice, and something to use as the battle grid (a vinyl or laminated grid usually works best, so you can use wet-erase markers to draw battle grid features), and enough DUNGEONS & DRAGONS miniatures to represent combatants on the battle grids.

Throughout the adventure, shaded boxes provide player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instructions on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on nonplayer characters and monsters will either be given in an appendix of this adventure or can be found in the *Monster Manual* or *FORGOTTEN*

*REALMS Campaign Setting*.

At the end of this adventure you'll also find an RPGA Table Tracking sheet. If you are playing this adventure as part of an RPGA-sanctioned event, you need to complete it and return it to your senior gamemaster (see below for more details).

## RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA event from the RPGA website ([www.wizards.com/rpga](http://www.wizards.com/rpga)), but you may have received a copy of it from other means. In order to play this adventure as part of the LEGACY OF THE GREEN REGENT campaign, a worldwide ongoing D&D campaign, you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at their DM's house.

In order to sanction the event you must be at least an RPGA Herald-level Gamemaster. The person who sanctions it is called the senior gamemaster, and is in charge of making sure the event runs and is reported in a timely manner. The person who runs this game is called the table DM (or usually just DM). Sometimes (and almost all the time in the case of home events) the senior gamemaster is also the table DM. You don't have to be a Herald-level Gamemaster to run this adventure if you are not the Senior GM.

By sanctioning and then reporting this adventure you accomplish a few things. First, it allows the PCs that participate in this adventure accumulate experience points (XP) and gold pieces (gp) to advance their LEGACY OF THE GREEN REGENT character. Second, the RPGA bases future adventures on what the majority of PCs do in past ones; the PCs' actions shape the direction of the campaign. And lastly, players and DMs gain rewards for sanctioned play if they have signed up for the DUNGEONS & DRAGONS PLAYER REWARDS. This adventure is worth four points for that program.

This adventure retires from RPGA-sanctioned play on April 29, 2004.

If you are looking for more information about LEGACY OF THE GREEN REGENT character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS PLAYER REWARDS, see the RPGA website.

### DUNGEONS & DRAGONS MINIATURES

To run this adventure it's recommend you have the following miniatures:

#### From the HARBINGER™ set:

- 1 Drow Fighter (62/80) to represent the drow scout.
- 6 Orc Warriors (75/80) to represent the wortlings.
- 1 Drow Cleric of Lolth (61/80) to represent Zyznin

#### From the DRAGONEYE™ set:

- 4 Drow Warriors (49/60) to represent the drow warriors.

You will also want to use chits or little toy spiders for the small fiendish monstrous spiders which are summoned in the grove.

## ADVENTURE BACKGROUND

The orcs' exodus from the High Forest continues to be a problem, as the dangerous humanoids migrate *en masse* from the dark woods of their former home. Attempts to discover the cause of this migration have failed up to this point, and High Lord Kalahar Twohands and other prominent Loudwater citizens grow more concerned by the day.

Reports of the Zhentarim pressing the orcs into slavery, and using them as labor, mercenaries, or worse, are even more troublesome than the idea that multiple tribes of orcs, competing for natural resources, may ultimately turn their attention to Loudwater's merchant caravans. In an attempt to minimize the threat, the high lord has welcomed the orcs into the city, and protected them with rights comparable to that of a citizen. This controversial move has motivated many to search out the reasons for the migration, hoping to stop it and allow the orcs to return to their true home.

In the hopes of solving this conundrum, the Red Fellowship has put a call out to adventurers and those who represent the well being of the city, to assist in finding the root of the problem, and put a stop to it, and allow the orcs to return to their ancestral homeland.

Unbeknownst to High Lord Twohands and Stedd Rein, a band of drow have surfaced within the High Forest, and taken refuge in a sacred grove not more than a couple days' march in from the south. While not the cause of the orcs' migration, they certainly pose a threat to the sylvan creatures in the southern High Forest, as well as the PCs while they search for answers to why the orcs have migrated out of the High Forest.

## ADVENTURE SUMMARY

An ethereal voice brings the PCs together, seemingly directing them toward the High Forest to investigate the migration of orcs out of that ancient wood.

### The Ebony Hunters

After only a day's walk into the forest, the PCs have come upon nothing significant. This encounter takes place at dusk, which is as dark as night under the canopy of the forest.

A band of drow hunters is out scouting the southern end of the forest, looking for an easily accessible route between the sacred grove, where the remainder of their group now camps and the Delimbiyr River. To their knowledge, the river is just a couple days south of their exit point from the Underdark, but through the efforts of several treants, the drow have become lost every time they set out from the sacred grove.

This particular group of scouts has managed to elude the treants, and come upon the PCs as they prepare to camp. They hope to kill the majority of the group, perhaps keeping one alive, and torture that person for information about the forest's egress.

### Sylvan Guardian

This encounter occurs as the last drow hunter falls, assuming the PCs are successful in defeating the drow.

A treant guardian named Thornbriar approaches the PCs' camp during the combat with the drow, and witnesses the battle. If the PCs are defeated, Thornbriar steps in and destroys the drow

hunters before leaving to attend his other duties as a guardian of the sacred grove.

If the PCs are successful, Thornbriar attempts to recruit the PCs into dealing with the remainder of the drow who have taken the sacred grove hostage. Thornbriar explains that the drow are threatening to despoil the waters that bubble up from the natural well in the center of the grove, as well as set fire to the trees and slay those denizens whom they have abducted from the surrounding area.

The guardian treants dare not attack the drow, as they fear for the welfare of their water supply, the trees, and the sylvan creatures the dark elves hold prisoner. However, if the PCs were to deal with the drow, destroying them, or driving them back down into their cursed hole, the treants can seal them back into the Underdark.

If the PCs ask if the drow are the cause of the orcs' exodus, Thornbriar skirts the subject. If pressed, he holds back the answer, and parlays his knowledge on such matters as a reward for the PCs success against the drow invaders.

Assuming the PCs agree to help, Thornbriar gives them directions to the sacred grove, and then leaves them to complete their rest.

### Fruit of the Vine

As the PCs journey through the High Forest toward the sacred grove, they are ambushed by a small group of wortlings. Fruit of the orcwort, these small plants resemble orcs at first glance, especially given the dim lighting in the wood.

These particular wortlings are about five miles from their mother plant, and so the PCs are not at risk to actually meet the monstrosity, unless they fall in combat to her children.

### Fallen Fey

The wortlings carry with them, a satyr they intend to feed to their parent orcwort. Though still alive, the satyr wasn't able to put up much of a fight as it only recently escaped from the sacred grove. It still bears several darts from hand crossbows that protrude from its back. The dark elves never recovered the fey as those who tried were attacked by a larger party of wortlings.

Ver'syth, the satyr, may be revived through healing. This encounter either serves to further encourage the PCs' progress or perhaps convince the PCs to assist the fey and treants in removing the drow threat. Additionally, assuming the PCs have agreed to help, Ver'syth can give the PCs information pertaining to the drow that could give them an advantage in dealing with the night elves. The satyr has knowledge of several traps that the drow have set up around the perimeter of the sacred grove to discourage rescue attempts.

### Gone Horribly Astray

If the PCs have been steadfast in their search and chosen not to assist the fey creatures in the sacred grove, then they come upon the orcwort, an abomination of plant-life, and certain death if they choose to confront it.

### Woodland Fortifications

Approaching the sacred grove, the PCs must deal with several traps that the drow have set for unwary heroes. The traps include a dart trap that is coated with drow poison, a *glyph* trap that sum-



mons fiendish spiders to attack the PCs and alert the drow, and a webbing trap that leaves its victims bound in the trees.

#### Dealing with Drow

Once the PCs navigate the traps, the drow attack, hoping to slay the group, with the exception of perhaps one or two, who they will torture and interrogate for information regarding escape routes out of the sacred grove. If it appears that the fight is going badly, the leader of the band, a cleric of Lolth, attempts to flee into the Underdark.

#### Concluding the Adventure

If the PCs successfully the drow, or driving them back down into the Underdark, the tunnel is collapsed and covered with a number of sizeable boulders.

The rescued fey are extremely grateful to the PCs, and while they do not know why the orcs are leaving the High Forest, Thornbriar can provide the PCs with a promise to research the matter, and a token representing that promise. This token is key toward discovering the root of this mystery in a later adventure.

## TROUBLESHOOTING THE ADVENTURE

**Reequipping characters:** If you are playing this adventure as part of the LEGACY OF THE GREEN REGENT campaign, players come to their event with their characters fully equipped based on their current level and gold piece value. They can reequip their character when they are in a town by spending their coin on hand

(CoH). They can even increase their CoH by selling items for half their listed value.

Loudwater is a small city with a 15,000-gp limit. This means that characters can find items worth 15,000 gp or less for sale within the city. Legacy of the Green Regent characters also have a gp limit on which items they can buy, based on their level. While it is possible to find items for sale in Loudwater, there are few shops that sell items “over the counter.” As the PCs go up in level, their prestige grows and opportunities to purchase more powerful items become available. A 1st-level character can only purchase items found in the *Player’s Handbook*. Characters that are 2nd-level and higher can purchase *Player’s Handbook* items and any legal magic items (based on the above mentioned single item limit, and Campaign Standards). At 2nd-level the gp limit is 450 gp, while the 3rd level gp limit is 1,350 gp and the 4th-level gp limit is 2,700 gp. Consumable items bought with CoH cost the campaign prices—that is, usually five times the normal published cost.

At events where you have a limited session time, you’ll want to put a limit on at-the-table equipment purchasing. No more than 15 minutes should be spent for this activity during a normal four-hour or five-hour session, and even then some groups may not finish the adventure.

**Playing the Fool:** Jekris the Mad, the strange old man that occasionally helps PCs in need does not show up in this adventure.

**Raising the Dead:** At this point the PCs may have gained enough renown, and hopefully enough gold and experience, to come back to life. Like many things that involve XP and gp cost, raise dead and other spells work differently in DUNGEONS &

**DRAGONS CAMPAIGNS.** If a PC dies, and his or her companions are able to bring the body back to Loudwater within 11 days after the time of death, Prior Athosar, the local leader of the temple of Lathander, is able to cast raise dead and bring the character back to life (assuming the soul is willing). This incurs a 1,100-gp debt, which may be divided up between the characters that were played during the session. This debt is forever subtracted from the equipment value of the character, and reported in the “GP Debt” field of the Session Tracking Sheet. Additionally, the character that came back from the dead has its experience points reduced. The amount of experience points reduced is dependent on the current character level (see Table LGR5—1, below) of the PC the raise dead was cast on. Record the proper amount on the “XP Drain” field of the Session Tracking sheet. These two costs are the only costs for the raise dead (even for 1st-level characters), and overrides the rules found in the Player’s Handbook. When a character is brought back from the dead it is not recorded as a character death. Just record the gold debt and experience drain.

#### LGR5—1: Experience Point Drain for Raised Characters

Character Level	XP Drain
1st and 2nd	1,000 XP
3rd	1,500 XP
4th	2,000 XP
5th	2,500 XP

## ADVENTURE HOOK

This adventure starts in Loudwater. Start the session by asking each of the PCs where they might be in that city during the early morning hour just after sunrise. After each of them has given an answer they are greeted by a *whispering wind*. The wind blows open shutters and flows under doors if necessary to reach each PC.

However you spend your early morning, you become aware of a cool breeze blowing on your face. The breeze gets stronger, until you can hear it speaking to you in a melodic, almost ethereal voice, “The High Forest was their home, they flee, they fly, they roam. The orcs, the orcs are everywhere, and soon they’ll all be living here.” Then, just as suddenly as the breeze had come, it is gone.

Ask each of the PCs what they do at this point. After they have

The wind whips up again, blowing through your hair, and making your cloak flutter violently. The voice continues, “Away you go into the wood, to find out why, as if you could.”

each declared and completed a full round of action proceed with the following.

From wherever you stand, you hear the clear voice of a minstrel, accompanied by a beautifully tuned lyre. The song he sings seems sad and lilting, though familiar, “The High Forest was their home, they flee, they fly, they roam. The orcs, the orcs are everywhere, and soon they’ll all be living here. Away you go into

the wood to find out why, as if you could. Do you know what you’ll find there? Pain, confusion, and despair.”

Again, ask each PC what they intend to do. Allow them to declare and complete another full round of actions.

The PCs that choose to pursue the bard find him walking down the street playing the melody to the tune he was just singing. If the PCs’ locations vary wildly, lead them through the city toward a common location using snippets of the song lyrics that are common to the message they received upon the *whispering wind*.

Mielikki’s unicorn adorns the bard’s forehead, designating him as a Scion of the Green Regent. His name is Nuial Treestrider, and he is a bard hailing from Loudwater. He performs at the many taverns and local venues. Nuial has sandy blond hair and hazel eyes, and dresses in a powder blue tunic and seafoam green hose. A dagger rests at his belt, and he is currently playing a beautifully crafted lyre. Use Illustration 1 to describe this encounter.

☞ **Nuial Treestrider:** Male half-elf Brd5.

If they stop him to talk he is amiable enough, and for a few gold coins (no less than 3 gp) imparts the following information

- No, I wasn’t calling to you in the wind, though the wind it sometimes speaks to me. Perhaps the same wind speaks to you as well.
- I’m not entirely sure what the words of the song mean. They came to me in a dream last night, though the melody is simple and sad to hear.
- The southern tip of the High Forest is slightly under two days walk from the northern edge of Loudwater, though I haven’t walked amongst her blessed boughs for some time now. I have seen the orcs though, as have we all. They all take part in some strange exodus.
- The entire thing is making folks twitchy, what with the new Green Regent being an orc and all. I walk occasionally in higher circles, and they are concerned for the welfare of merchants who travel the road between here and Llorkh.

to them. He answers questions as pertinent, though what follows is the extent of the information he knows.

The heroes are expected to act on their own from this point on. There is no civil authority sending them on a mission and nothing further to motivate them. Nuial is a city-lover and has no interest in pursuing adventure outside of Loudwater itself. He does, however, encourage them to pursue the meaning of the mis-  
sive further.

### Dark Exodus and Orc PCs

It may seem strange to search for the reasons that High Forest orcs, when their may be one or more in the party of adventurers. Why not just ask them? The reason is that the orcs will not tell true reasons, not without consequences, anyway. Give the player of orc of the High Forest PCs the **Curse of the Green King’s Taboo** story object. It gives some information to why the orcs left the High Forest and consequences for talking about it to those who are not orcs of the High Forest.

Now is a good time for the PCs to introduce themselves to each other. It is perfectly reasonable to expect that they may need to return to wherever they are staying in town to pick up equipment, or even visit the marketplace to purchase additional supplies or even a map. A crude map of the area between Loudwater and the High Forest is available for 5 gold pieces, though no map of the High Forest can be found for any price. If they buy a map,

it shows a prominent path leading into the High Forest from the south, though the map leaves off once it enters the forest.

Once they've left Loudwater on their way to the High Forest, proceed to Adventure Start: The Ebony Hunters.

### Ebony Hunters of House Teh'Kinrellz

The drow raiders in this adventure are all from House Teh'Kinrellz of Ched Nasad. Once part of a group that went to hunt chitins in the northern hold of Yathchol, this group was cut off, became lost, and found themselves in the High Forest. The priestess leading this small band decided to take advantage of the situation by hunting fey and hopefully surface elves for grand sacrifices to her goddess. She believes that the more hated surface dwellers she can kill, the more power her goddess will grant her. Her and here band hope to return to Ched Nasad with the full favor of Lolth and increased personal power. Unfortunately cosmic circumstance and PCs will foil such plans.

### TROUBLESHOOTING

If the PCs do not immediately set out for the High Forest, they are stopped by a sun elf who approaches them from an alleyway. Going by the name of Jymnal, the elf has a pale complexion, wheat-colored hair, and deep blue eyes. He wears soft leather breeches and a loose fitting sky blue tunic. A rapier rests at his hip. Jymnal represents the Red

Fellowship, though he never admits to it, and denies it if asked.

◆ **Jymnal:** Male sun elf Ftr3/Rog2.

Beckoning the PCs over Jymnal offers the group a bounty of 100 gold pieces each if they follow up on the bard's story, and

promises more if they actually turn up some information regarding the orcs' migration. The sun elf refuses to talk to any PC of orcish heritage whether they are a half-orc or full-blooded. If the PCs are still not interested in pursuing the mystery of the orcs' exodus, then the adventure is over.

## ADVENTURE START: THE EBONY HUNTERS (EL 5)

It has been two days of travel through some of the most beautiful verdant plains, typical of the land between Loudwater and the southern tip of the High Forest. Rolling green as far as the eye can see, the emerald sea shivers in the cool autumn breeze, dotted with large broadleaf trees, standing fifty feet and higher with leaves turned golden, glimmering in the sunlight.

Toward the middle of the second day, the High Forest looms on the horizon, the massive fir trees stretch out toward the sky as if in supplication. By the end of the day, you find yourselves camping beneath its vaulted boughs.

PCs may look for signs of orcs coming out of the forest. Any PC that makes a successful Track check (DC 15) using their Survival skill, do indeed find prints and signs to indicate that large numbers of orcs have left the aged wood. The most recent tracks are several weeks old, and quickly become difficult to follow as they lead farther away from the High Forest proper. Checks made to continue following the tracks are made at a cumulative +10 to the DC each half-hour the tracker gets away from the trees.

Curiosity about tracks sated, the PCs may attempt to follow some into the High Forest. If they found tracks outside, this is



easy enough, as the numerous tracks follow many game trails large and small that twist through the forest.

Many of the tracks follow an extremely broad and easy to follow game trail that snakes its way between the colossal trees. Even if the PCs found no tracks, this large game trail is the easiest route to take, and its soft dirt yields orc prints from time to time that even the least skilled tracker can see.

The first night that the PCs are within the forest, they come across something strange in the woods. At this point you want to set up the combat map as per DM's Map 1, and allow the players to set up camp within the grove indicated, and provide you with a watch order.

A group of drow hunters has managed to evade the traps and tricks of the treants of the sacred grove, and now find that they are moving through the High Forest near the PCs around dusk. Still a ways off from the heroes, the drow decide that they would like to destroy the party, with the exception of one PC, chosen randomly, whom they plan to torture for information regarding the paths south of here. Just before engaging the PCs, each of the drow casts *darkness* upon a copper coin that they keep in their pocket until needed.

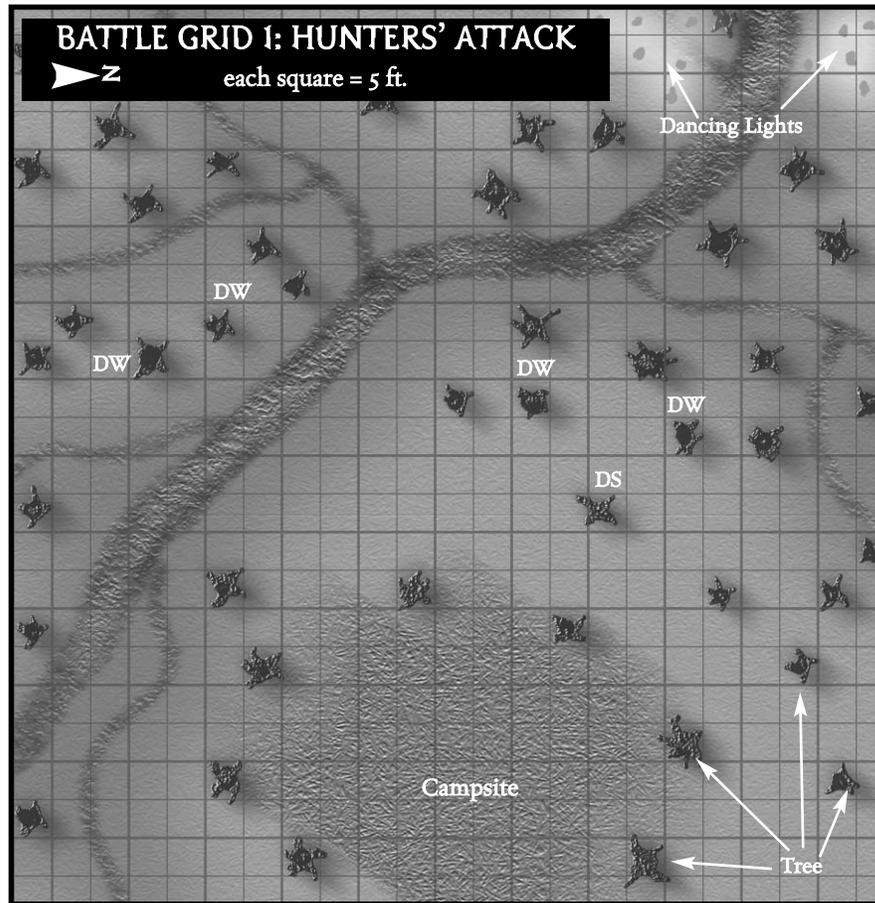
As the PCs begin this encounter, have them attempt Spot checks (DC 32) to notice where the drow are hiding in the darkness. If no PC succeeds at this, which is very likely, have them make a second round of Spot checks (DC 10) to notice what appears to be a line of torches moving away from them on the path ahead about 100 feet. This is a *dancing lights* spell cast and maintained by one of the drow hunters.

If the PCs attempt to hail the lights, they begin to move away from them more quickly. Just as the PCs get to within the distance that they would be able to see the "torchbearers," the lights wink out.

If the PCs ignore the lights, or remain where they are, then another one of the drow casts *dancing lights* creating yet another set of four lights headed toward the original lights. The two meet, and then slowly meander among each other to give the impression of two groups meeting.

If the PCs still ignore the lights, one of the drow tosses his *darkness* coin at the group, encompassing as many of the PCs as possible, in an effort to spook the group, and generally cause confusion.

**Creatures:** Whether the PCs are pursuing the "torches" or fleeing an area of darkness, one of the drow warriors casts *faerie fire* on the PCs, while the other two drow warriors and their leader, a ranger, use hand crossbows to attempt to bring the PCs down quickly. Combat ensues at this point, assuming that the entire party is not sleeping due to the drow poison. Use Illustration 2 to describe the drow attackers.



➔ **Drow Warriors (4):** hp 7, 6, 5, 4; see Appendix 1,

➔ **Drow Scout:** Male drow Rgr1; hp 9; see Appendix 1.

**Development:** If the PCs are successful in defeating the drow, they are soon after approached by Thornbriar, a treant who has been hunting the drow, in an attempt to stop them from making it out of the forest (see *Sylvan Guardian*, below). If the PCs are unsuccessful, they have waylaid the drow long enough for Thornbriar to catch the dark elves and finish them off. Any PCs that are still alive are stabilized and removed from the High Forest. They awake on the edge of the forest and the adventure is over.

### Scaling the Encounter

#### 1st-Level Characters (EL 3)

Reduce the number of drow warriors by three.

#### 2nd-Level Characters (EL 4)

Reduce the number of drow warriors by two.

#### 4th-Level Characters (EL 6)

Add one more drow scout to the encounter for a total of two (hp 6 and 4).

#### 5th-Level Characters (EL 7)

Add one more drow scout to the encounter for a total of two, and add two levels to both of them (see Appendix 1; hp 21, and 16).

## SYLVAN GUARDIAN

For those PCs that successfully defeat the drow, read or paraphrase the following.

Still recovering from your fight with the dark elves, a cool breeze manages to penetrate the canopy up above, and caress your face with its comforting touch. But then you realize no breeze should be able to penetrate the canopy from above. A deep voice booms out from the surrounding trees, "What have we here? You don't appear to be the rot of the Spider Wueen. Haarruumpphh!"

Suddenly, from what appeared to be the densest part of the wood, the trees, seem to bend and sway, giving way to a massive tree that is striding toward you. A massive pine, the tree possesses a face, as well as branches and roots that serve as arms and legs. "It seems as though we have a common taste in enemies. My name is Thornbriar... harumph... at your service."

☞ **Thornbriar (Treant):** hp 80; see *Monster Manual*.

Use Illustration 3 to describe Thornbriar.

Thornbriar doesn't know why the orcs are leaving the High Forest but he has heard whispers in the wind...and could give the PCs something to help them in their investigations. However, he would do so only if they deal with his current problem. A band of drow led by a cleric of Lolth has emerged from the Underdark into the High Forest and taken control of a grove that is sacred to the fey living in the immediate vicinity. The fey that are responsible for maintaining the grove have been taken prisoner, and the treants have been warned regarding any attempts to save them.

The drow wish to be led out of the forest to the road south, though being good creatures the treants are reluctant to do so. Thornbriar believes that Mielikki has sent the PCs to answer his prayers and deal with the drow threat. Of course if the PCs refuse to assist him Thornbriar still allows them passage through the forest, simply for doing him the service of dealing with this particular group of dark elves. He has until this evening to find a solution to the drow or they demand a guide to the land of surface elves in exchange for the fey lives—not that he trusts them to keep their side of that bargain. Thornbriar is quite willing to share any and all of this information with the PCs. He even goes so far as to initiate this conversation, as he would truly like the PCs to assist him. It is their choice though. If the PCs agree, Thornbriar gives them directions to the grove, but rushes ahead to inform the other treants of his luck. If the PCs do not agree, Thornbriar gives them directions in case they change their mind, and then moves off quickly in search of heroes.

**Development:** Thornbriar's directions lead the PCs along their current path for another couple of miles, and then they must break east into the foliage to find their way. From the path, they must follow the stream all the way up to the grove, which is unmistakable.

Proceed along this path for another couple of miles before turning east at the stream run red with the clay common to the earth in that part of the wood. The stream leads you straight up to the sacred grove, circling it before continuing east toward the river.

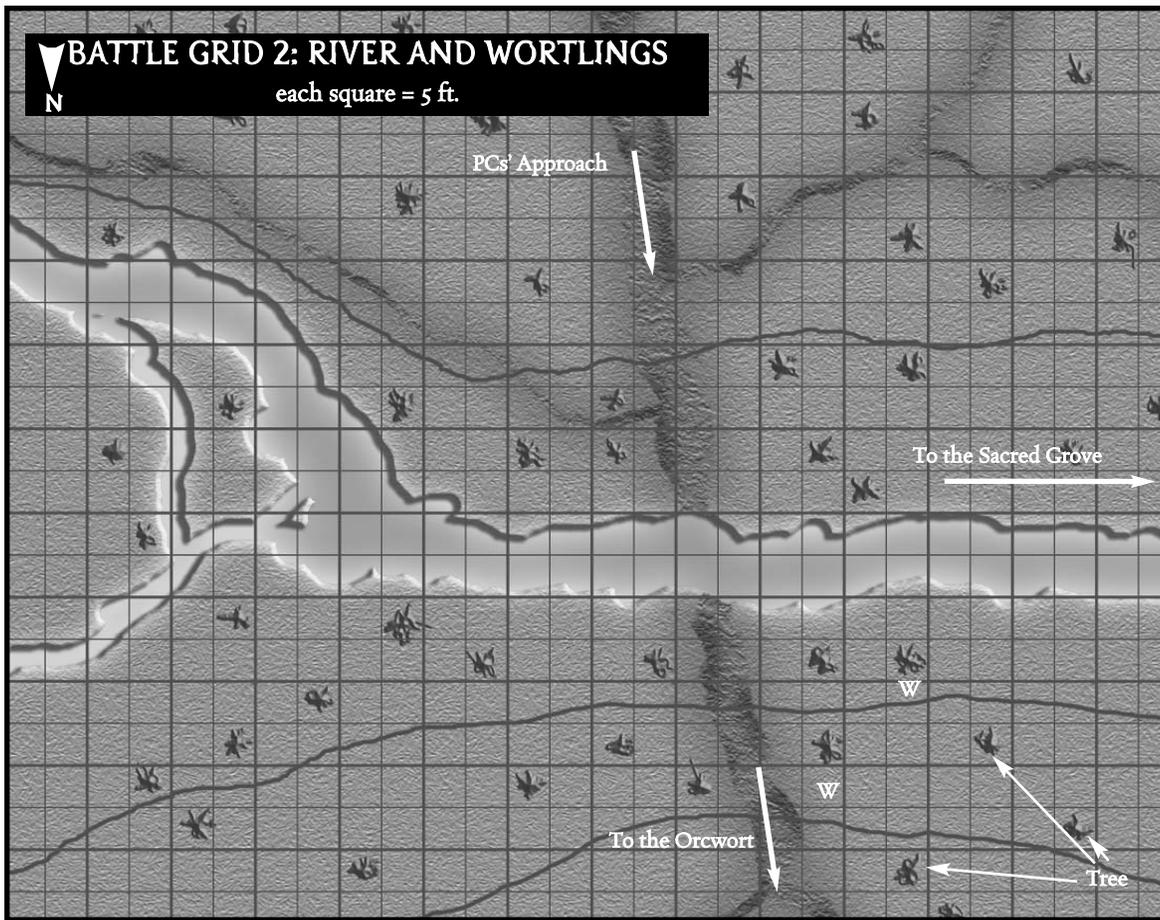


With the exception of slowing the PCs' progress while moving through the underbrush and foliage, they do not become lost in the forest. Whatever the PCs decide, they may now proceed to *Fruit on the Vine*, below

## FRUIT OF THE VINE (EL 5)

As the PCs approach the junction where they'd turn east and walk crossing a stream that meanders toward the sacred grove, they are ambushed by a pair of wortlings that are out looking for sustenance for their mother orcwort tree. Regardless of whether the PCs are actually headed toward the sacred grove or not, this encounter occurs.

The wortlings use very simple tactics, ganging up on single PCs using their *swarming* ability, until they have been subdued, and then moving on to the next target. They do this until they are destroyed or the entire party has been subdued. To begin, the wortlings attack any PC that is appreciably apart from the rest of the group. This could be either a forward scout or a straggler. Use Illustration 4 to describe the Wortlings.



👉 **Wortlings (2):** hp 22, 20; see Appendix 2.

As the PCs approach the point where the wortlings wait in ambush, allow them to attempt a Spot check (DC 23) to notice the creatures. The wortlings have had plenty of time to set up this ambush, allowing them to 'take 10' on their Hide checks, and they've also been granted an additional +2 circumstance bonus to their Hide for being within natural surroundings.

Any PCs that spot the wortlings prior to the attack receive a standard action as a part of the surprise round. If all PCs spot the wortlings, then begin combat normally.

**Development:** If the PCs defeat the wortlings, proceed immediately to Encounter 4: Fallen Fey. Otherwise, PCs captured by the wortlings are fed to the orcwort. Characters that manage to flee from the combat in defeat may either proceed with the adventure, if they so choose, or leave the High Forest.

### Scaling the Encounter

#### 1st-Level Characters (EL 3)

Remove the smaller wortling (the one with only 20 hp).

#### 2nd-Level Characters (EL 4)

Remove the smaller wortling (the one with only 20 hp) and add one medium monstrous spider, who happens to be waiting to ambush unwary prey via its trapdoor, hidden in the vegetation, as the PCs are attacked by the lone wortling (hp 15; see *Monster Manual*).

#### 4th-Level Characters (EL 6)

Add one wortling to the encounter, for a total of three (hp 24).

#### 5th-Level Characters (EL 7)

Add two wortlings to the encounter, for a total of four (hp 24, 20).

## FALLEN FEY

Soon after the PCs defeat the wortlings, allow them a Listen check (DC 10) to hear a faint groaning in the brush not too far away from where the wortlings were waiting in ambush for them.

PCs that investigate the sound discover Ver'syth, a satyr that thought he was in the clear when he managed to escape the clutches of the evil drow, only to get ambushed by the wortlings and brought low.

Lying before you in the brush is a strange creature indeed. It has the torso and arms of a man and a pair of small horns protruding from his forehead. His goat-like legs are covered in reddish-brown fur and end in cloven hooves. It is quite apparent that he has been beaten badly as sharp red welts are raised up on his back and prickly thorns protrude from his chest and arms.

Use Illustration 5 to describe this encounter. Ver'syth currently has 5 real hit points, though he is unconscious due to nonlethal damage taken while being tortured by the dark elves. A single *cure light wounds* spell brings him to consciousness.

👉 **Ver'syth (Satyr):** hp 30 (currently 5); see *Monster Manual*.



If the PCs heal Ver'syth, he awakens and starts sputtering.

Well... well... well... helloooo there. My word! Where have those ungodly plant creatures gone? I can't believe my good fortune. You've saved me from the final sleep for certain. I don't know how I might repay you, though I know of others that have need of such heroism. Dark elves have entered the forest and taken the sacred grove. Well, our sacred grove at any rate. Can you help us?

If the PCs are already headed toward the sacred grove with the intent to assist the captured fey, Ver'syth is most thankful. If not, he attempts to enlist the PCs, hoping to change their minds about saving the other fey creatures from the drow.

**Development:** If the PCs are already going to help, or agree to help at this point, Ver'syth reaches into a pouch and produces a number of large juicy black berries equal to the number of PCs present. These have been treated by fey magic and when consumed, act as if the PC had taken a vial of antitoxin. The berries are tart and sweet all at once, and definitely more pleasant to consume than an actual vial of antitoxin, though they have the same effect. In addition, Ver'syth believes that the drow set up several traps around the sacred grove, and while he doesn't know exactly what they are, he warns the PCs, hoping they'll know what to do.

## GONE HORRIBLY ASTRAY

If, in fact, the PCs choose not to help out Thornbriar, Ver'syth, and the other sylvan creatures, they may continue north along this path in search of answers to the orc migration. If this is the case, they encounter increasingly larger groups of wortlings, until they turn back toward the sacred grove, flee the High Forest, or are captured and finally consumed by the orcwort itself. After two hours time spent marching north along this path past the junction, they encounter a group of four wortlings (hp 22, 20, 20, 18), after four hours, they encounter another group of five wortlings (hp 24, 22, 22, 20, 18). Use the statistics provided in Appendix 1. If the PCs travel for six hours along the path north, they come across a strange sight indeed. Read or paraphrase the following.

Continuing your journey north, you step into a clearing, about one hundred yards in circumference. In the middle of the clearing is a large tree with many vines hanging down. Bones litter the ground underneath its vast boughs. The strange plant creatures that have been attacking you stand around the tree, to be released in groups, heading off into the forest, no doubt to gather food. As you watch a group come back with an unconscious goblin and approach the tree. A huge gaping maw, lined with teeth opens up in the side of the colossal plant and engulfs the creature.

At this point, the PCs can either turn back, or face the orcwort tree, but the path stops here. If they choose to proceed into the clearing, the orcwort tree telepathically calls to the wortlings in the immediate vicinity. In two rounds, six wortlings appear in the northernmost edge of the clearing and proceed directly toward the PCs. The orcwort moves to attack the PCs as well.

However, if the PCs choose not to enter the clearing, they may retreat back down the path without a fight.

➤ **Orcwort:** hp 432; see Appendix 2.

➤ **Wortlings (6):** hp 24, 24, 22, 20, 18, 18; see Appendix 2.

## WOODLAND FORTIFICATIONS

As the PCs approach the sacred grove, it's possible for them to trip one or more traps, depending on how they approach. The trigger location for each of these traps is noted on the map for this encounter. The drow in the grove are prepared for such an attack, though they are not necessarily expecting it to come from seasoned adventurers.

### Trap A (EL 2)

➤ **Fusillade of Poison Darts Trap:** CR 2; mechanical; location trigger; manual reset; Atk +10 ranged (1d4+1 plus poison, dart); multiple targets (fires 1d4 darts at each target in two adjacent 5-ft.



squares); Search DC 14; Disable Device DC 20.

**Poisoned Darts:** Injury (DC 13) or fall unconscious. After 1 minute, the subject must succeed at another Fortitude save (DC 13) or remain unconscious for 2d4 hours.

**Trigger:** Hair-thin black wires strung throughout the trap's area. These resemble dull metallic strands of web.

### Trap B (EL 4)

➤ **Glyph of Warding (Spell):** CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding* [*summon monster III*], 5th level cleric, summons 3 small fiendish monstrous spiders); Search DC 28; Disable Device DC 28.

**Trigger:** Merely stepping into the designated area sets off the trap. If discovered by the PCs prior to triggering the trap, they appear as blackened spidery runes giving praise to Lolth.

➤ **Small Fiendish Monstrous Spiders (3):** hp 8, 6, 5; see Appendix 1: NPCs.

### Trap C (EL 3)

➤ **Web Trap:** CR 3; magic device; proximity trigger (alarm); manual reset; no attack roll necessary; spell effect (*web*, 3rd level wizard, 20-ft. radius spread); Search DC 27; Disable Device 27.

**Trigger:** Merely stepping into the designated area sets off the trap. If discovered prior to triggering the trap, they appear as blackened arcane runes. A successful Spellcraft check (DC 22) allows a PC to identify the school as Conjunction.

Use Illustration 6 to describe this trap.

As soon as one or more of the traps are set off, the drow from *Dealing with Drow*, move in to take advantage of the PCs' plight. If the PCs manage to bypass, or otherwise avoid these traps, they may yet have the opportunity to surprise the dark elves.

## Scaling the Encounter

### 2nd-Level Characters

Remove Trap B and C

### 2nd-Level Characters

Remove Trap B.

### 4th-Level Characters

Split the area that Trap A covers in half, creating two separate traps for Trap A. Both have the full affect of the trap listed as Trap A.

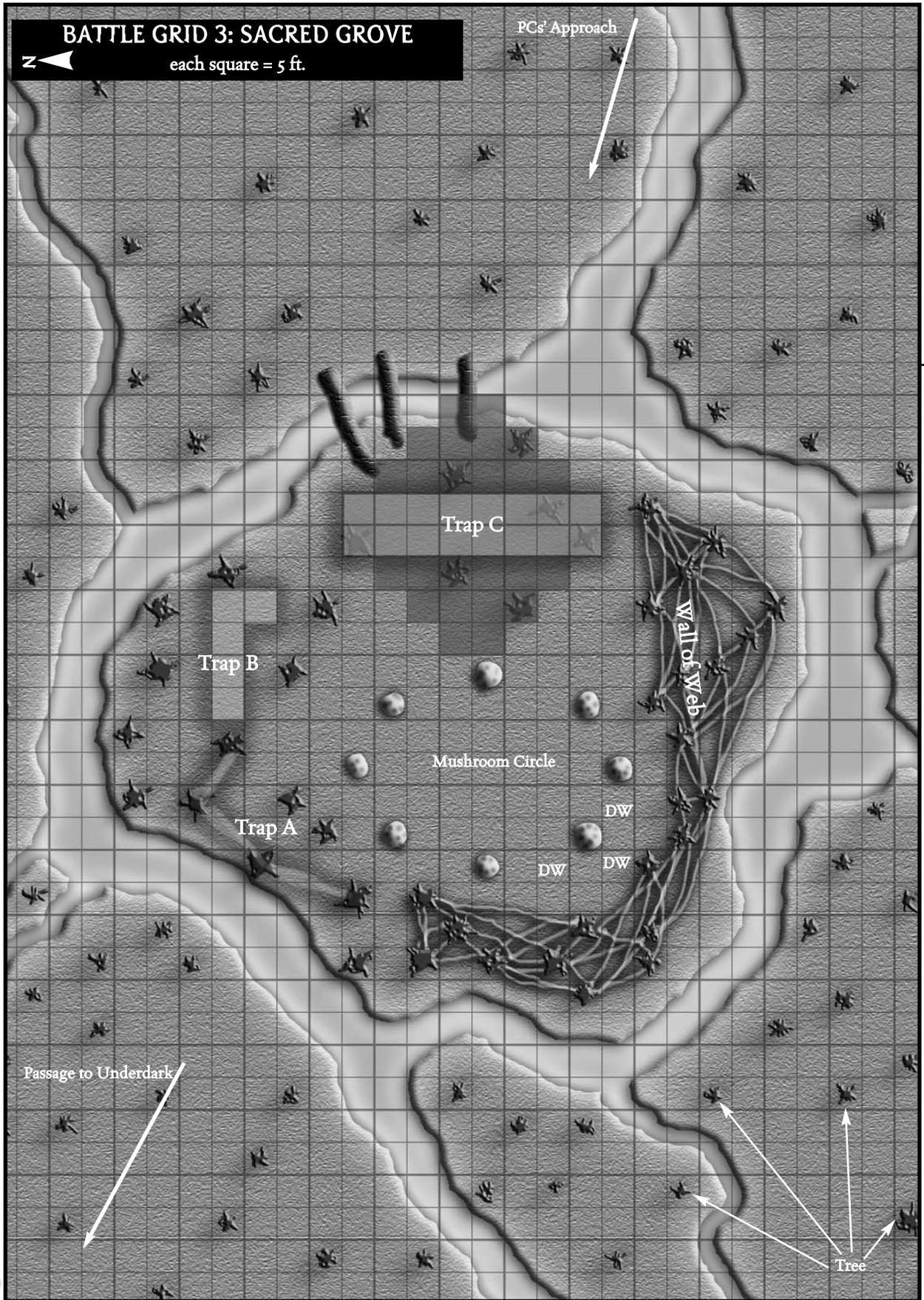
### 5th-Level Characters

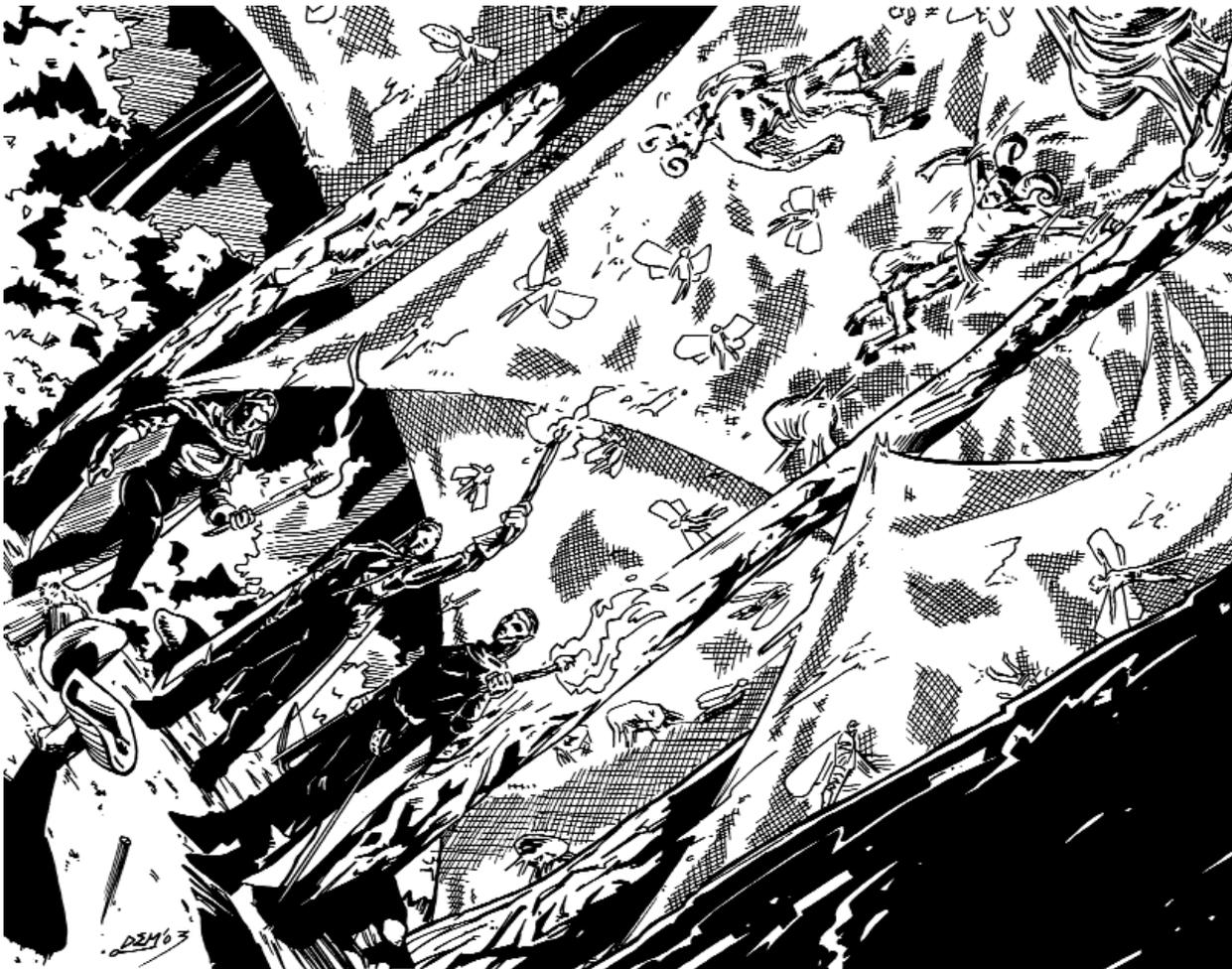
Split the area that Trap A covers in half, creating two separate traps for Trap A. Both have the full affect of the trap listed as Trap A. Do the same for Trap C.

**BATTLE GRID 3: SACRED GROVE**



each square = 5 ft.





## DEALING WITH DROW (EL 5)

Read or paraphrase the following as the PCs enter the sacred grove. You may need to alter the description to fit the circumstance.

The sacred grove has become a veritable nightmare realm as nearly the entire area is lashed together with a maze of webs. Suspended within the webs are the unconscious forms of over a score of pixies, and at least two satyrs, quite obviously beaten to within an inch of death. What was once a fey ring of mushrooms with colors that span the breadth of the rainbow has been hacked to pieces, requiring an entire year of regrowth in order to repair.

Awaiting your arrival is a trio of drow warriors, each of them holding a lit torch, ready to drop them on the webs at a moment's notice. One of the warriors grins. "Back off, or we'll torch the lot of them. Just go back to where you came from and keep your nose out of our business," he says in Common

Use Illustration 7 to describe this encounter.

What we have here is a moral dilemma. Attack the drow and risk the deaths of the good fey creatures suspended within the webbing; leave and risk further incursions of drow into the High Forest, and quite possibly Loudwater.

The drow fully expect the PCs to attack. At this time the drow

cleric is invisible and observing one PC, as noted in her tactics below, and preparing to cast *disguise self*. Assuming the PCs do attack, on their first action, the drow warriors use their free action to drop their torches into the webbing. Once they have done so, it takes three rounds for the webs to burn in far enough to start killing the fey creatures. Each round after the first three that the webbing remains on fire, two fey creatures die. The satyrs die last assuming the fire gets that far.

**Drow Warriors (3):** hp 9, 9, 9; see Appendix 1: NPCs.

**Tactics:** After dropping the torches as a free action, the drow warriors fire their hand crossbow, which have already been loaded. If the drow were alerted to the PCs' presence prior to them actually showing up in the sacred grove, they have already drunk their antitoxin, giving them a +5 alchemical bonus on their Fortitude saving throws against poison.

If the drow manage to catch the PCs off guard with one or more of their traps then only two of the warriors move toward that area to engage the PCs, leaving the third warrior to set fire to the webs, should the PCs actually enter the sacred grove. The drow move in, fire their hand crossbows, and immediately fall

### Wall of Web

The wall of webbing that cuts off the northern edge of the grove is a hazard in itself. PCs that enter a square with the webbing must succeed at a save (DC 11) or be entangled and can't move from the space. A creature entangled in this way can spend 1 round to break loose (Strength check, DC 15 or DC 20 Escape Artist)

back to the sacred grove and wait for the PCs to arrive.

Once combat begins within the sacred grove, the drow warriors fire their hand crossbows every round until pressed into melee combat, or the *obscuring mist* makes it impossible to target PCs from no less than an adjacent square. At that point, they switch to melee weapons if they have not done so already.

Feel free to have the drow use *faerie fire* and *darkness* spells to gain a tactical advantage over the PCs whenever possible. The drow are extremely intelligent adversaries, and aren't above a strategic retreat, mustering their forces to come back at the PCs from a different angle. Say while they're attempting to put out the fire.

The drow warriors fight to the death to protect their matron, running interference so she may flee back into the underdark if it comes to that.

➔ **Zyznin:** Female drow Clr3 (Lolth); hp 27; see Appendix 1: NPCs.

The cleric begins combat having already cast *owl's wisdom* and *invisibility* on herself. She spends the first round of visual contact studying the features of a single PC, preferably female.

Otherwise, she chooses a spellcaster first, rogue second, and warrior type third. On the next round, she casts *disguise self* in order to appear as the PC she observed. The round after this, she moves into the most populace area of combat and casts *obscuring mist*. Using the *disguise self* spell to masquerade as the PC observed and *obscuring mist* for concealment, she moves from PC to PC casting spells like *hold person* and *cause fear*. When she has run out of these spells, she

begins attacking with her light crossbow from outside the *obscuring mist*, assuming it still remains. Do not forget that all her caster DCs are raised by 2 with *owl's wisdom* in effect.

If two of the drow warriors have fallen and the fire has been put out, the drow cleric attempts to flee the sacred grove through 100 feet of forest to the newly made opening in the ground that leads into the Underdark. If she makes it to the tunnel, as she flees down into the darkness, she trips a trick beam set up to collapse in just such an emergency. Any PCs that are hot on her heels must make a successful Reflex save (DC 15) or be pinned under the falling debris and take 2d6 damage. Characters that fail this saving throw by more than 5 are buried and must be rescued quickly or take 2d6 damage and risk suffocation as described in the *DUNGEON MASTER'S Guide*.

### Scaling the Encounter

#### 1st- and 2nd Level Characters (EL 4)

Remove two of the drow warriors from the encounter.

#### 4th- Level Characters (EL 6)

Add three drow warriors to the encounter, for a total of six drow warriors (hp 9, 9, 9).

#### 5th-Level Characters (EL 7)

Add three drow warriors to the encounter, for a total of six drow

warriors (hp 9, 9, 9). In addition at 2 levels to the drow cleric (see Appendix 1; hp 39).

## CONCLUDING THE ADVENTURE

If the PCs succeed in putting out the fire and defeating the drow, Thornbriar is overjoyed, promising them to repay their heroism in kind should the opportunity ever arise that he may do so. The treant collapses the tunnel the drow arrived from, and rolls a good-size boulder over the top of it. He does admit that he knows very little about the orc migrations, only that some great magic shields its cause. Because he has no love of orcs, and was glad to see them leave his forest, he saw the event as a blessing, but understands how it could be unbalancing for people outside his woods. Though he is sorry that he could not be more helpful with information regarding the migration of orcs from the High Forest, he promises to see what he can find out, and gives each of the PCs a special magical acorn token that he explains will inform them when he has more information. Give each PC the Story Object: Thornbriar's Seed

If any of the fey were killed in the fire, but the drow are still defeated, Thornbriar is somewhat more somber, thanking the PCs for their efforts, and still promises to see what he can find out regarding the orcs' strange migration. He still gives the PCs the Story Object.

If the PCs are defeated, it is likely they are either fed to the orcmawt (supposing they never chose to help Thornbriar) or they were slain by drow. The drow do not take prisoners given the circumstances.

## ADVENTURE QUESTIONS

DUNGEONS & DRAGONS CAMPAIGNS (of which LEGACY OF THE GREEN REGENT is that program's first offering) tracks character progression digitally. At the adventure you report what the characters did by answering a number of questions. The answers to those questions are tallied, and determine not only what happens in the campaign, but also the experience points awarded and gold piece value increase each character gains.

At the end of this adventure you'll find an RPGA Session Tracking form tailored to this adventure. On the section titled "Adventure Questions" fill in the bubble that corresponds to the best answer for the questions below.

Many times the questions ask whether or not PCs defeated an encounter. Defeating doesn't necessarily mean killing all enemies, but many times such an event suffices as defeating an encounter. Sometimes PCs merely bypass an encounter. Through luck or circumstance a group of PCs can avoid encounters unscathed. Does bypassing an encounter earn the XP that defeating it would? No. The reward for getting past an encounter without actually interacting with it is having extra resources to bear in the next encounter. Where is the line? You are going to have to make that decision.

For traps, PCs get experience points just for encountering them, whether or not they were disabled.

### The Silence of Lolth

The encounter starts just scant days before Lolth silence affects the Realms. Even if the PCs don't succeed, Zyznin's plans to capture more surface dwellers is put in jeopardy by here goddess's abandonment. In her frustration, though, she burns the fey sacrifices she already has and fouls the sacred spring, brining down the full wrath of the treants.

**1. Did the PCs defeat the ebony hunters?**

- a. Yes.
- b. No.

**2. Did the PCs accept Thornbriar's mission to rid the forest of the drow?**

- a. Yes.
- b. Not at first, but they took it up after rescuing Ver'syth.
- c. No.

**3. Did the PCs defeat the wortlings and rescued Ver'syth?**

- a. Yes. They defeated the wortlings and rescued the satyr.
- b. Mostly. They defeated the wortlings but didn't rescue the satyr.
- c. Mostly. They didn't defeat the wortlings, but they did rescue the satyr.
- d. No. They neither defeated the wortlings nor did they rescue the satyr.

**4. Did the PCs encounter the traps in the sacred grove?**

- a. No. They didn't encounter any traps.
- b. Mostly. They encountered one trap.
- c. Mostly. They encountered two traps.
- d. Yes. They encountered all the traps.

**5. Did the PCs defeat the drow and save the fey in the sacred grove?**

- a. No.
- b. Almost. They defeated the drow, but didn't save some of the fey.
- c. Almost. They defeated the drow, but didn't save any of the fey.
- d. Almost. They didn't defeat the drow, but did save some of the fey.
- e. Almost. They didn't defeat the drow, but saved all the fey.
- f. Yes. They defeated the drow and saved all the fey.

**6. Did the PCs accept the mission of Jymnal and report back what they found?**

- a. Yes
- b. No

**7. Rate the group's roleplaying.**

- a. Fantastic. Everyone had interesting and engaging character that interacted with the adventure in very fun ways.
- b. Good. Most everyone had interesting and engaging characters that interacted with the adventure in very fun ways.
- c. Okay. There was some roleplaying.
- d. None. They treated the adventure only as a set of objectives. There was no roleplaying.

## APPENDIX I: NPCS

## Adventure Starts: The Ebony Hunters

➤ **Drow Warriors:** CR 1; Medium humanoid (elf); HD 1d8+1; hp 9; Init +3; Spd 30 ft.; AC 18 (touch 13, flat-footed 15); Base Atk +1; Grp +2; Atk +5 ranged (1d4 plus poison/19-20, hand crossbow) or +1 melee (1d6+1/19-20, short sword); Full Atk +5 ranged (1d4 plus poison/19-20, hand crossbow) or +1 melee (1d6+1/19-20, short sword); Space/Reach 5 ft./5 ft.; SA Poison, spell-like abilities; SQ Drow traits, SR 12; AL NE; SV Fort +3, Ref +3, Will +0; Str 12, Dex 16, Con 12, Int 12, Wis 10, Cha 11.

*Skills and Feats:* Hide +2, Listen +3, Move Silently +0, Search +4, Spot +4; Weapon Focus (hand crossbow).

*Poison:* Injury (DC 13) or fall unconscious. After 1 minute, the subject must succeed at another Fortitude save (DC 13) or remain unconscious for 2d4 hours.

*Drow Traits (Ex):* Immunity to magic sleep effects, darkvision 120 ft., +2 racial bonus to Will saves against spells and spell-like abilities, light blindness.

*Spell-like Abilities:* 1/day – dancing lights, darkness, faerie fire.

*Light Blindness (Ex):* Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

*Possessions:* hand crossbow, 10 bolts (3 are poisoned), short sword, chain shirt, buckler.

➤ **Drow Scout:** Male drow Rgr1; CR 2; Medium humanoid (elf); HD 1d8+1; hp 9; Init +3; Spd 30 ft.; AC 18 (touch 13, flat-footed 15); Base Atk +1; Grp +2; Atk +5 ranged (1d4 plus poison/19-20, hand crossbow) or +1 melee (1d6+1/19-20, short sword); Full Atk +5 ranged (1d4 plus poison/19-20, hand crossbow) or +1 melee (1d6+1/19-20, short sword); SA Poison, spell-like abilities, favored enemy (elf +2); SQ Drow traits, SR 12, wild empathy +1; AL NE; SV Fort +3, Ref +5, Will +0; Str 12, Dex 16, Con 12, Int 12, Wis 10, Cha 11.

*Skills and Feats:* Climb +5, Hide +5, Knowledge (geography) +5, Listen +6, Move Silently +5, Spot +6, Survival +4; Track, Weapon Focus (hand crossbow).

*Poison:* Injury (DC 13) or fall unconscious. After 1 minute, the subject must succeed at another Fortitude save (DC 13) or remain unconscious for 2d4 hours.

*Drow Traits (Ex):* Immunity to magic sleep effects, darkvision 120 ft., +2 racial bonus to Will saves against spells and spell-like abilities, light blindness.

*Spell-like Abilities:* 1/day – dancing lights, darkness, faerie fire.

*Favored Enemy (Ex):* Due to his extensive study of his chosen type of foe and training in the proper techniques for combating such creatures, the ranger gets a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

*Light Blindness (Ex):* Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

*Wild Empathy (Ex):* A ranger can use body language, vocaliza-

tions, and demeanor to improve the attitude of an animal (such as a bear or giant lizard). This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20 and adds his ranger level and his Charisma bonus to determine the wild empathy check result.

*Possessions:* hand crossbow, 10 bolts (4 are poisoned), short sword, chain shirt, buckler.

➤ **Drow Scouts (EL 7 version):** Male drow Rgr3; CR 4; Medium humanoid (elf); HD 3d8+3; hp 21; Init +3; Spd 30 ft.; AC 18 (touch 13, flat-footed 15); Base Atk +3; Grp +4; Atk +8 ranged (1d6 plus poison/x3, shortbow) or +3 melee (1d6+1/19-20, short sword); Full Atk +6/+6 ranged (1d6 plus poison/x3, shortbow) or +3 melee (1d6+1/19-20, short sword); SA Poison, spell-like abilities, favored enemy (elf +2), combat style (archery)\*; SQ Drow traits, SR 14, wild empathy +3; AL NE; SV Fort +4, Ref +6, Will +1; Str 12, Dex 16, Con 12, Int 12, Wis 10, Cha 11.

*Skills and Feats:* Climb +8, Hide +8, Knowledge (geography) +7, Listen +8, Move Silently +8, Spot +8, Survival +6; Endurance, Rapid Shot\*, Point Blank Shot, Track, Weapon Focus (shortbow).

*Poison:* Injury (DC 13) or fall unconscious. After 1 minute, the subject must succeed at another Fortitude save (DC 13) or remain unconscious for 2d4 hours.

*Drow Traits (Ex):* Immunity to magic sleep effects, darkvision 120 ft., +2 racial bonus to Will saves against spells and spell-like abilities, light blindness.

*Spell-like Abilities:* 1/day – dancing lights, darkness, faerie fire.

*Favored Enemy (Ex):* Due to his extensive study of his chosen type of foe and training in the proper techniques for combating such creatures, the ranger gets a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

*Light Blindness (Ex):* Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

*Wild Empathy (Ex):* A ranger can use body language, vocalizations, and demeanor to improve the attitude of an animal (such as a bear or giant lizard). This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20 and adds his ranger level and his Charisma bonus to determine the wild empathy check result.

*Possessions:* masterwork shortbow, 20 arrows (10 are poisoned), short sword, masterwork chain shirt, buckler.

## Woodland Fortifications

➤ **Small Fiendish Monstrous Spiders:** CR 1/2; Small magical beast (extra-planar); HD 1d8; hp varies; Init +3; Spd 40 ft., climb 20 ft.; AC 14 (touch 14, flat-footed 11); Base Atk +1; Grp -6; Atk +4 melee (1d4-2 and poison, bite); Full Atk +4 melee (1d4-2 plus poison, bite); SA Poison, web, smite good; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits, cold and fire resistance 5; SR 6; AL N; SV Fort +2, Ref +3, Will +0; Str 7, Dex 17, Con 10, Int 3, Wis 10, Cha 2.

*Skills and Feats:* Climb +11, Hide +11\*, Jump +8\*, Spot +12\*, Weapon Finesse.

*Poison (Ex):* A monstrous spider delivers its poison (Fortitude save DC 10) with each successful bite attack. The initial and sec-

ondary damage is 1d3 Str.

**Web (Ex):** Both types of monstrous spiders often wait in their webs or in trees, then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size.

**Skills:** A monstrous spider can always choose to take 10 on Climb checks, even if rushed or threatened.

\*Hunting spiders have a +10 racial bonus on Jump checks and a +8 racial bonus on Spot checks. These are already figured into the statistic block above.

**Smite Good (Su):** Once per day the creature can make a normal attack to deal additional damage equal to its HD total (maximum of +20) against a good foe.

## Dealing with Drow

➤ **Drow Warriors:** CR 1; Medium humanoid (elf); HD 1d8+1; hp 9; Init +3; Spd 30 ft.; AC 18 (touch 13, flat-footed 15); Base Atk +1; Grp +2; Atk +5 ranged (1d4 plus poison/19-20, hand crossbow) or +1 melee (1d6+1/19-20, short sword); Full Atk +5 ranged (1d4 plus poison/19-20, hand crossbow) or +1 melee (1d6+1/19-20, short sword); Space/Reach 5 ft./5 ft.; SA Poison, spell-like abilities; SQ Drow traits, SR 12; AL NE; SV Fort +3, Ref +3, Will +0; Str 12, Dex 16, Con 12, Int 12, Wis 10, Cha 11.

**Skills and Feats:** Hide +2, Listen +3, Move Silently +0, Search +4, Spot +4; Weapon Focus (hand crossbow).

**Poison:** Injury (DC 13) or fall unconscious. After 1 minute, the subject must succeed at another Fortitude save (DC 13) or remain unconscious for 2d4 hours.

**Drow Traits (Ex):** Immunity to magic sleep effects, darkvision 120 ft., +2 racial bonus to Will saves against spells and spell-like abilities, light blindness.

**Spell-like Abilities:** 1/day – dancing lights, darkness, faerie fire.

**Light Blindness (Ex):** Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

**Possessions:** hand crossbow, 10 bolts (3 are poisoned), short sword, chain shirt, buckler, vial of antitoxin.

➤ **Zyznin:** Female drow Clr3 (Loth); CR 4; Medium humanoid (elf); HD 4d8+4; hp 27; Init +2; Spd 30 ft.; AC 17 (touch 12, flat-footed 15); Base Atk +2; Grp +2; Atk +6 ranged (1d8 plus poison/19-20, light crossbow) or +3 melee (1d6+1, light mace); Full Atk +6 ranged (1d8 plus poison/19-20, light crossbow) or +3 melee (1d6+1, light mace); SA Poisoned bolts, spell-like abilities, spells, rebuke undead; SQ Drow traits, SR 14; AL NE; SV Fort +4, Ref +3, Will +6; Str 10, Dex 14, Con 12, Int 14, Wis 16, Cha 14.

**Skills and Feats:** Bluff +5, Concentration +7, Disguise +5, Hide +5, Knowledge (religion) +5, Listen +5, Search +4, Spellcraft +8, Spot +5; Combat Casting, Weapon Focus (light crossbow).

**Poison:** Injury (DC 13) or fall unconscious. After 1 minute, the subject must succeed at another Fortitude save (DC 13) or remain unconscious for 2d4 hours.

**Drow Traits (Ex):** Immunity to magic sleep effects, darkvision 120 ft., +2 racial bonus to Will saves against spells and spell-like abilities, light blindness.

**Spell-like Abilities:** 1/day – dancing lights, darkness, faerie fire.

**Light Blindness (Ex):** Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subse-

quent rounds, they are dazzled as long as they remain in the affected area.

**Spells Prepared** (4/3+1/2+1; base DC = 13 + spell level): 0 – detect poison, purify food and drink, resistance (2); 1st – cause fear (2), disguise self\*, obscuring mist; 2nd – hold person, invisibility\*, owl's wisdom.

\*Domain spell. **Domains:** Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). You must declare the smite before making the attack. This ability is usable once per day); Trickery (Add Bluff, Disguise, and Hide to your list of cleric class skills).

**Possessions:** masterwork light crossbow, 10 masterwork bolts (5 are poisoned), light mace, chain shirt, buckler, vial of antitoxin.

➤ **Zyznin (EL 7 version):** Female drow Clr5 (Loth); CR 6; Medium humanoid (elf); HD 6d8+6; hp 39; Init +2; Spd 30 ft.; AC 17 (touch 12, flat-footed 15); Base Atk +3; Grp +3; Atk +7 ranged (1d8 plus poison/19-20, light crossbow) or +4 melee (1d6+1, light mace); Full Atk +7 ranged (1d8 plus poison/19-20, light crossbow) or +4 melee (1d6+1, light mace); SA Poisoned bolts, spell-like abilities, spells, rebuke undead; SQ Drow traits, SR 16; AL NE; SV Fort +5, Ref +3, Will +7; Str 10, Dex 14, Con 12, Int 14, Wis 17, Cha 14.

**Skills and Feats:** Bluff +6, Concentration +9, Disguise +6, Hide +7, Knowledge (religion) +6, Listen +5, Search +4, Spellcraft +10, Spot +5; Combat Casting, Weapon Focus (light crossbow).

**Poison:** Injury (DC 13) or fall unconscious. After 1 minute, the subject must succeed at another Fortitude save (DC 13) or remain unconscious for 2d4 hours.

**Drow Traits (Ex):** Immunity to magic sleep effects, darkvision 120 ft., +2 racial bonus to Will saves against spells and spell-like abilities, light blindness.

**Spell-like Abilities:** 1/day – dancing lights, darkness, faerie fire.

**Light Blindness (Ex):** Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

**Spells Prepared** (5/4+1/3+1/2+1; base DC = 13 + spell level): 0 – cure minor wounds, detect poison, purify food and drink, resistance (2); 1st – bless, cause fear (2), cure light wounds, disguise self\*; 2nd – hold person (2), invisibility\*, owl's wisdom; 3rd – contagion\*, dispel magic, summon monster III (1d3 fiendish medium monstrous spiders).

\*Domain spell. **Domains:** Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). You must declare the smite before making the attack. This ability is usable once per day); Trickery (Add Bluff, Disguise, and Hide to your list of cleric class skills).

**Possessions:** masterwork light crossbow, 10 masterwork bolts (5 are poisoned), light mace, masterwork chain shirt, buckler, vial of antitoxin, potion of spider climb, necklace of fireballs (type 1).

## APPENDIX 2: NEW MONSTER

### ORCWORT

	<b>Wortling</b> Small Plant	<b>Orcwort</b> Colossal Plant
<b>Hit Dice:</b>	3d8 (13 hp)	32d8+300 (444 hp)
<b>Initiative:</b>	+6	+2
<b>Speed:</b>	30 ft. (6 squares), climb 15 ft.	10 ft. (2 squares)
<b>AC:</b>	16 (+1 size, +2 Dex, +3 natural), touch 13, flat-footed 14	12 (-8 size, -2 Dex, +12 natural), touch 0, flat-footed 12
<b>Base Attack/Grapple:</b>	+2/+0	+21/+54
<b>Attack:</b>	claw +5 melee (1d3+2 plus poison)	slam +30 melee (4d6+14)
<b>Full Attack:</b>	2 claws +5 melee (1d3+2 plus poison)	6 slams +30 melee (4d6+14)
<b>Space/Reach:</b>	5 ft. /5 ft.	40 ft. /25 ft.
<b>Special Attacks:</b>	Poison, Swarm	Entangling roots, improved grab, paralysis, swallow whole
<b>Special Qualities:</b>	DR 5/piercing, plantmind, plant Traits, woodsense	DR 5/-, plantmind, plant traits, telepathy woodsense
<b>Saves:</b>	Fort +3, Ref +5, Will +1	Fort +27, Ref +10, Will +13
<b>Abilities:</b>	Str 15, Dex 14, Con 11, Int 2, Wis 11, Cha 6	Str 39, Dex 7, Con 29, Int 10, Wis 16, Cha 8
<b>Skills:</b>	Climb +10, Hide +11, Move Silently +7	Hide -3, Move Silently +13
<b>Feats:</b>	Improved Initiative, Lightning Reflexes	Cleave, Greater Cleave, Improved Initiative, Lightning Reflexes Will, Power Attack, Toughness (x4), Weapon Focus (Slam)
<b>Environment:</b>	Temperate or warm plains, hill, and marshes	Temperate or warm plains hills, and marshes
<b>Organization:</b>	Band (5-20)	Crop (1 orcwort plus 5-20 wortlings)
<b>Challenge Rating:</b>	2	20
<b>Treasure:</b>	None	None
<b>Alignment:</b>	Always neutral	Always neutral
<b>Advancement:</b>	4-9 HD (Medium)	33-64 HD (Colossal)

An orcwort is a walking, bloodthirsty terror that prefers to make its home on the fringe of a populated area. This giant plant wanders by night until it finds an appropriate spot to settle, then sinks some of its roots into the ground, making it seem that an immense tree has grown up on the spot overnight. Over the course of the next week, the orcwort produces five to twenty pods that, when mature, break open to release mobile fruits called wortlings. The parent plant then sends out its wortling in hunting parties to bring back war-blooded sustenance—usually livestock and humanoids.

An orcwort is capable of devouring the entire population of a small village in a single feeding. Once it has stripped an area of warm-blooded animal life, it moves on in search of other population centers.

### Combat

Both the orcwort and its wortlings are effective combatants. They share the following qualities.

**Plant Traits (Ex):** An orcwort is immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). They are immune to sleep effects, paralysis, polymorph, and stunning. They are not subject to critical hits.

**Woodsense (Ex):** An orcwort or wortling can automatically sense the location of anything with 60 feet that is in contact with vegetation, even objects or creatures that are not in contact with the same vegetation as itself.

### Wortlings

Wortlings are the mature fruits of the orcwort plant. When one of the orcwort's pods ripens, it falls to the ground and breaks open to release a wortling.

When first "hatched," a wortling resembles a small, wrinkled, purple orc. Its body seems portly, and its arms and legs are somewhat lumpy compared with those of a real humanoid. Although its face resembles that of a humanoid, a wortling is blind and cannot speak, hear or smell—its apparent sensory organs are merely blobs of plant tissue with no actual function.

A hungry orcwort dispatches up to twenty of its "ripe" wortlings at a time to hunt food and bring it back. The wortlings navigate terrain using their woodsense. When on the prowl, wortling seek out Medium or smaller prey because such creatures are easier to transport back to the parent plant than larger creatures.

The average life span of a wortling is 1d4+1 days. If any wortlings are left alive when the parent plant is ready to move on, the orcwort commands them to arrange themselves well apart from each other at the extreme range of its telepathy and root themselves. If left undisturbed for one year, each of these wortlings grows into a new orcwort, which pulls up its root and begins looking for food. During its maturation period, a rooted wortling is immobile and helpless.

### Combat

Wortlings use very simple tactics—overwhelm, subdue, and



return with the food. In melee, they prefer to gang up on one foe rather than attack separate enemies. They fight with a great sense of urgency, and when they do manage to bring down a foe, a few of them immediately carry off their prize to feed the orcwort, leaving any remaining wortlings to continue the hunt. They never willingly enter areas without natural vegetation because they are effectively blind in such places.

**Poison (Ex):** A wortling delivers its poison (Fortitude save DC 11) with each successful claw attack. The initial damage is sleep for 1 minute, and the secondary damage is sleep for 1d10 minutes. Both of these sleep effect work only on living creature but otherwise function as the spell of the same name.

**Swarming (Ex):** Wortlings can swarm over and around each other with ease, so up to three of them can occupy the same 5-foot-by-5-foot space. They are likewise adept at attacking as a group; for every wortling that is grappling a foe, every wortling gets a +1 competence bonus on attack rolls against that foe.

**Plantmind (Ex):** All wortlings with fifteen miles of their orcwort parent are in constant communication. If one is aware of a particular danger, they all are. If one in a particular group is not flat-footed, none of them are. No wortling in such a group is considered flanked unless they all are.

## Orcwort

An orcwort looks like a gigantic, woody pitcher plant draped in thick creeper vines. It is crowned with a canopy of bramblelike branches and green, bushy foliage. Dormant wortling pods hang from the orcwort's branches, resembling round, oversized prunes.

## Combat

In combat, an orcwort reaches out with its vines to entwine nearby prey. It then uses other tendrils to pick out choice victims on a time and drops them into its open maw. An orcwort recalls any wortling raiding parties it has sent out whenever it is under attack.

**Entangling Roots (Ex):** As a free action, an orcwort can twist its round around all creatures within 15 feet of it, holding them fast. This effect otherwise functions like an *entangle* spell (caster level 10th; save DC 24).

**Improved Grab (Ex):** In an orcwort hits a Gargantuan or smaller opponent with a slam attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it can transfer the opponent into its maw in the next round. Alternatively, the orcwort has the option to conduct the grapple normally, or simply sue of tendril to hold the opponent (-20 penalty on grapple check, but the orcwort is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals slam damage.

**Paralysis (Ex):** An orcwort secretes digestive juices that can paralyze creature in contact with it. Any creature swallowed by an orcwort must succeed at a Fortitude save (DC 35) or be paralyzed for 1d4 rounds.

**Swallow Whole (Ex):** An orcwort can swallow a Huge or smaller creature by making a successful grapple check provide it already has that opponent in its maw (see Improve Grab, above). Once inside the orcwort's pitcher, the opponent takes 1d8+8 points of acid damage per round and is subject to the paralyzing effect of its digestive juices (see Paralysis, above). A successful grapple check allows a swallowed creature to climb out of the pitcher (assuming it is not paralyzed) and return to the orcwort's maw, where another successful grapple check is needed to get free. Alternatively, a swallowed creature can try to cut its way out with either claws or a light piercing or slashing weapon. Dealing at least 20 points of damage to the pitcher (AC 18) in this way creates an opening large enough to permit escape. Once a single swallowed creature exits, muscular action closes the hole; thus, another swallowed opponent must cut its own way out. The orcwort's pitcher can hold 2 Huge, 8 Large, 32 Medium, or 128 Small or smaller creatures.

**Telepathy (Su):** An orcwort can communicate telepathically with any of its wortling within fifteen miles.