

BDK1-06

THE ELVEN CONNECTION

A One-Round D&D LIVING GREYHAWK®
Bandit Kingdoms Regional Adventure

Version 1

by Rob Little and Chuck Walbourn

A mysterious diplomat requires an escort into the Fellreev. Experience the dangers of the Fellreev firsthand. A scenario for characters level 3-8. Elven PCs recommended.

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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 hours. The rest of the time is spent in preparation before game play, and scoring 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.

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

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

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 DM) 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 DM can bar the use of even core rule books 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 gray boxes. 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.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players will 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, a character sheet, and a LIVING GREYHAWK log 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 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.

DETERMINING AVERAGE PARTY LEVEL (APL)

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 PC participating in the adventure.
- 2) If PCs bring animals that have been trained for combat (most likely 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 following 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.

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure—round up.
- 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 you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the

APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

- 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 dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Mialee, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

If you are using a 591 CY adventure (campaign year 1) that uses the old Tiers, assume that the Tier multiplied by 2 is the APL suitable for that encounter.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

LIFESTYLE

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle Cost	Skill Modifier	
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

DM BACKGROUND

This adventure takes place in the Bandit Kingdoms, but makes use of a plot in Highfolk as the “hook.” The Grugach (wild elves) of the Vesve Forest have always been xenophobic by nature, but recently a group of them has started to prepare for a more active approach to their agenda. Calling themselves the “True Elven Nation,” these Grugach seek to rid the Vesve of all non-elven influences. Many of the high elves of the Vesve pride themselves on living hand-in-hand with humans, halflings, and others and there are many integrated communities. Hence the stage is set for conflict.

Some of the elves, particularly a few merchants, have been providing support to the Grugach in the form of weaponry and supplies. Elven and half-elven children are being recruited into the movement. In addition, darker forces seem to be afoot as well.

Hoping to find allies among the sylvan elves of the Fellreev, the Grugach have dispatched an emissary to seek support in the forms of weapons. Since the elves of the

Fellreev have had their hands full dealing with the problems of their own, they haven't paid much attention to the recent developments in the Vesve. The Grugach diplomat hopes to take advantage of their relative isolation in seeking their aid and manipulating their opinion of the movement.

ADVENTURE SUMMARY

Encounter One

Gaiyle Markhalla summons the PCs to a small inn to discuss a mission that requires both discretion and muscle. She needs an elven diplomat from the Vesve Forest of Highfolk escorted to a meeting in the Fellreev Forest. The diplomat is a Grugach wild elf who is looking for material support from the Sylvan elves of the Fellreev. The party is to meet the diplomat at the Ritensa River and escort him to a sylvan elf settlement deep in the Fellreev.

After the pitch has been made and accepted, a spy (for Lord Marshall Arus Mortoth) trailing Gaiyle will attempt to get details from the party and tempt them with possible rewards should they provide additional information on their mission's outcome.

Encounter Two

Upon reaching the rendezvous, the party meets the diplomat with his current escort of Grugach elves. He's a bit put-out by being escorted by a motley group of humans and humanoids. Nonetheless, he will accompany the party, leaving his escort at the river as the group heads towards to the Fellreev.

Encounter Three

Upon reaching the edge of the Fellreev, a group of bandits attack the party. The PCs should be able to quickly deal with them.

Encounter Four

Somewhat deeper into the forest, the party will encounter a large force of undead moving as a unit under the command of an elven vampire. After successfully dealing with or avoiding the undead, the party continues to the settlement.

Encounter Five

Approach to the settlement is challenged by a group of elven scouts. Once the party's purpose is ascertained, they are lead into the settlement and the diplomat leaves to speak with the elders. The sylvan elves invite the party to remain for the night and visit the local craftsmen.

Encounter Six

During the night, the Grugach diplomat is lead out of the settlement by a spy (for Graf Demmel Tadorinal) among the elves, and kidnapped to prevent the elves of the Vesve and the Fellreev from joining forces. He is taken to a small cave several miles away for questioning.

The diplomat's visit has also attracted the attention of the Defenders of Greenkeep, who follow the diplomat

and kidnappers to the cave and rescue him, hoping to gain both favor from the elves and details of his business in the forest.

Encounter Seven

Unfortunately, an Iuz hunting party attacks the Defenders on their way back to the sylvan elf settlement shortly before the PCs can catch up with them.

The elven elders request that the party help in the search effort. They can discover the cave where the diplomat was being questioned, as well as the bodies of the kidnappers. Following the trail of the rescuers, they come upon the dead and dying Defenders. The PCs can save one of the Defenders, and discover the truth of the diplomat's kidnapping.

Following the trail still further leads the PCs to the camping Iuz hunting party lead by an evil druid to find the Grugach diplomat and the elven spy.

Conclusion

After dealing with the hunting party, the PCs are free to return the diplomat and spy to the sylvan settlement, turn the spy over to the Defenders of Greenkeep, or let the spy retain his cover, question the diplomat, and magically erase his memory before the party escorts them both to the settlement.

INTRODUCTION

Please read the following to players before beginning the module:

Please remember that this is the Living Greyhawk campaign, not Living City. Different rules apply. In the Bandit Kingdoms, heroes can be made, bought, or sold, all in the same day and all depending on the situation and the price. The question isn't what is the right thing to do in a given situation, but rather, what will be the ramifications of any decisions I make, whose bad side do I NOT want to be on, and when will I need to call in a favor. Remember, everything's negotiable, and some things are more negotiable than others.

PCs were invited to a way inn a few days southwest of Rookroost for a meeting with Gaiyle Markhalla, and the PCs begin at the small inn, arriving a few hours before their meeting. They are shown to a reserved table, where they can introduce themselves.

The message said to meet at the Charging Boar Inn, a few days ride to the southwest of Rookroost. It seems that Gaiyle Markhalla would like to meet with you to discuss an employment opportunity. Knowing Gaiyle or at least having heard of her, you believe that attending may be in your best interest. After several days of travel, you arrive at the inn a few hours before you are to meet Gaiyle. It is a small inn on the road to Wormhall, frequented by merchants looking for a soft bed on their travels.

When you enter the common room of the Charging Boar, you see a middle-aged man standing behind a small serving bar. Your instructions from Gaiyle were to ask Berek, the inn's proprietor, for a personal message left in your name. He, in turn, would point you to where the meeting is to take place. After inquiring with Berek, he motions you towards a table marked RESERVED. Several others sit at the table.

This is the ubiquitous character introduction. Characters who have Influence with Gaiyle Markhalla will have an obvious reason for being summoned. Those without connections with Gaiyle Markhalla or the Rookroost Thieves Guild were recommended by someone Gaiyle trusts or tagged along with a PC who knows Gaiyle. Give the players 5-10 minutes to role-play introductions and get organized.

For those PCs who wish to be shown a map of their location, this will be coming in Encounter 1. If they ask for details now, tell them the Charging Boar Inn is 5 days (about 130 miles) southwest of Rookroost. It is 2 days north of Steelbone Meadows, and 2 days south of Fleischshriver. Bandits and mercenaries guard the inn and its surroundings, as it is one of the few safe east-west routes through this region, which is otherwise overrun by orcs and other evil humanoids.

Make note of which characters, if any, speak elven. This comes into play throughout the first part of the adventure. Also make note of which characters are elven, half-elven, or half-orc.

Proceed to Encounter 1.

ENCOUNTER 1: MEETING WITH GAIYLE

Gaiyle arrives after checking out the PCs from a distance. She will enter the inn five minutes before the meeting, look around for a few moments, and sit down at the table at the appointed time. She will ask anyone she doesn't already know to introduce themselves before getting down to business.

After relaxing for several hours, getting to know your companions and eating a simple, but hearty meal, several other travelers arrive. Several merchants in traveling cloaks enter and sit at different tables. The inn owner quickly delivers their meals. A few minutes later, one of the merchants gets up and walks to your table. You see the traveler is a human woman with brown hair and eyes. She glances over at each of you and says, "Well met. I am Gaiyle Markhalla, and you are?"

NOTE: If characters have Influence with Gaiyle Markhalla, she knew they were coming to the meeting and will call them by name before their introduction.

"I need some responsible people for a job that requires both discretion and muscle. A diplomat needs an escort from the border to an elven settlement in the Fellreev forest. The visit is to be kept quiet, and his safe arrival at the settlement is paramount.

***The Bandit Lands are not a safe place for strangers, and the Fellreev Forest has its own dangers as well.
Any questions so far?"***

She can answer (and expects) the following questions:

- She will pay 50 gp per PC, with 10 gp up-front and the balance paid once the diplomat reaches the elven settlement.
- If a PC offers to take the job as a favor instead of taking payment, Gaiyle Markhalla will be pleased and grateful.
- The mission should take about two weeks to accomplish, including travel time.
- The diplomat is an elf from the Vesve forest. His name is Marisinian, but she knows little else about him.
- Her involvement in the visit is only as a friendly arrangement between the sylvan elves and the elves of the Vesve.
- The PCs are not expected to escort the diplomat back from the Fellreev.
- If they want to reach her after the mission, she provides a contact name in Rookroost with whom to leave a message.

"Before I continue with any more details, I need to know if you agree to take on this mission for me?"

If the PCs agree to take the job, she continues:

"The escort is to begin at a ford over the Ritensa River in eight days time. That gives you one week to travel to the Ritensa and locate the rendezvous point. You are expected to meet the diplomat in the evening, and travel as quickly as possible to Lo'enial, an elven settlement in the Fellreev. The trip should take about a week through the forest. Here are the directions to the rendezvous. Commit them to memory; then destroy the map. Rooms have been paid for, if you wish to stay the night, but you should depart no later than dawn."

She hands the characters a parchment with the directions, which is Player Handout 1: Regional Map. Obviously the players can reference the map as they travel, but they should not have it 'in character' if they follow Gaiyle's instructions. The route from the Charging Boar Inn avoids Wormhall, as it is the regional capital and under direct control of the forces of Iuz. DM Aid: Regional Map gives encounter locations on the player's map.

If the PCs requested payment, she adds:

"This is your initial payment. The balance of your payment will be waiting for you in the Fellreev. Best of luck."

Gaiyle then leaves the table, nods towards the PCs, and heads out the door.

If the PCs don't agree to the mission, she will not give any more details and the adventure ends. She will

try a little persuasion to encourage them to take the mission, but if they don't want it, she's not going to insist.

☛ **Gaiyle Markhalla**, female human Wiz8/Rog4: Medium-size humanoid (human); HD 8d4 + 4d6 + 24; hp 56; Init + (Dex, Improved Initiative); Spd 30 ft.; AC 11 (Dex); Atks +7/+2 melee (1d4 [19-20/x2], dagger), +8/+3 ranged (1d4 [19-20/x2], thrown daggers); SA spells, sneak attack +2d6; AL NG; SV Fort +5, Ref +7, Will +10; Str 10, Dex 12, Con 14, Int 18, Wis 12, Cha 14.

Skills and Feats: Bluff +17, Concentration +16, Diplomacy +23, Sense Motive +18, Spellcraft +10, Hide +8, Move Silently +8; Empower Spell, Improved Initiative, Iron Will, Scribe Scroll, Silent Spell, Skill Focus (Bluff), Skill Focus (Diplomacy), Skill Focus (Sense Motive).

Possessions: Cloak, robes, spell component pouch, two daggers (hidden). None of her equipment detects as magical.

Spells Prepared (4/5/4/4/3; base DC = 14 + spell level): 0—detect magic (x2), flare, mending, read magic; 1st—magic missile, obscuring mist, shield, sleep (x2); 2nd—detect thoughts, darkness, see invisibility, mirror image; 3rd—clairaudience / clairvoyance, hold person, dispel magic, invisibility (silent); 4th—dimension door, magic missile (empowered, silent), minor globe of invulnerability.

Give the PCs a Spot (DC 20) or Sense Motive (DC 15) to notice one of the merchants watching them during the meeting. She is an attractive human woman and seems unusually interested in the group. If the characters spot her, she smiles back at them, and turns her attention elsewhere.

After the meeting, the PCs can make a Spot (DC 20) to notice the woman watching as Gaiyle leaves, and then turn her attention back to the PCs. If none of the characters moves to talk with her, she will approach the table and ask to chat with the group.

After Gaiyle leaves the inn, another figure gets up from one of the tables and walks towards the party. She is an attractive human woman wearing a decorative dress. She approaches the table, sits and says, "Hello, my name is Jessa and I couldn't help but notice that you are not the sorts that frequent this establishment. Would you mind if I got to know a little bit more about you, as I might have a future mission for you?"

She attempts to determine who the characters are and their background under the guise of possible future employment. She will use Innuendo to attempt to get one of the PCs to speak with her privately after she excuses herself from the table. Otherwise, she talks with them a few moments, and asks if they will be reachable at the inn in the morning, saying she will return then to talk with them more—she is of course lying and has no intention of returning.

If Jessa can make contact with a character privately, she will say that she has an interest in their mission and that she has rewards to offer for information on their mission's details and outcome. Use Player Handout 2: Jessa.

Jessa is actually a spy for Lord Arus Mortoth, and she followed Gaiyle from Rookroost to this meeting to keep tabs on her activity. If a PC does meet with her after the mission, Gaiyle will eventually find out and the character will receive the Enmity of Gaiyle Markhalla for betraying her trust.

◆Jessa (Rookroost Spy), female human Rog3: Medium-size humanoid (human); HD 3d6+6; hp 20; Init +2 (Dex); Spd 30 ft.; AC 12 (Dex); Atks +2 melee (1d4 [19-20/x2], dagger), +4 ranged (1d4 [19-20/x2], thrown dagger); SA sneak attack +1d6; SD Evasion; AL CN; SV Fort +2, Ref +5, Will +2; Str 10, Dex 14, Con 12, Int 12, Wis 12, Cha 16.

Skills and Feats: Bluff +11, Diplomacy +9, Disguise +9, Gather Information +9, Innuendo +9, Listen +9, Perform +8, Read Lips +7, Sense Motive +7, Spot +9, Use Rope +7; Alertness, Skill Focus (Bluff), Toughness.

Languages: Common, Abyssal

Possessions: Cloak, entertainer's clothes (dress), dagger (hidden).

The party should get on the road in the morning if they are going to make the rendezvous. Gaiyle has a room reserved for them if they wish to stay the night. If they wait for Jessa to return, she does not.

If the PCs want to inform Gaiyle about their conversation with Jessa, they will be able to do so after the mission by returning to Rookroost.

Proceed to Encounter 2.

ENCOUNTER 2: RENDEZVOUS WITH THE DIPLOMAT

The party travels five days to the Ritensa River. If they choose to ignore Gaiyle's directions and pass through or near Wormhall, tell them they spent several days avoiding Iuz patrols and arrive with little time to spare before the appointed time, exhausted and dirty from a forced march.

Wormhall is a terrifying place, and there are a great number of Iuz forces in the area. If they decide they wish to visit the town anyhow, perhaps to inquire about a bounty or reward for turning over the diplomat, inform them they may not make it to the rendezvous in time. If they insist on trying, they can discover a 200 gp bounty for turning such a diplomat over to Iuz forces in a major town, but they arrive at the river only barely in time for the meeting.

On the appointed evening, the party arrives at the river and finds the meeting point—have them make a Wilderness Lore check (DC 15), allowing assistants. If they fail this check, they will spend a few frustrating hours searching around before they find it, and are forced to set up camp in the dark. Their instructions from Gaiyle indicate they should make camp and wait to be contacted.

Have them establish watches, and during the first watch, a group of elven escorts advance on the camp. The characters on watch should make Spot (DC 20) and Listen (DC 20) checks to notice the group as they take position close to the camp. If none of them notice or if the escorts are challenged, two of the elves steps out into view.

If the party is made up of two or more elves or half-elves, use the following:

Two figures in dark green cloaks step into the camp. Two more stand back with bow and arrow in hand, but neither notched or drawn. Light on their faces reveals elven features, decorated by tattoos. Speaking in elven, one of the closer figures speaks, "Brother (Sister), are you the ones we seek?"

Otherwise, use this version:

Two figures in dark green cloaks step into the camp, both with hands at the hilts of their swords. Two more stand back with bows, arrows notched, but not drawn. Light on their faces reveals elven features, decorated with elaborate tattoos. One of them says, in elven "Identify yourselves."

If after a few moments no one responds:

The elf speaks again, this time in common, "I said identify yourselves!"

Hopefully the party will get the clue and identify themselves as being sent to meet them. After it seems safe, the diplomat steps into the camp:

Out of the night, a fifth figure approaches, wearing fine, but rustic, traveling clothes. Pushing back his cloak hood, another elf is revealed, again decorated with tattoos but much more elaborate than the others. He looks over the party.

If the party consists mostly of elves and half-elves, he is friendly towards the party for the most part. If there is even a single elf or half-elf, he will approach them and speak directly with them. If not, he will speak to the group at large. His disposition to the party should be fairly obvious in his face, growing into a scowl if he sees half-orcs in the party.

After a moment, he begins to speak in elven, "I take it you are my escort. Let us hope you are up to the task. You may call me Marisianian. Please introduce yourselves."

Once the group is introduced, he continues:

In elven, "Well met. We have traveled long and wish to make camp. I will be ready to travel at dawn."

If no one understand him or responds:

Looking a bit frustrated, the elf turns to one of his escorts and speaks to him in elven. The other elf begins to speak in common, "My master is frustrated that you don't speak the elven tongue. He hopes that you are better at arms than you are at languages."

None-the-less, you may call him Marisinian, or simply sir if that is beyond your ability to pronounce. We shall camp with you tonight and set off in the morning."

Continue with this text either way:

With that, the two closer elves withdraw and return with a few packs, beginning to prepare meals and a bedroll for Marisinian. The elves with bows disappear into the night. Marisinian and the elves keep their distance from non-elves, sharing a simple meal of traveling cakes and water.

Characters in the party may know some things about these elves:

- Knowledge-Elves (DC 10) or Knowledge-Humanoids (DC 12) will identify these elves as Grugach, wild elves, known for their xenophobic attitudes towards non-elves. Elves and half-elves can make an Intelligence check (DC 10) to know this as well.
- Knowledge-Highfolk (DC 15), Knowledge-Vesve Forest (DC 15), or Intelligence check by a Highfolk home region character (DC 18) will identify these elves as Grugach.
- Knowledge-Highfolk (DC 18), Knowledge-Vesve Forest (DC 18), or Intelligence check by a Highfolk home region character (DC 20) indicates the character is also aware of some ongoing recent tension between the wild elves of the Vesve and the other inhabitants.

At this point, the party will only get more information if they are elven or half-elven:

- The elven escort that spoke first with the party is named Sayid.
- The two elves with bows are on a patrol and will return in 4 hours.
- Marisinian won't talk much about his purpose in the Fellreev other than to say it is "for the good of the True Elven Nation."
- They do not know Gaiyle Markhalla personally, but by reputation only.
- Marisinian will admit to an elven speaker that he understands the common tongue, but refuses to speak such a base language.
- They will gladly share a few of their elven traveling cakes with elves or half-elves.
- They are all HIGHLY suspicious of any half-orcs in the party. They will merely treat other non-elves coldly.

After completing their meals, Marisinian lies back on his bedroll and begins his reverie. The other two elves wait an hour, and then being their reverie. They will switch off with the other two in 4 hours.

If the party starts a fight that results in the injury of the diplomat or the death of one of the escorts, the elves will flee with the diplomat, the party will receive the

Enmity of Gaiyle Markhalla, and the adventure ends. If they manage to defeat the escorts and capture Marisinian, they can collect the 200 gp bounty, and get only the Disfavor of Gaiyle Markhalla as there are no witnesses.

☛ **Marisinian (Grugach Diplomat)**, male wild elf
Ari3/Sor2: See DM Aid: NPCs.

☛ **Sayid, Ossani, Jakari, Phenic (Grugach Escorts, 4), male wild elf Rgr3:** CR 3; Medium-size humanoid (elf); HD 3d10+6; hp 28; Init +2 (Dex); Spd 30 ft.; AC 16 (+2 Dex, +3 Studded leather, +1 buckler); Atks +3 melee (1d8+2 [19-20/x2] x2, short swords), +5 ranged (1d6 [x3], shortbow); SA Favored enemy (+1 vs orcs); AL N; SV Fort +5, Ref +3, Will +2; Str 14, Dex 15, Con 14, Int 9, Wis 13, Cha 11.

Skills and Feats: Hide +7, Jump +2, Listen +5, Move Silently +7, Spot +5, Wilderness Lore +5; Ambidexterity, Point-blank shot, Precise Shot, Track, Two-weapon fighting.

Languages: Common, Elven

Possessions: Studded leather, two shortswords, shortbow, arrows x20, buckler.

In the morning, the party will find the elven escorts gone and Marisinian packed and anxious to leave. If they don't speak elven, it will be a long and frustrating trip.

Proceed to Encounter 3.

ENCOUNTER 3: BANDITS IN THE FELLREEV

With the diplomat in tow, the party travels along the river towards the Fellreev Forest. The diplomat will talk to an elf or half-elf in the party, but generally keeps to himself and will refuse to speak to non-elves.

Travel along the river is uneventful. Any traffic on or near the river is easy to see and avoid. You hope your mission has remained a secret, but you can never be sure if someone will take an unhealthy interest in your group. The weather is clear and you make excellent progress. You can see the great expanse of the Fellreev in the distance, with the Ritensa flowing down from the forest and past you on the left.

Marisinian keeps to himself, eyes constantly on the move. He is wary of everything, and seems on-edge in your company.

You reach the edge of the forest at midday; great oaks and birch trees can be seen, packed densely together. As you enter the edge of the forest, Marisinian seems to visibly relax. Still being alert as ever, he is definitely more at home in the Fellreev than in the open lands behind you. You stop for a quick break and a meal, and then press on.

After a long day of travel, you make camp a bit away from the river. Marisinian eats his own food, and stays up for several hours. Near midnight, he finally closes his eyes, submitting to his need for reverie.

At this point, the PCs may decide to root through Marisinian's pack looking for valuables or information.

Aside from the equipment listed on in DMs Aid: NPCs, he has a pack containing a week's supply of elven trail cakes, waterskin, a dozen sheets of (blank) fine parchment in a scroll case, writing kit, sealing wax, and a few basic survival supplies. The only jewelry he is wearing is a signet ring.

If the PCs look through his belongings and aren't very careful about repacking it all as they found it—use an Intelligence check (DC 15) if they want to try to do this—he will be even more irritated and distrustful of the party, and will likely skip sleep for the next night to keep an eye on them. Alternatively, they can try a Pick Pocket (DC 15) to grab a random item out of the pack such that he won't notice in the morning.

They can also chose to subdue him at this point, tie him up, and take him promptly to a local Iuz controlled town and turn him over. They get a 200 gp bounty for doing this, as well as the Disfavor of Gaiyle Markhalla since he never made it to the settlement. They do not collect the 40 gp per PC either, but they can take Marisinian's equipment. They don't really have any information that Jessa would consider that valuable, particularly since the diplomat can't be questioned directly. This would end the adventure.

Early the next morning, you awake to Marisinian again packed and ready for travel. He waits impatiently as you pull your weary limbs from your bed and pack your gear.

If you are doing well on time, feel free to expand this with a bit of role-playing. Marisinian doesn't like waiting for anyone, but will have slightly more patience with elven-kind.

After a full day and a half of travel from the rendezvous, you are well into the Fellreev forest. The Ritensa River flows quickly on your left, and at this pace you will reach the headwaters by the end of the day.

At this point, have the party (including Marisinian) make a Spot (DC 20) to see the bandits. Those that make the check will be able to act in the initial partial action surprise round. If they are being particularly careful and paranoid, make the Spot (DC 15).

Suddenly, you feel a wave of magic wash over you as several armed figures rush out from the underbrush.

The adept, Quintheel Skor, will cast *sleep* or *cause fear* in the surprise partial round before any of the bandits close on the party. The rogue, Dariala, will attempt to flank a character with the help of Ogden. One (or two at Tiers 3 & 4) of the other bandits will first throw javelins from a distance, while the rest close.

See DM Aid: Bandit Ambush for layout. Because of the heavy underbrush in the forest, each 20 feet of trees is ¼ cover. It also isn't possible to charge more than 20 feet, or move faster than 3x.

APL 4 (EL 7)

➤ **Ogden Zef (Bandit Leader), male human Ftr3:** CR 3; Medium-size humanoid (humanoid); HD 3d10+6; hp 27; Init +5 (Dex, Improved Init.); Spd 20 ft.; AC 17 (+1 Dex, +4 Scale, +2 large shield); Atks +7 melee (1d8+3 [19-20/x2], longsword), +4 ranged (1d6 [x3], shortbow); AL CN; SV Fort +5, Ref +2, Will +1; Str 16, Dex 13, Con 14, Int 10, Wis 10, Cha 11.

Skills: Climb +5, Listen +2, Jump +5, Spot +2; Cleave, Dodge, Improved Initiative, Power Attack, Weapon Focus (longsword).

Possessions Scale mail, longsword, large wooden shield, shortbow, 20 arrows.

Treasure: 30 sp.

➤ **Dariala (Bandit Rogue), female half-elven Rog3:** CR 3; Medium-size humanoid (elf); HD 3d6+3; hp 17; Init +3 (Dex); Spd 30 ft.; AC 18 (+5 Dex, +3 Studded leather); Atks +7 melee (1d6 [18-20/x2], rapier), +7 ranged (1d6 [x3], shortbow); SA Sneak Attack +2d6; SQ Uncanny Dodge (Dex), Immune to *sleep*, +2 save vs enchantment, lowlight vision, Evasion; AL NE; SV Fort +2, Ref +8, Will +2; Str 11, Dex 16 (20), Con 12, Int 11, Wis 12, Cha 12.

Skills and Feats: Balance +9, Bluff +4, Escape Artist +10, Hide +10, Listen +8, Move Silently +10, Spot +6, Tumble +10, Use Rope +9; Combat Reflexes, Weapon finesse (rapier).

Languages: Common, elven.

Notes: Dariala has had *cat's grace* cast on her prior to the battle. The stats above reflect the increased dexterity. If the spell is removed, her AC drops to 16, melee and ranged attack bonuses to +5, Reflex save to +6, Balance to +7, Escape Artist to +8, Hide to +8, Move Silently to +8, Tumble to +8, and Use Rope to +7.

Possessions: Studded leather, rapier, shortbow, 20 arrows.

Treasure: 20 sp, copper and amethyst ring (25 gp).

➤ **Quintheel Skor (Bandit Adept), male high elf Adp4:** CR 3; Medium-size humanoid (elf); HD 4d6+7; hp 25; Init +3 (Dex); Spd 30 ft.; AC 16 (+3 Dex, +2 leather armor); Atks +2 melee (1d6, halfspear), +5 ranged (1d6, halfspear); SA Spells; SQ Immune to *sleep*, +2 save vs enchantment, lowlight vision; AL CN; SV Fort +2, Ref +4, Will +6; Str 10, Dex 16, Con 12, Int 12, Wis 15, Cha 12.

Skills and Feats: Concentration +8, Heal+4, Listen +5, Search +3, Spellcraft +8, Spot +4, Wilderness Lore +6; Combat Casting, Toughness.

Languages: Common, elven.

Spells Prepared (3/3/1; base DC 12 + spell level): 0 lvl – *cure minor wounds* x 2, *guidance*. 1st lvl – *bless*, *cause fear*, *sleep*. 2nd lvl – *cat's grace*.

Possessions: Leather armor, halfspear (3), wooden holy symbol of Erevan Illesere.

Treasure: 20 sp.

➤ **Raven (familiar)**, Tiny animal (2 ft, long); HD 3d6; hp 10; Init +2 (Dex), Spd 40 ft. (fly); AC 16 (+2 dex, +2 size, +2 natural); Atk +5 melee (1d2-5, claw); Face / Reach 2 ½ ft. x 2 ½ ft. / 0 ft.; SQ Improved evasion, alertness, share spells, empathic link; AL N; SV Fort +2, Ref +4, Will +5; Str 1, Dex 15, Con 10, Int 7, Wis 14, Cha 6.

Skills and Feats: Listen +6, Spot +6; Weapon finesse (claws).

Improved evasion (Ex): Takes half or no damage from attacks that allow a Reflex save;

Share Spells – personal spells cast by the master may affect the familiar;

Touch – touch spells cast by the master can be delivered by the familiar.

➤ **Bandits, male human War3 (3):** CR 2; Medium-size humanoid (human); HD 3d8+3; hp 21; Init +6 (Dex, Improved Init.); Spd 30 ft.; AC 17 (+2 Dex, +3 Studded leather, +2 small shield); Atks +6 melee (1d8+2 [x3], battleaxe), +5 ranged (1d6+2, javelin); AL CN; SV Fort +4, Ref +3, Will +1; Str 15, Dex 14, Con 13, Int 11, Wis 11, Cha 11.

Skills and Feats: Jump +6, Listen +1, Spot +1; Improved Initiative, Power Attack, Weapon Focus (battleaxe).

Possessions: Studded leather, battleaxe, javelins(3), large wooden shield, 10 sp ea.

APL 6 (EL 9)

➤ **Ogden Zef (Bandit Leader), male human Ftr6:** CR 6; Medium-size humanoid (human); HD 6d10+12; hp 52; Init +6 (Dex, Improved Init.); Spd 20 ft.; AC 18 (+2 Dex, +4 Scale, +2 large shield); Atks +10/+5 melee (1d8+5 [19-20/x2], longsword), +8/+3 ranged (1d6 [x3], shortbow); AL CN; SV Fort +6, Ref +4, Will +2; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 11.

Skills and Feats: Climb +5, Listen +3, Jump +7, Spot +3; Cleave, Dodge, Improved Initiative, Mobility, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: Scale mail, longsword, large wooden shield, shortbow, 20 arrows.

Treasure: 20 sp.

➤ **Darjala (Bandit Rogue), female half-elven Rog5:** CR 5; Medium-size humanoid (elf); HD 5d6+5; hp 27; Init +3 (Dex); Spd 30 ft.; AC 18 (+5 Dex, +3 Studded leather); Atks +8 melee (1d6+1 [18-20/x2], rapier), +8 ranged (1d6 [x3], shortbow); SA Sneak Attack +3d6; SQ Uncanny Dodge (Dex), Immune to *sleep*, +2 save vs enchantment, lowlight vision, Evasion; AL NE; SV Fort +2, Ref +9, Will +2; Str 12, Dex 16 (20), Con 12, Int 11, Wis 12, Cha 12.

Skills and Feats: Balance +11, Bluff +6, Escape Artist +12, Hide +12, Listen +10, Move Silently +12, Spot +7, Tumble +12, Use Rope +9; Combat Reflexes, Weapon finesse (rapier).

Languages: Common, Elven.

Notes: Darjala has had *cat's grace* cast on her prior to the battle. The stats above reflect the increased dexterity. If the spell is removed, her AC drops to 16, melee and ranged attack bonuses to +5, Reflex save to +7, Balance to +9, Escape Artist to +10, Hide to +10, Move Silently to +10, Tumble to +10, and Use Rope to +7.

Possessions: Studded leather, rapier, shortbow, arrows (20).

Treasure: 20 sp, copper & amethyst ring (25 gp).

➤ **Quintheel Skor (Bandit Adept), male high elf Adp6:** CR 5; Medium-size humanoid (elf); HD 6d6+9; hp 35; Init +3 (Dex); Spd 30 ft.; AC 16 (+3 Dex, +3 Studded leather armor); Atks +3 melee (1d6, halfspear), +6 ranged (1d6, halfspear); SA Spells; SQ Immune to *sleep*, +2 save vs enchantment, lowlight vision; AL CN; SV Fort +3, Ref +5, Will +7; Str 10, Dex 16, Con 12, Int 12, Wis 15, Cha 12.

Skills and Feats: Concentration +10, Heal+5, Listen +4, Search +3, Spellcraft +10, Spot +5, Wilderness Lore +7; Combat Casting, Spell Focus (Transmutation), Toughness.

Languages: Common, Elven.

Spells Prepared (3/3/2; base DC 12 + spell level. *Spells in bold are DC 15 + spell level.*): 0 lvl – *cure minor wounds* x 2, *guidance*. 1st lvl – *bless*, *burning hands*, *cause fear*. 2nd lvl – *cat's grace*, *mirror image*.

Possessions: Studded leather, halfspear x3, wooden holy symbol of Erevan Illesere.

Treasure: 20 sp.

➤ **Raven (familiar)**, Tiny animal (2 ft, long); HD 6d6; hp 17; Init +2 (Dex), Spd 40 ft. (fly); AC 17 (+2 dex, +2 size, +3 natural); Atk +5 melee (1d2-5, claw); Face / Reach 2 ½ ft. x 2 ½ ft. / 0 ft.; SQ Improved evasion, alertness, share spells, empathic link, speak with master; AL N; SV Fort +2, Ref +4, Will +7; Str 1, Dex 15, Con 10, Int 8, Wis 14, Cha 6.

Skills and Feats: Listen +6, Spot +6; Weapon finesse (claws).

Improved evasion (Ex): Takes half or no damage from attacks that allow a Reflex save.

Share Spells – personal spells cast by the master may affect the familiar;

Touch – touch spells cast by the master can be delivered by the familiar.

➤ **Bandits, male human War3 (4):** CR 2; Medium-size humanoid (human); HD 3d8+3; hp 21; Init +6 (Dex, Improved Init.); Spd 30 ft.; AC 17 (+2 Dex, +3 Studded leather, +2 large shield); Atks +6 melee (1d8+2 [x3], battleaxe), +5 ranged (1d6+2, javelin); AL CN; SV Fort +4, Ref +3, Will +1; Str 15, Dex 14, Con 13, Int 11, Wis 11, Cha 11.

Skills and Feats: Jump +7, Listen +2, Spot +1; Improved Initiative, Power Attack, Weapon Focus (battleaxe).

Possession: Studded leather, battleaxe, javelins x3, large wooden shield.

Treasure: 10 sp ea.

APL 8 (EL 11)

🗡️ **Ogden Zef (Bandit Leader), male human Ftr8:** CR 8; Medium-size humanoid (human); HD 8d10+16; hp 68; Init +6 (Dex, Improved Init.); Spd 20 ft.; AC 18 (+2 Dex, +4 Scale, +2 large shield); Atks +14/+9 melee (1d8+7 [17-20/x2], longsword), +10/+5 ranged (1d6 [x3], shortbow); AL CN; SV Fort +7, Ref +4, Will +2; Str 17 (20), Dex 14, Con 14, Int 10, Wis 10, Cha 11.

Skills and Feats: Climb +7, Listen +4, Jump +9, Spot +4; Cleave, Dodge, Improved Critical (longsword), Improved Initiative, Mobility, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Notes: Ogden has had *bull's strength* cast on him prior to the battle. The stats above reflect the increased strength. If the spell is removed, his melee attack bonus is reduced to +12, melee damage to 1d8+5, Climb to +5, and Jump to +7.

Possessions: Scale mail, longsword, large wooden shield, shortbow, arrows x20.

Treasure: 20 sp.

Dariala (Bandit Rogue), female half-elven Rog6: CR 6; Medium-size humanoid (elf) (5 ft. tall); HD 6d6+6; hp 31; Init +5 (Dex); Spd 30 ft.; AC 18 (+5 Dex, +3 Studded leather); Atks +9 melee (1d6+1 [18-20/x2], rapier), +9 ranged (1d6 [x3], shortbow); SA Sneak Attack +3d6; SQ Immune to *sleep*, +2 save vs enchantment, lowlight vision, Evasion, Uncanny Dodge (Dex, cannot be flanked); AL NE; SV Fort +3, Ref +10, Will +3; Str 12, Dex 16 (20), Con 12, Int 11, Wis 12, Cha 12.

Skills and Feats: Balance +11, Bluff +6, Escape Artist +13, Hide +13, Listen +11, Move Silently +13, Spot +7, Tumble +13, Use Rope +12; Combat Reflexes, Dodge, Weapon finesse (rapier).

Languages: Common, Elven.

Notes: Dariala has had *cat's grace* cast on her prior to the battle. The stats above reflect the increased dexterity. If the spell is removed, her AC drops to 16, melee and ranged attack bonuses to +5, Reflex save to +8, Balance to +9, Escape Artist to +11, Hide to +11, Move Silently to +11, Tumble to +11, and Use Rope to +10.

Equipment: Studded leather, rapier, shortbow, arrows x20.

Treasure: 20 sp, copper & amethyst ring (25 gp).

🗡️ **Quinthel Skor (Bandit Adept), male high elf Adp9:** CR 8; Medium-size humanoid (elf); HD 9d6+9; hp 47; Init +3 (Dex); Spd 30 ft.; AC 16 (+3 Dex, +3 Studded leather armor); Atks +4 melee (1d6, halfspear), +7 ranged (1d6, halfspear); SA Spells; SQ Immune to *sleep*, +2 save vs enchantment, lowlight vision; AL CN; SV Fort +4, Ref +6, Will +8; Str 10, Dex 16, Con 12, Int 12, Wis 16, Cha 12.

Skills and Feats: Concentration +13, Heal+7, Listen +6, Search +3, Spellcraft +11, Spot +6, Wilderness Lore +10;

Combat Casting, Dodge, Spell Focus (Transmutation), Toughness.

Languages: Common, Elven.

Spells Prepared (3/4/3/2, base DC 13 + spell level. Spells in bold are DC 15 + spell level.): 0 lvl – *cure minor wounds* x 2, *guidance*. 1st lvl – *bless*, *burning hands*, *obscuring mist*, *protection from law*. 2nd lvl – ~~*bull's strength*~~, *cat's grace*, *mirror image*. 3rd lvl – *bestow curse*, *lightning bolt*.

Possessions: Studded leather, halfspear x3, wooden holy symbol of Erevan Illesere.

Treasure: 20 sp.

🦇 **Raven (familiar), Tiny animal (2 ft, long);** HD 9d6; hp 23; Init +2 (Dex), Spd 40 ft. (fly); AC 18 (+2 dex, +2 size, +5 natural); Atk +5 melee (1d2-5, claw); Face / Reach 2 ½ ft. x 2 ½ ft. / 0 ft.; SQ Improved evasion, alertness, share spells, empathic link, speak with master, speak with ravens; AL N; SV Fort +3, Ref +5, Will +8; Str 1, Dex 15, Con 10, Int 10, Wis 14, Cha 6.

Skills and Feats: Listen +6, Spot +6; Weapon finesse (claws).

Improved evasion (Ex): Takes half or no damage from attacks that allow a Reflex save;

Share Spells – personal spells cast by the master may affect the familiar;

Touch – touch spells cast by the master can be delivered by the familiar.

🗡️ **Bandits, male human War5 (4):** CR 4; Medium-size humanoid (human); HD 5d8+5; hp 33; Init +6 (Dex, Improved Init.); Spd 30 ft.; AC 17 (+2 Dex, +3 Studded leather, +2 small shield); Atks +9 melee (1d8+3 [x3], battleaxe), +7 ranged (1d6+3, javelin); AL CN; SV Fort +5, Ref +3, Will +1; Str 16, Dex 14, Con 13, Int 11, Wis 11, Cha 11.

Skills and Feats: Jump +9, Listen +2, Spot +2; Improved Initiative, Power Attack, Weapon Focus (battleaxe).

Equipment: Studded leather, battleaxe, javelins x3, large wooden shield.

Treasure: 10 sp ea.

If the PCs capture a bandit alive (or use *speak with dead*), they can learn the following:

- They are common bandits who prey primarily on small elven scout groups, adventurers, and hunters who enter the Fellreev.
- There have recently seen or heard of a number of powerful hunting parties, rumored to be forces of Iuz training in the forest.
- Their camp is several miles to the west.
- They carry most of their valuables on their person.
- They generally avoid going deeper into the forest due to the many dangers there.

After dealing with the bandits, the party can travel the rest of the day and the next without incident. If the diplomat is killed, the party will not be paid at the elven

settlement, will all receive the Disfavor of Gaiyle Markhalla, and the adventure ends.

By the end of the day, you reach the headwaters of the Ritensa River, an excellent place to make camp. From here you will move northeast, leaving the comforting noise of the water behind.

Proceed to Encounter 4.

ENCOUNTER 4: AN UNDEAD ARMY ON THE MOVE

Two days from the Ritensa River, the party encounters a small army of undead marching southwest through the forest. A large number of skeletons, zombies, a few ghouls and ghouls, and even elven vampires can be seen. The numbers are far too large to assault directly, and this should be made clear to the PCs.

If they do have to fight the undead, they will only deal with one group at a time, but it should be made clear that reinforcements are on the way.

Priests of Wee Jas may decide they want to attempt to control a few of the undead, but remind them they have to be fully visible to present their holy symbol and that the number of undead is too large to control them all.

During the two days since leaving the river, the Fellreev has taken on a darker, more ominous appearance. The path is dimly lit, thanks to the thick canopy above, and the sounds of the forest have become muted. A prickling feeling against your neck puts you on edge as you continue.

Suddenly, Marisinian stops and sniffs the air. You do the same, and you detect a whiff of decay drifting on the wind, and in the distance you hear brush moving, crushed by something quite large. Three deer rush onto the path, panic at seeing your group, and dart away into the woods, fleeing whatever is coming this way. Then you hear the rhythmic sounds of footsteps, growing louder with each passing moment. Even from this distance, you can tell there are a great many creatures headed your way.

Hopefully, they get the clue that they shouldn't rush into attack. If they send out a scout, or seek cover, or just wait in the path too long deciding what to do, continue with the following:

The stench of death grows strong, and you are greeted with the sight of a horde of undead moving through the forest. Dozens of skeletons can be seen... decayed forest animals, tiny animated brownie skeletons, and humanoids of all kinds. Bloody and fleshy bodies of elves, humans, and ogres can be seen moving, stepping in time under the watchful eyes of once-elven creatures with terrifying fangs and claws. They move slowly through the forest in groups, a grotesque imitation of a living army.

Marisinian looks terrified and shocked, mouthing a prayer to the elven gods. He glances at the party with frightened wide eyes as he tries to keep out of sight of the undead forces.

They have a number of choices for dealing with this encounter: hiding, sneaking around, distracting the army, etc. If they are spotted or attack, allow them to encounter only an advanced party (see below) at a time. If they defeat them, another similar party of undead arrives in 1 minute unless the party hides or runs away. Feel free to switch to a higher tier if they plan to wait for the second group to attack.

Note: The purpose of this encounter is to make the PCs think of the Fellreev as a dangerous place, not to get them killed. If they are foolish and attack, let them have it. If one or two bad rolls result in them being spotted, give them a bit of a fight to scare them into running, but don't kill them. Also, if they get into a full combat at this stage, there may not be enough time to complete the module in a 4-hour time slot.

If they choose to wait for the army to pass, they will need to wait a half-day for the entire force to pass them by. If they try to sneak across without being spotted, or otherwise use stealth skills near the army, use the statistics below and have only Kallock (and ghouls, if present) make Spot or Listen checks against the party. The skeletons and zombies will only attack under orders from Kallock or a ghoul, and as stated above, only a single group of undead can encounter the party at a given time.

Note: Kallock will use his sickle for hand-to-hand combat at APL 4. At higher APLs, he will use a slam attack first.

APL 4 (EL 5)

☛ **Tiny Skeletons** (6): See DM Aid: Undead

☛ **Medium Skeleton** (3): See DM Aid: Undead

☛ **Ogre Zombie** (1): See DM Aid: Undead

☛ **Kallock (Elven Vampire), male wood elf vampire Clr2:** CR 4; Medium-size undead (5 ft. tall); HD 2d12; hp 19; Init +7 (Dex, Improved Init.); Spd 20 ft.; AC 22 (+3 Dex, +3 Hide, +6 Natural); Atks +6 melee (1d6+5 [x2], sickle) or +6 melee (1d6+5 [x2], slam); SA Spells, Domination, Energy Drain, Blood Drain; SQ Rebuke Undead, Turn Resistance, DR 15/+1, Resistance, Gaseous Form, Spider Climb, Alternate Form, Fast Healing, +2 save vs. enchantment, lowlight vision; AL CE; SV Fort +3, Ref +3, Will +6; Str 21, Dex 17, Con -, Int 10, Wis 17, Cha 14.

Skills and Feats: Bluff +10, Concentration +5, Hide +11, Knowledge (Religion) +6, Listen +13, Move Silently +11, Search +8, Sense Motive +11, Spot +13; Alertness, Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes.

Domination (Su): (Will DC 13) As the spell Dominate Person cast by a 12th level sorcerer.

Energy drain (Su): Living creatures hit by the vampire's slam receive two negative levels. The Fortitude save to remove each level is DC 13.

Blood Drain (Su): The vampire can suck blood from a grappled victim, inflicting 1d4 points of permanent Constitution drain each round the pin is maintained.

Resistance (Ex): cold and electricity resistance 20.

Gaseous Form (Su): The vampire can assume gaseous form at will, with a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): May climb sheer surfaces as though with a spider climb spell.

Alternate Form (Su): May assume the form of a bat, dire bat, wolf, or dire wolf as a standard action (similar to the polymorph self spell).

Fast Healing (Ex): Heals five points of damage per round as long as it has at least one hit point. If reduced to 0 hit points or lower, the vampire automatically assumes gaseous form and attempts to escape.

Languages: Common, Elven, Abyssal

Spells Prepared (4/4, Base DC 13 + spell level. Domains: Death, Evil.): 0 lvl – guidance x2, resistance (x2). 1st lvl – bane, cause fear, deathwatch, shield of faith.

Death Domain ability – Once per day, the cleric may make a death touch attack. If the touch attack hits, roll 2d6. If the total at least equals the creature's current hit points, it dies. Evil Domain ability – Evil spells are cast at +1 caster level.

Possessions: Hide armor, sickle, wooden holy symbol of Nerull.

APL 6 (EL 7)

☛ **Tiny Skeletons (6):** See DM Aid: Undead

☛ **Medium Skeleton (9):** See DM Aid: Undead

☛ **Ogre Zombie (2):** See DM Aid: Undead

☛ **Elven ghoul (2):** See DM Aid: Undead

☛ **Kallock (Elven Vampire), male wood elf vampire Clr6:** CR 4; Medium-size undead (5 ft. tall); HD 2d12; hp 19; Init +7 (Dex, Improved Init.); Spd 20 ft.; AC 22 (+3 Dex, +3 Hide, +6 Natural); Atks +6 melee (1d6+5 [x2], sickle) or +6 melee (1d6+5 [x2], slam); SA Spells, Domination, Energy Drain, Blood Drain; SQ Rebuke Undead, Turn Resistance, DR 15/+1, Resistance, Gaseous Form, Spider Climb, Alternate Form, Fast Healing, +2 save vs. enchantment, lowlight vision; AL CE; SV Fort +3, Ref +3, Will +6; Str 21, Dex 17, Con -, Int 10, Wis 17, Cha 14.

Skills and Feats: Bluff +10, Concentration +5, Hide +11, Knowledge (Religion) +6, Listen +13, Move Silently +11, Search +8, Sense Motive +11, Spot +13; Alertness, Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes.

Domination (Su): (Will DC 13) As the spell Dominate Person cast by a 12th level sorcerer.

Energy drain (Su): Living creatures hit by the vampire's slam receive two negative levels. The Fortitude save to remove each level is DC 13.

Blood Drain (Su): The vampire can suck blood from a grappled victim, inflicting 1d4 points of permanent Constitution drain each round the pin is maintained.

Resistance (Ex): cold and electricity resistance 20.

Gaseous Form (Su): The vampire can assume gaseous form at will, with a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): May climb sheer surfaces as though with a spider climb spell.

Alternate Form (Su): May assume the form of a bat, dire bat, wolf, or dire wolf as a standard action (similar to the polymorph self spell).

Fast Healing (Ex): Heals five points of damage per round as long as it has at least one hit point. If reduced to 0 hit points or lower, the vampire automatically assumes gaseous form and attempts to escape.

Languages: Common, Elven, Abyssal

Spells Prepared (4/4, Base DC 13 + spell level. Domains: Death, Evil.): 0 lvl – guidance x2, resistance (x2). 1st lvl – bane, cause fear, deathwatch, shield of faith.

Death Domain ability – Once per day, the cleric may make a death touch attack. If the touch attack hits, roll 2d6. If the total at least equals the creature's current hit points, it dies. Evil Domain ability – Evil spells are cast at +1 caster level.

Possessions: Hide armor, sickle, wooden holy symbol of Nerull.

APL 8 (EL 9)

☛ **Tiny Skeletons (6):** See DM Aid: Undead

☛ **Medium Skeleton (6):** See DM Aid: Undead

☛ **Ogre Zombie (2):** See DM Aid: Undead

☛ **Elven ghoul (2):** See DM Aid: Undead

☛ **Kallock (Elven Vampire), male wood elf vampire Clr6:** CR 8; Medium-size undead (5 ft. tall); HD 6d12; hp 47; Init +7 (Dex, Improved Init.); Spd 20 ft.; AC 22 (+3 Dex, +3 Hide, +6 Natural); Atks +9 melee (1d6+5 [x2], sickle) or +9 melee (1d6+5 [x2], slam); SA Spells, Domination, Energy Drain, Blood Drain; SQ Rebuke Undead, Turn Resistance, DR 15/+1, Resistance, Gaseous Form, Spider Climb, Alternate Form, Fast Healing, +2 save vs. enchantment, lowlight vision; AL CE; SV Fort +5, Ref +5, Will +9; Str 21, Dex 17, Con -, Int 10, Wis 18, Cha 14.

Skills and Feats: Bluff +10, Concentration +9, Hide +11, Knowledge (Undead) +4, Knowledge (Religion) +9, Listen +14, Move Silently +11, Search +8, Sense Motive +12, Spot +14; Alertness, Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Mobility, Spell Focus (Enchantment).

Domination (Su): (Will DC 15) As the spell Dominate Person cast by a 12th level sorcerer.

Energy Drain (Su): Living creatures hit by the vampire's slam receive two negative levels. The Fortitude save to remove each level is DC 15.

Blood Drain (Ex): The vampire can suck blood from a grappled victim, inflicting 1d4 points of permanent Constitution drain each round the pin is maintained (DC 15 Fortitude save to resist).

Resistance (Ex): Cold and electricity resistance 20.

Gaseous Form (Su): The vampire can assume gaseous form at will, with a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): May climb sheer surfaces as though with a spider climb spell.

Alternate Form (Ex): May assume the form of a bat, dire bat, wolf, or dire wolf as a standard action (similar to the polymorph self spell).

Fast Healing (Ex): Heals five points of damage per round as long as it has at least one hit point. If reduced to 0 hit points or lower, the vampire automatically assumes gaseous form and attempts to escape.

Languages: Common, Elven, Abyssal

Spells Prepared (5/5/5/4, Base DC 14 + spell level. Spells in Bold are DC 16 + spell level. Domains: Death, Evil.): 0 lvl – guidance x3, resistance x2. 1st lvl – **bane**, bless, cause fear, deathwatch, shield of faith. 2nd lvl – bull's strength, death knell, desecrate, **hold person**, silence. 3rd lvl – bestow curse, **hold person (silent)**, magic circle against good, prayer.

Death Domain ability – Once per day, the cleric may make a death touch attack. If the touch attack hits, roll 2d6. If the total at least equals the creature's current hit points, it dies. Evil Domain ability – Evil spells are cast at +1 caster level.

Equipment: Hide armor, sickle, wooden holy symbol of Nerull.

If the party attempts to keep controlled undead in tow, Marisinian will be quite upset, as several of the undead are elven and he finds undead of all kinds terrifying.

After dealing with the undead, they travel the rest of the day without incident. If the diplomat is killed, the party will not be paid at the elven settlement, will all receive the Disfavor of Gaiyle Markhalla, and the adventure ends.

After what seems like hours, the undead horde finally passes out of sight. Marisinian looks harrowed after the encounter, and shakes visibly for several minutes before pressing on. The party travels quietly for the rest of the day, and it isn't until late into evening that the comforting sounds of the forest return, along with the smell of sweet air.

Proceed to Encounter 5.

ENCOUNTER 5: THE SYLVAN SETTLEMENT

After two days of travel from the encounter with the undead horde, the party is challenged by a group of sylvan scouts from Lo'enial. If they have controlled undead in the party from the previous encounter, the scouts attack to destroy the undead, and then demand a good explanation. The sylvan elves are not xenophobic, but don't like trespassers and don't often get friendly visitors. Hence their manner will range from neutral and business-like to aggressive, depending on the party's actions.

You are growing close to your destination. The past two days have been uneventful and you should reach Lo'enial by the end of the day. Of course, you aren't sure exactly where it is...

If the party includes undead, then go with the following:

Stopping for a meal and a short discussion about how to find the sylvan settlement, you are startled by a volley of arrows from nearby. They strike the undead in the party, as elven figures move to finish the creatures.

At this point, roll initiative and let the PCs play it out. The elves want the undead destroyed. If the diplomat is present, he will attempt to intervene on behalf of the party, but he will be more than happy to have the sylvan scouts destroy the undead anyhow.

Otherwise, proceed with:

Stopping for a meal and a short discussion about how to find the sylvan settlement, you are startled by a voice from nearby.

In common, "State your business in the sylvan lands."

Looking around you see a figure, bow ready but not immediately threatening. Dressed in woodland garb, leather armor, and armed with a bow and sword, this appears to be a sylvan elf.

The other three scouts are hidden nearby, surrounding the group. If required, have the PCs make Spot checks (DC 20) to see them, also with bows ready but not pointed at the party.

If the diplomat is present, he will speak (in elven of course), greeting the elves as brothers and bowing slightly to each of them, and inform them they are seeking Lo'enial. The scouts know to expect a Grugach visitor, so they will escort the group to the settlement based on Marisinian's appearance and statements.

Addressing the party in common, "Please follow us. It is several hours travel to Lo'enial."

With that, three figures step out of hiding, one joining the speaker in leading the party, while the other two fall back to trail behind.

If the diplomat isn't present (i.e., dead or missing), the PCs can tell the elves their story, but as they expect a Grugach, they won't escort the group to the settlement. If they are in bad shape, the scouts will lead them to safe shelter away from the settlement, provide some supplies, and give them directions for safe passage out of the Fellreev. They don't have their payment, which they aren't going to get anyhow with the diplomat dead or missing.

☞ **Aerian, Lanithial, Orisic, Saven (Sylvan Scouts, 4)**, male wood elf Rgr5: CR 5; Medium humanoid (5 ft. tall); HD 5d10+5; hp 39; Init +3 (Dex); Spd 30 ft.; AC 17 (+3 Dex, +3 Studded leather, +1 buckler); Atks +5 melee (1d8+2 [19-20/x2], longsword), +5 melee (1d6+1 [19-20/x2], short sword), or +8 ranged (1d6 [x3], shortbow); SA Favored

enemy (+2 vs animals, +1 vs undead); AL N; SV Fort +5, Ref +4, Will +3; Str 14, Dex 16, Con 12, Int 9, Wis 14, Cha 10.

Skills and Feats: Hide +8, Jump +2, Listen +6, Move Silently +8, Spot +5, Wilderness Lore +8; Ambidexterity, Point-blank shot, Precise Shot, Track, Two-weapon Fighting.

Languages: Common, Elven.

Spells Prepared (1, base DC 12 + spell level) Aerial – Pass Without Trace; Lanithial – Entangle; Orisic – Alarm; Saven – Speak with Animals.

Special Abilities: Favored Enemy (+2 vs. animals, +1 vs undead) - Bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks used against favored enemy. +1 damage to favored enemy in melee and with ranged weapons at targets within 30 ft. Rangers do not get a damage bonus against undead using this ability.

Possessions: Studded leather, longsword, short sword, shortbow, arrows x20, buckler.

A few hours later, the path opens into a clearing populated by several dozen sylvan elves. Groups of scouts armed similarly to your escorts are on guard, practicing with weapons, or speaking in small groups. Several homes can be seen set into large living trees, interiors lit by dim faerie fire.

Upon entering the settlement, your escorts ask you to wait while Marisinian is led forward to speak with an elderly elven male. After a few minutes of conversation, Marisinian turns to you and nods curtly before entering a nearby dwelling. The elderly elf looks over your group briefly and speaks with your escort for a moment, then follows Marisinian inside.

The escort approaches you, carrying several small sacks.

“Thank you for your service. Here is the balance of your payment, as agreed. A shelter has been set-aside for you to use tonight, if you wish. There is an armorer, weapon maker, and a quartermaster available to you should you wish to re-supply yourselves before your journey home.”

The sacks contain the 40 gp each as arranged by Gaiyle (unless they offered to do the job as a favor, of course).

If the PCs mention the undead army, they will look alarmed and thank them for the information. Otherwise, Marisinian will inform them of the army and they will react accordingly. This will come into play in the next encounter.

Exploring around the settlement, the PCs can find:

- Danarilin is the settlement's armorer. He has several suits of leather armor, studded leather armor, and a suit of chainmail he is willing to sell—no it isn't elven chain! (most of the armor was captured). He will purchase Light or Medium armors and Shields if the PCs wish to sell the booty from the bandits.
- Arwyn is the settlement's weapon maker. He has a few shortswords, longswords, shortbows, and longbows, as well as a healthy supply of arrows and even a few dozen bolts, for sale (again mostly captured weapons). He will purchase Light or Martial weapons if the PCs wish to sell the booty from the bandits.

- Narisa is the settlement's quartermaster. She will sell backpacks, waterskins, trail rations (elven travel cakes), rope (hemp), or sacks.

In general, this is a small village, so they don't have more than a few hundred gold to spend on purchases, and would rather barter items. They can only make a limited selection of goods and much of what they have is either acquired by trade or capture from defeated enemies, and they need it.

After a bit of looking around, night falls and the elven settlement is illuminated by the soft glow of dozens of lanterns. The sylvan elves treat you with courtesy, and after nearly a week with Marisinian, it is a nice change. You are given fresh water to clean yourselves, a simple but delicious meal, and shown to a dwelling for the night.

The PCs can set watches, which they probably will if they are the paranoid type—i.e., veteran adventurers. Throughout the night, scouts can be seen guarding the settlement at all times. The night will pass peacefully, unless the PCs decide to go sneaking out after dark. They will quickly notice that although the sylvan elves treat them with courtesy, there are a number of extra guards around their dwelling and any sneaking is quickly challenged.

If they ask about Marisinian, they are told he is with the council of elders and that he is perfectly safe in their keeping.

Proceed to Encounter 6.

ENCOUNTER 6: KIDNAPPED!

During the night, Marisinian is led out of the village by one of the sylvan elves, a trusted aid of the council of elders. He was knocked out with the help of two half-elven rogues, and taken to a nearby cave for questioning. The PCs are awakened early in the morning and brought to speak with one of the elven elders.

You are awakened shortly before dawn by a scout and asked to accompany him to discuss an urgent matter. After quickly dressing, you are taken to the council dwelling. You notice that a lot of activity is taking place in the settlement, and many groups of scouts are setting off into the forest.

Waiting for you is the elderly elven man who greeted Marisinian. He gestures for you to take a seat, and a servant offers your choice of breakfast, while the man speaks.

“My name is Palarisin Corisial. I am one of the elders of Lo'enial and I have a matter of importance to discuss. You discharged your mission well, and Marisinian told us of your good service. I hope that you will be able to help us once again.

Sometime during the night, our guest Marisinian disappeared. There was no sign of struggle; he is simply missing. My assistant Elethin Karalephis is missing as well. The scouts on duty last night stated they saw nothing, but one of them eventually admitted to falling asleep, and we found traces of sleep poison in his waterskin.

In addition, a large force of undead was spotted heading in the general direction of the settlement. We must dispatch most of our scouts to lead them away, leaving us few to search for our missing guest.

We ask that you assist us in finding Marisinian. Your duty in this matter was to bring him safely to this settlement, and this further task is not required of you, but your help would be greatly appreciated."

Hopefully, the PCs agree. If not, Palarisin will be disappointed, but will not argue or plead with them. He wishes them safe travels and asks the scout to return them to their dwelling to gather their belongings and give them safe directions out of the Fellreev.

If they ask about helping with the undead, Palarisin says that they have had to do this a number of times before, and that the elven scouts are better suited than the PCs to this task. Their offer of help is appreciated, but he feels the characters would have a better chance of success searching for Marisinian.

Assuming they agree, continue as follows:

"Your help is much appreciated. We have little to go on, and we have already searched the entire settlement for clues. Marisinian's gear is still here, except his sword and traveling clothes. If you find him, please return him safely to us. If you find the whereabouts of Elethin, please return him as well if you can.

You should return to your dwelling to gather your gear and prepare. We fear that time is against us in this matter, so please set off as soon as you can."

The PCs are then led back by the scout and are then free to proceed as they wish. There aren't any discernable tracks in the village, and the party will spend several hours searching for tracks or other clues.

At this point, have the party make Wilderness Lore (for those with the Track feat) or Search checks. Each roll is a half-hour of searching, and use DC 20 for Tracking, DC 25 for Searching. Use the standard rules for assistants if desired, remembering that assistants must have Track to help with the Tracking check. After 2 hours, just give it to them if they can't make the check.

After a bit (or a lot) of searching, you find a trail of humanoid footprints leading away from the settlement. It appears there are several pairs of footsteps, as well as drag-marks of some kind.

If the party has a character with the Track feat, make another Wilderness Lore check, with assistants if desired:

- DC 20 indicates there are 3 humanoids, probably elven, dragging one humanoid.
- DC 25 indicates that none of the 3 walking figures is Marisinian, as he walks with a slightly different gate than most common elves.

Once they discover the tracks, it will take them 1-2 hours to follow it with Tracking, otherwise it will take 3-4 hours. Groups with excellent tracking skills use the minimum

times, groups with only low-intelligence brutes use the maximum time, finding their way mostly by luck.

The trail finally gives out at a small clearing of trees.

From this clearing, there is another set of tracks. There is also a cave hidden in the roots of a tree. The party has to do another round of Search or Wilderness Lore (using the Track feat) checks, again with assistants if desired, to find one or both of these.

If they make a Wilderness Lore (DC 12) or Search (DC 15) check, they discover the second trail. If they make a Wilderness Lore (DC 20) or Search (DC 20) check, they find both the second trail and the cave. If they can't find the second trail after 2 hours, give it to them but don't give them the cave.

If the players find the cave, read the following:

Hidden in the roots of a large tree, you find a small cave mouth. Inside the cave are two chairs, a table, and the bodies of two half-elves, who apparently died in a swordfight. On the one of the chairs are the cut remains of hemp rope. It looks like a prisoner was held here.

Searching the half-elf bodies, the only equipment that is still serviceable are 2 saps.

Following the second trail is a lot easier, as no effort was taken to hide the footprints.

A Wilderness Lore (DC 20) check with Tracking indicates that there are 5-6 sets of humanoid footsteps, several of which are heavily armored.

After following the second trail for an hour, you come upon a grisly site. Four human bodies, stripped of armor and covered in weapon and bite wounds, lie on the forest floor. Lying nearby is the body of a strange beast, killed by the thrust of a sword, which lies broken in its chest.

Do not tell players that the strange body is that of a Krenshar, as they will be facing them shortly. One of the humans, a female named Baila, stabilized at -4 hp, and will likely die without assistance. If the PCs heal the human to consciousness, she tells the PCs her story.

"Thank you for saving my life. Are my companions safe as well? No, it appears not..."

I am Baila, in the service to the Defenders of Greenkeep. We had heard of a diplomat visiting the sylvan elves and were somewhat concerned and curious. We waited at the settlement and saw your arrival. After nightfall, two elves left the settlement. Two other figures attacked and quickly knocked one of the elves to unconsciousness. The three dragged the fourth several miles to a cave. We pursued them and decided to confront the group. A battle ensued, and we rescued Marisinian. He told us that the other elf had lead him out of the settlement to talk privately, and then he was jumped. We were on our way

to return the diplomat and turn in the other elf, Elethin I believe was his name, when we were set upon by strange beasts, a gnoll, and a strange human.

We had hoped that returning the diplomat and the traitor would earn us the sylvan elves' gratitude. Perhaps it could have even lead to an alliance.

Nonetheless, thank you again for your help. I'm sure our attackers will be easy to follow. I must attend to the dead."

Baila, female human Ftr1: Medium-size Humanoid (human); HD 1d10+5; hp 15 (currently at -4); Init +2 (Dex); Spd 30 ft.; AC 12 (+2 Dex); Atks +2 melee (1d3+1, unarmed); AL CG; SV Fort +4, Ref +2, Will +0; Str 13, Dex 15, Con 14, Int 11, Wis 11, Cha 11.

Skills and Feats: Climb +4, Jump +4, Listen +1, Spot +1; Dodge, Point-blank shot, Toughness.

Languages: Common

If the PCs offer to help Baila, she urges them to go after the diplomat instead. She will be here for sometime if they wish to return and speak with here again. If the PCs are concerned about the stripped equipment, she says that she will be able to make do with what is left.

If the PCs use *Speak with dead* to question the dead Defenders instead of saving Baila, use her speech as a general guide.

Proceed to Encounter 7.

ENCOUNTER 7: THE IUZ HUNTING PARTY

Following the trail from the battle, the party finds the Iuz hunting party camped for the night. They have Marisinian and Elethin tied up in camp. Malphus (the human) is watching the prisoners and cooking a meal.

For a layout of the camp, see DM Aid: Iuz Camp Map. As with the bandit ambush, each 20 feet of trees is ¼ cover. It also isn't possible to charge more than 20 feet, or move faster than 3x. In addition, there are areas of thick undergrowth that halve movement thru them.

Easily following the tracks away from the battle, you can make out animal tracks as well as humanoid footsteps following a game trail through the forest. It is early evening when you catch up with your quarry, and ahead is a fire-lit camp.

A gnoll wearing armor is guarding the camp, while three (four) more of the strange creatures you found earlier are lying about the camp, occasionally looking into the night and sniffing the air. A tall human is preparing food while looking at his captives, with a large black wolf (two large black wolves) sitting at his feet. Marisinian is tied up, beaten, and slumped in the camp. A sylvan elf, presumably Elethin, is busily trying to sway the human into letting him go.

Note: Malphus doesn't leave tracks, but the gnoll, the captured elves, the Krenshars, and the Dire Wolf(ves) do.

If the PCs move within earshot to hear the conversation in camp, have a Krenshar make a Listen check to hear them. There is no wind, so the creatures with scent abilities will detect the presence of the PC's if they close to under 30 feet.

"Let me go, damn you. Graf Tadorinal will be furious with you if you don't let me continue on my mission. This catch is mine!" With that he motions towards the unconscious form of Marisinian. The human responds with only a snort, and continues to turn a spitted animal over the fire, "Tell you what, elf, you give me whatever he is worth and I'll consider letting you go."

They continue to argue as the party watches on.

At this point, the PCs can choose to attack, attempt to sneak in and free Marisinian, or some other course of action. It is growing dark, and the only source of light is the campfire.

If they try to sneak up on the group, be sure to use appropriate Spot and Listen checks for one Krenshar, the gnoll, and/or a Dire Wolf as they are on alert for the first few hours. If a Krenshar or a Dire Wolf hear or spot something, they will perk up, make some noise, and the gnoll and/or Malphus will know they have company in the forest.

If the PCs continue to watch, Krenik eventually goes to sleep, with Malphus taking first watch. Four hours later, they switch. The Krenshars and Dire Wolf(ves) nap on and off throughout the night, so assume that two of them are awake at any point.

In the early morning, Krenik and Malphus will argue about what do. Elethin will try to interrupt, and will be struck and gagged by Krenik, who by this point is sick of hearing him. The characters can choose to go back for help from the sylvan elves if they wish, but Malphus eventually decides to kill Elethin and take Marisinian back with him, so if the PCs wait too long, the spy is killed and the entire group is awake and alert.

APL 4 (EL 7)

Krenik, male gnoll Rgr3: CR 4; Medium-size humanoid (gnoll)(7 ½ ft. tall); HD 2d8+4+3d10+6; hp 37; Init +2 (Dex); Spd 30 ft.; AC 17 (+1 natural, +4 chain shirt, +2 large shield); Atks +7 melee (1d8+4, morningstar), +7 melee (1d4+2, shield bash), or +5 ranged (1d6 [x3], shortbow); SA Favored Enemy +1 (elves); SQ Darkvision 60 ft.; AL NE; SV Fort +8, Ref +3, Will +2; Str 18, Dex 15, Con 15, Int 8, Wis 12, Cha 6.

Skills and Feats: Handle Animal +1, Listen +5, Spot +5, Wilderness Lore +5; Ambidexterity, Power Attack, Shield Expert, Track, Two-Weapon Fighting, Weapon Focus (morningstar).

Languages: Gnoll.

Special Abilities: Favored Enemy +1 (elves) - +1 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks used against elves. +1 damage to elves in melee and with ranged weapons at targets within 30 ft.

Special Attacks: Shield Expert – When making a shield bash attack, Krenik does not lose the AC bonus for his shield.

Possessions: morningstar, chain shirt, short bow, arrows (20), large spiked wooden shield.

Treasure: 12 gp 50 sp, scale armor & chain shirt (in a sack).

➤ **Malphus Blackoak, male human Drd4:** CR:4; Medium Humanoid (human)(6 ft. tall); HD 4d8+4; hp 27; Init +1; Spd 30 ft.; AC 15 (+2 dex, +3 hide); Atks +5 melee (1d8+1 [x3], longspear); SA Spells; SQ Woodland stride; AL NE; SV Fort +5, Ref +2, Will +5; Str 13, Dex 14, Con 12, Int 10, Wis 16, Cha 10.

Skills: Concentration +8, Heal +5, Knowledge (Nature) +5, Listen +5, Spot +4, Wilderness Lore +7; Alertness, Combat Reflexes, Dodge.

Languages: Common, Druidic, Gnoll.

Special Qualities: Woodland Stride – The druid may move thru thorns, briars, and overgrowth at normal speed and without taking damage.

Spells (5/4/3): 0 lvl – cure minor wounds x3, guidance, resistance; 1st lvl – cure light wounds, entangle, goodberry, magic fang; 2nd lvl – barkskin, heat metal, summon swarm.

Equipment: Masterwork longspear, hide armor.

Treasure: 13 gp 10 sp, 4x hematite gems (10 gp ea.)

➤ **Dire Wolf:** CR:3; Large animal (8 ft. long); HD 8d8+24; hp 61; Init +2 (Dex), Spd 50 ft.; AC 14 (-1 size, +2 Dex, +3 natural); Atks +12 melee (1d8+10, bite), Face / Reach 5 ft. x 10 ft. / 5 ft., SA Trip; SQ Scent; AL N; SV Fort +9, Ref +8, Will +6; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills: Hide +5, Listen +6, Move Silently +5, Spot +6, Wilderness Lore +1.

Special Abilities: Trip – A dire wolf that hits with a bit attack can attempt to trip the opponent 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 dire wolf.

➤ **Krenshar** (3): CR:1; Medium-size magical beast (5 ft. long); HD 3d10; hp 16; Init +2 (Dex), Spd 40 ft.; AC 15 (+2 Dex, +3 natural); Atks +2 melee (1d6, bite), +0 melee (1d4x2, claws), SA Scare; SQ Scent; AL N; SV Fort +4, Ref +6, Will +1; Str 11, Dex 14, Con 11, Int 6, Wis 12, Cha 13.

Skills and Feat: Hide +4, Jump +5, Listen +4, Move Silently +6; Multiattack.

Special Abilities: Scare – as the spell cast by a 3rd lvl sorcerer (DC 12 Will save, lasts three rounds).

APL 6 (EL 9)

➤ **Krenik, male gnoll Rgr4/Bbn1:** CR 6; Medium-size Humanoid (gnoll) (7 ½ ft. tall); HD 2d8+6+4d10+12+1d12+3; hp 62; Init +2 (Dex); Spd 40 ft.; AC 17 (+1 natural, +4 chain shirt, +2 large shield); Atks +8 melee (1d8+4, morningstar), +7 melee (1d4+2, shield bash), or +7 ranged (1d6 [x3], shortbow); SA Favored

Enemy (+2 vs. elves, +1 vs. humans); SQ Rage 1/day, Darkvision 60 ft.; AL NE; SV Fort +10, Ref +3, Will +2; Str 18, Dex 15, Con 16, Int 8, Wis 12, Cha 6.

Skills and Feats: Handle Animal +4, Listen +5, Spot +5, Wilderness Lore +8; Power Attack, Shield Expert, Track, Weapon Focus (Morningstar).

Languages: Gnoll.

Special Abilities: Favored Enemy (+2 vs. elves, +1 vs humans) - Bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks used against favored enemy. +1 damage to favored enemy in melee and with ranged weapons at targets within 30 ft.

Special Attacks: Rage (Ex): The barbarian can fly into a screaming blood frenzy and gain phenomenal strength and durability, though he also becomes reckless and less able to defend himself. The following changes are in effect as long as he rages: Str 22, Con 20, hp 76, Will +3, AC 15, morningstar attack bonus +10, morningstar damage 1d8+6, shield bash attack bonus +9, shield bash damage 1d4+3. His fit of rage lasts for 8 rounds. The barbarian may voluntarily end the rage prematurely. After raging, the barbarian is fatigued (-2 Strength, -2 Dexterity, can't charge or run) for the duration of that encounter. He can fly into a rage only once per encounter and only one time per day. Entering a rage takes no time by itself, but the barbarian can do it only during his action, not in response to someone else's action. Shield Expert – When making a shield bash attack, Krenik does not lose the AC bonus for his shield.

Spells (1; base DC = 11 + spell level): 1st lvl – magic fang.

Possessions: morningstar, chain shirt, short bow, arrows (20), large spiked wooden shield.

Treasure: 12 gp 50 sp, scale armor & chain shirt (in a sack).

➤ **Malphus Blackoak, male human Drd5:** CR 5; Medium Humanoid (human)(6 ft. tall); HD 5d8+5; hp 30; Init +1; Spd 30 ft.; AC 14 (+1 dexterity, +3 hide); Atks +5 melee (1d8+1 [x3], longspear); SA Spells; SQ Woodland stride, Wild shape; AL NE; SV Fort +5, Ref +2, Will +7; Str 13, Dex 13, Con 12, Int 10, Wis 17, Cha 10.

Skills and Feats: Concentration +9, Heal +5, Knowledge (Nature) +5, Listen +5, Spot +5, Wilderness Lore +10; Alertness, Combat Reflexes, Dodge.

Languages: Common, Druidic, Gnoll.

Special Qualities: Woodland Stride – The druid may move thru thorns, briars, and overgrowth at normal speed and without taking damage. Wild shape (1/day) – as the spell polymorph self, except the druid may only become small or medium animals, does not suffer disorientation, and may only adopt one form.

Spells Prepared (5/4/3/2; base DC = 13 + spell level): 0 lvl – cure minor wounds, cure light wounds, flare, guidance, resistance; 1st lvl – cure light wounds, entangle, goodberry, magic fang; 2nd lvl – barkskin, heat metal, hold animal; 3rd lvl – greater magic fang, dominate animal.

Possessions: Masterwork longspear, hide armor.

Treasure: 13 gp 10 sp, 4x hematite gems (10 gp ea.)

☛ **Dire Wolf**; CR 3; Large animal (8 ft. long); HD 10d8+30; hp 77; Init +2 (Dex), Spd 50 ft.; AC 14 (-1 size, +2 Dex, +3 natural); Atks +13 melee (1d8+10, bite); Face / Reach 5 ft. x 10 ft. / 5 ft.; SA Trip; SQ Scent; AL N; SV Fort +10, Ref +9, Will +7; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills: Hide +5, Listen +6, Move Silently +5, Spot +6, Wilderness Lore +1.

Special Abilities: Trip – A dire wolf that hits with a bite attack can attempt to trip the opponent 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 dire wolf.

☛ **Krenshar (4)**; CR 1; Large magical beast (8 ft. long); HD 5d10+10; hp 37; Init +1 (Dex), Spd 40 ft.; AC 16 (+1 Dex, +5 natural); Atks +8 melee (1d8, bite), +6 melee (1d6x2, claws), Face / Reach 5 ft. x 10 ft. / 5 ft.; SA Scare; SQ Scent; AL N; SV Fort +7, Ref +5, Will +2; Str 19, Dex 12, Con 15, Int 6, Wis 12, Cha 13.

Skills: Hide +4, Jump +8, Listen +4, Move Silently +6.
Feats: Multiattack.

Special Abilities: Scare – as the spell cast by a 3rd lvl sorcerer (DC 12 Will save, lasts three rounds).

APL 8 (EL 11)

☛ **Krenik, male gnoll Rgr5/Bbn2**: CR 8; Medium-size humanoid (gnoll)(7 ½ ft. tall); HD 2d8+6+5d10+15+2d12+6; hp 81; Init +2 (Dex); Spd 40 ft.; AC 17 (+1 natural, +4 chain shirt, +2 large shield); Atks +10/+5 melee (1d8+4, morningstar), +9 melee (1d4+2, shield bash), or +8/+3 ranged (1d6 [x3], shortbow); SA Favored Enemy (+2 vs. elves, +1 vs. humans); SQ Rage 1/day, Darkvision 60 ft., Uncanny Dodge (Dex); AL NE; SV Fort +12, Ref +3, Will +2; Str 18, Dex 15, Con 16, Int 8, Wis 12, Cha 6.

Skills and Feats: Handle Animal +4, Listen +7, Spot +7, Wilderness Lore +10; Cleave, Power Attack, Shield Expert, Track, Weapon Focus (Morningstar).

Languages: Gnoll.

Special Abilities: Favored Enemy (+2 vs. elves, +1 vs. humans) - Bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks used against favored enemy. +1 damage to favored enemy in melee and with ranged weapons at targets within 30 ft.

Special Attacks: Rage (Ex): The barbarian can fly into a screaming blood frenzy and gain phenomenal strength and durability, though he also becomes reckless and less able to defend himself. The following changes are in effect as long as he rages: Str 22, Con 20, hp 104, Will +3, AC 15, morningstar attack bonus +12/+7, morningstar damage 1d8+6, shield bash attack bonus +11, shield bash damage 1d4+3. His fit of rage lasts for 8 rounds. The barbarian may voluntarily end the rage prematurely. After raging, the barbarian is fatigued (-2 Strength, -2 Dexterity, can't charge or run) for the duration of that encounter. He can fly into a rage only once per encounter and only one time per day. Entering a rage takes no time by itself, but the barbarian can do it only

during his action, not in response to someone else's action. Shield Expert – When making a shield bash attack, Krenik does not lose the AC bonus for his shield.

Spells (1; base DC = 11 + spell level): 1st lvl – magic fang.

Possessions: morningstar, chain shirt, short bow, arrows (20), large wooden shield.

Treasure: 12 gp 50 sp, scale armor & chain shirt (in a sack).

☛ **Malphus Blackoak, male human Drd8**: CR8; Medium Humanoid (human)(6 ft. tall); HD 8d8+8; hp 48; Init +1; Spd 30 ft.; AC 14 (+1 dexterity, +3 hide); Atks +8/+3 melee (1d8+1 [x3], longspear); SA Spells; SQ Woodland stride, Wild shape 3/day; AL NE; SV Fort +7, Ref +3, Will +10; Str 13, Dex 13, Con 12, Int 10, Wis 18, Cha 10.

Skills and Feats: Concentration +12, Heal +5, Knowledge (Nature) +5, Listen +8, Spot +7, Wilderness Lore +12; Alertness, Combat Reflexes, Dodge, Mobility.

Languages: Common, druidic, gnoll.

Special Qualities: Woodland Stride – The druid may move thru thorns, briars, and overgrowth at normal speed and without taking damage. Wild shape (3/day) – as the spell *polymorph self*, except the druid may only become small or medium animals, does not suffer disorientation, and may only adopt one form.

Spells Prepared (6/5/4/4/3; base DC = 14 + spell level): 0 lvl – cure minor wounds, cure minor wounds, flare, guidance, know direction, resistance; 1st lvl – cure light wounds x 2, entangle, goodberry, magic fang; 2nd lvl – barkskin, heat metal, hold animal, summon swarm; 3rd lvl – greater magic fang, dominate animal, plant growth, spike growth; 4th lvl – cure serious wounds, cure serious wounds, dispel magic.

Possessions: Masterwork longspear, hide armor.

Treasure: 13 gp 10 sp, 4x hematite gems (10 gp ea.)

☛ **Dire Wolf (2)**: CR:3; Large animal (8 ft. long); HD 8d8+24; hp 61; Init +2 (Dex), Spd 50 ft.; AC 14 (-1 size, +2 Dex, +3 natural); Atks +12 melee (1d8+10, bite), Face / Reach 5 ft. x 10 ft. / 5 ft., SA Trip; SQ Scent; AL N; SV Fort +9, Ref +8, Will +6; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills: Hide +5, Listen +6, Move Silently +5, Spot +6, Wilderness Lore +1.

Special Abilities: Trip – A dire wolf that hits with a bite attack can attempt to trip the opponent 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 dire wolf.

☛ **Krenshar (4)**: CR:1; Large magical beast (8 ft. long); HD 5d10+10; hp 37; Init +1 (Dex), Spd 40 ft.; AC 16 (+1 Dex, +5 natural); Atks +8 melee (1d8, bite), +6 melee (1d6x2, claws), Face / Reach 5 ft. x 10 ft. / 5 ft.; SA Scare; SQ Scent; AL N; SV Fort +7, Ref +5, Will +2; Str 19, Dex 12, Con 15, Int 6, Wis 12, Cha 13.

Skills and Feats: Hide +4, Jump +8, Listen +4, Move Silently +6; Multiattack.

Special Abilities: Scare – as the spell cast by a 3rd lvl sorcerer (DC 12 Will save, lasts three rounds).

If they PCs defeat the Iuz hunting party, they are free to search the camp and have possession of both the spy and the diplomat. If not, judge accordingly if they managed to get Marisinian and/or Elethin out of the camp without defeating the rest of the group.

Elethin will pretend he is an innocent victim, claiming that Iuz forces kidnapped him and Marisinian. Obviously, the party should have had enough clues by now to know that isn't true. If challenged, he offers to pay the PCs 200 gp if they let him go. He promises the diplomat will not be harmed, just asked a few questions. He has a potion, which will erase Marisinian's recent memory, and the PCs can return to the settlement heroes. He says that his master is very powerful and would be very grateful to the PCs if they go along. Both the gold and the potion (potion goes bad quickly, thus no cert) are hidden back in the cave.

Note: If for some reason the party is doing well for time, you might consider having Elethin attempt to escape during the combat or while being taken back, or at least get free of his bonds and need to be hunted down. This is definitely OPTIONAL. He will attempt to get back to the cave as he has a stash of equipment. If he believes he was found out, he will leave the Fellreev to seek his master's protection.

🔮 **Elethin Karalephis (Elven Spy):** male high elf Rog2/Brdr: See DM Aid: NPCs.

The PCs can also choose to assist the Elethin spy, but insist on returning the diplomat for the 200 gp bounty as well as the 200 gp reward from Elethin, which he will grudgingly agree to.

Alternatively, the PCs can speak with Baila, who would greatly appreciate being able to claim credit for discovering the spy in the name of the Defenders of Greenkeep. They are welcome to take the credit for rescuing the diplomat. She will accompany them with Elethin, but have him in her charge when arriving at the settlement.

ENDING 1: COMPLETE SUCCESS

Assuming that Marisinian is returned to the camp after being kidnapped, the mission is a complete success.

Note: If the PCs are going with Elethin's plan, skip to that text before proceeding with the following.

Returning towards the settlement, several groups of sylvan scouts join your group and escort you to Lo'enial. Marisinian is treated for his injuries, and Palarisin warmly thanks you.

"Thank you for proving your trustworthiness yet again, my friends. We are deeply grateful for Marisinian's return and you are forever welcome in Lo'enial."

The party can choose to have Danarlin, the armorer, and fashion one suit of masterwork leather armor fitted for one PC in thanks for rescuing the diplomat.

If the PCs turn in the elven spy themselves:

Palarisin looks deeply shocked at discovering his assistant was a spy. "He will be dealt with. We are deeply indebted to you for discovering a viper in our midst."

In thanks for exposing the elven spy, each PC receives an Influence Point with The Oaken Copse. In addition, Arwyn, the weapon maker, gifts the party with a mighty composite elven bow (short or long), unless they already took Elethin's gold and betrayed him.

If they allow Baila to turn in the elven spy:

Palarisin looks deeply shocked at discovering his assistant was a spy. He thanks Baila for her assistance in the matter, and Arwyn the weapon maker gifts her with an elven bow in thanks.

Later, Baila approaches you, "Thank you again for all your help, and for allowing the Defenders of Greenkeep the opportunity to win favor among the sylvan elves. We are indebted to you."

In thanks for allowing Baila to take the credit for exposing the spy, each PC receives an Influence Point with Defenders of Greenkeep. In addition, Baila gifts the party with Arwyn's mighty composite elven bow (short or long).

If the PCs go with Elethin's plan:

Elethin leads the group back to his hideout, a cave within the roots of a tree. Marisinian looks terribly upset, but is silent the entire trip. Once in the cave, Elethin retrieves a potion from its hiding place. He asks you to wait outside for a short while, and promises that Marisinian will be unharmed. With that he forces the potion down his throat...

He proceeds to question Marisinian (in elven) about his business in the Fellreev (which he is more than happy to talk about, probably due to the potion's effect). Marisinian says he is here to secure weapons for his True Eleven Nation, by whatever means necessary. Preferable high quality elven weapons, but anything that helps in the fight against the non-elven horde in his homeland will do. After a while, he grows sleepy and passes out.

"He will remember nothing of the past day," Elethin assures your group, "so both my secret and yours are safe. Correct?"

He then takes a sack from his stash and gives it to the party, "Here is your payment. Let's get him out of here before we are discovered."

The PCs are given 200 gp and Elethin wants the PCs to tell the sylvan elves that Iuz forces kidnapped both Marisinian and Elethin. Elethin will do the talking after that. If they are going to turn the diplomat in for the bounty, he will deal with the situation at the settlement on his own.

If they follow through with Elethin's plan, each PC receives an Influence Point with Graf Demmel Tadorinal. If they decide to turn him in anyhow, just go with it, but they will not get the Influence with Graf Demmel, but with The Oaken Copse or Defenders of Greenkeep instead. The elven bow is not given out if they keep the 200 gp bribe.

Finally, the PCs get some Influence result with Gaiyle Markhalla regardless of how they choose to deal with the elven spy. See the Treasure Summary for details.

ENDING 2: PARTIAL SUCCESS

If Marisinian makes it to the settlement with the PCs, but is not recovered or dies after being kidnapped, the mission is a partial success.

This assumes that the PCs never find Marisinian:

After two days of searching, there is no sign of Marisinian. The sylvan elves are deeply distraught and Palarisin is concerned about the potential consequences. Gaiyle will probably not be pleased with the outcome, but at least it isn't your fault.

If for some reason Marisinian is killed (by let's say a stray fireball), presumably there are no witnesses left to finger the guilty PC or PCs. If you need to go with this ending, the PCs get no influence or further awards beyond their payment for getting him to the settlement, and if a PC or PCs are to blame for his death, those involved get the Enmity of Gaiyle Markhalla. The rest get no influence (i.e., Gaiyle is angry with them for letting it happen, but will get over it so the overall result is neutral). In other words, don't punish the entire group for the idiotic actions of one or two people; the group just doesn't get much from the module.

Otherwise, use the Influence result with Gaiyle Markhalla as described in the Treasure Summary.

ENDING 3: FAILURE

If the diplomat never makes it to the settlement, the mission is a total failure.

Not a good day. Marisinian's failure to arrive in Lo'enial could have drastic consequences for the region. Only time will tell. It seems that Gaiyle Markhalla will not be pleased. Maybe it would be best to keep low for a few months...

This means that the PCs will get either the Disfavor or Enmity of Gaiyle Markhalla. They only get the initial payment (10 gp ea.) from Gaiyle, and whatever equipment they captured from the bandits. That's it. See the Treasure Summary for details on the Influence result with Gaiyle Markhalla.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter 2	
Defeating the bandits	150 xp
Diplomat is unharmed by the bandits	25 xp
Encounter 4	
Avoiding the undead without their notice	100 xp
or	or
Escaping the undead with the diplomat alive	50 xp
Encounter 6	
Discovering the cave	25 xp
Saving the Defender	50 xp
Encounter 7	
Defeating the hunting party	150 xp
The diplomat is rescued by the party	100 xp
The elven spy is captured alive by the party	25 xp
The elven spy is exposed	75 xp
-or-	or
Elven spy's cover is secured by party	75 xp
Total experience for objectives	700 xp
Discretionary roleplaying award	0-50 xp
Total possible experience	750 xp

TREASURE SUMMARY

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g. armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.

2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than [insert campaign value] that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Encounter 1

- Coin: 10 gp per PC (unless done as a favor for Gaiyle)

Encounter 3

- Coin: 100 sp
- Jewelry: copper & amethyst ring (25 gp)
- Scale mail (50 gp, 30 lb.) – 25 gp
- 5-6 x Studded Leather (25 gp, 20 lb.) – 62 gp 5 sp; or 75 gp
- 4-5 x Large wooden shield (7 gp, 15 lb.) – 14 gp; or 17gp 5 sp
- Longsword (15 gp, 4 lb.) – 7 gp 5 sp
- Rapier (20 gp, 3 lb.) – 10 gp
- 3-4 x Battleaxe (10 gp, 7 lb.) – 15gp; or 20 gp
- 2 x Shortbow (30 gp, 2 lb.) – 30gp
- 40 x Arrows (1 gp, 3 lb.) – 1gp
- 3 x Halfspear (1 gp, 3 lb.) – 1 gp 5 sp
- 9-12 x Javelins (1 gp, 2 lb.) – 4 gp 5 sp; or 6 gp
- Wooden holy symbol of Erevan Illesere (1 gp) – 5 sp

Total of mundane equipment:

Tier 2 171 gp 5 sp

Tiers 3 & 4 194 gp

Encounter 4

- Hide armor (15 gp, 25 lb.) – 7 gp 5 sp
- Sickle (6 gp, 3 lb.) – 3 gp
- Wooden holy symbol of Nerull (1 gp) – 5 sp

Total of mundane equipment 11 gp

Note: It is highly unlikely they can keep equipment from this encounter, since Kallock will probably escape capture at all tiers.

Encounter 5

- Coin: 40 gp per PC (unless done as a favor for Gaiyle)

Encounter 6

- 2 Saps (1gp, 3 lb.) – 1 gp

Encounter 7

- Coin: 25 gp 60 sp
- Gems: 4 hematite gems (10 gp ea.) – 40 gp
- Chain Shirt (100 gp, 25 lb.) – 50 gp
- Hide armor (15 gp, 25 lb.) – 7 gp 5 sp
- 2 x Chain Shirts (100 gp, 25 lb.) – 100 gp
- Morningstar (8 gp, 8 lb.) – 4 gp
- Shortbow (30 gp, 2 lb.) – 15gp
- 20 x Arrows (1 gp, 3 lb.) – 5 sp
- Large spiked wooden shield (17 gp, 15 lb.) – 8 gp 5 sp

Total of mundane equipment:

All Tiers 178 gp 5sp

- Masterwork Longspear (305 gp, 9 lb.): This longspear has a well-made oak shaft tipped with a fine steel point. The balance is excellent and the point is engraved with runes for the four elements of fire, water, earth, and air.

Conclusion

For the safe return of the diplomat to the settlement, the PCs are given one set of masterwork armor fitted for one character of their choosing.

- Masterwork Studded Leather Armor (200 gp, 18 lb., non-tradable): Danarilin, Master leatherworker of the Fellreev has hand crafted a custom suit of studded leather armor in gratitude for the safe return of the Highfolk diplomat. The armor has been fitted with darkwood studs, carved into the shape of miniature oak leaves. If used by a druid, it may be worn without suffering the loss of magical powers. The armor has no check penalty. As the armor has been crafted specifically for the character named above, it cannot be used by any other character. (If crafted for a small character, the armor weighs 9 lb.).

Alternatively, the PCs may have turned the diplomat over to Iuz forces for the bounty:

- Coin 200 gp

For exposing the elven spy to the elven elders, the PCs receive one elven bow—if they allow the Baila of the Defenders of Greenkeep to return the spy, she is given this item instead and then she gifts it to them.

- **Mighty (+1) Composite Bow (choose one) :-**
 - ☐ Shortbow (150gp, 2 lb.)
 - ☐ Longbow (200 gp, 3 lb.)

Arwyn, Master bowyer of the Fellreev has crafted a beautiful yew bow in gratitude for service to Palarisin Corisial. It is a simple, but functional weapon with black leather wrapped around the haft and carved bone forming the recurve of the bow.

If the PCs instead take the elven spy's bribe, he pays them.

- Coin: 200 gp

NOTE: The bow and the 200 gp bribe cannot both be kept by the party. It is one or the other. If they turn the bribe over to the elves after taking it, they get the bow. Otherwise, they don't.

If the PCs get the diplomat to the settlement, they get 1 Influence Point from Gaiyle. If they do the job as a favor instead of for pay or inform Gaiyle about Jessa's offer, they get 2 Influence Points. If they allow the diplomat to be killed before getting him to the settlement, or are rude and unprofessional in their meeting with Gaiyle, they get the Disfavor. If they kill the diplomat themselves or meet with Jessa and talk about the mission afterwards, they get the Enmity of Gaiyle Markhalla. Each character can have a different result based on their individual actions.

- **Reknown with Gaiyle Markhalla**
Due to your actions in the Fellreev Forest, Gaiyle Markhalla has taken note and will remember you in future encounters.
Mark only one:
 - ☐ One Influence Point
 - ☐ Two Influence Points
 - ☐ Disfavor of Gaiyle Markhalla – Due to the character's actions, Gaiyle Markhalla will treat the character poorly in future encounters.
 - ☐ Enmity of Gaiyle Markhalla – Due to the character's actions, Gaiyle Markhalla considers the character untrustworthy and a risk. In the future, she will treat the character with disdain and veiled hostility.

If a PC or PCs meet with Jessa after the mission, in addition to getting the Enmity of Gaiyle Markhalla, Jessa pays them.

- Coin: 50 gp

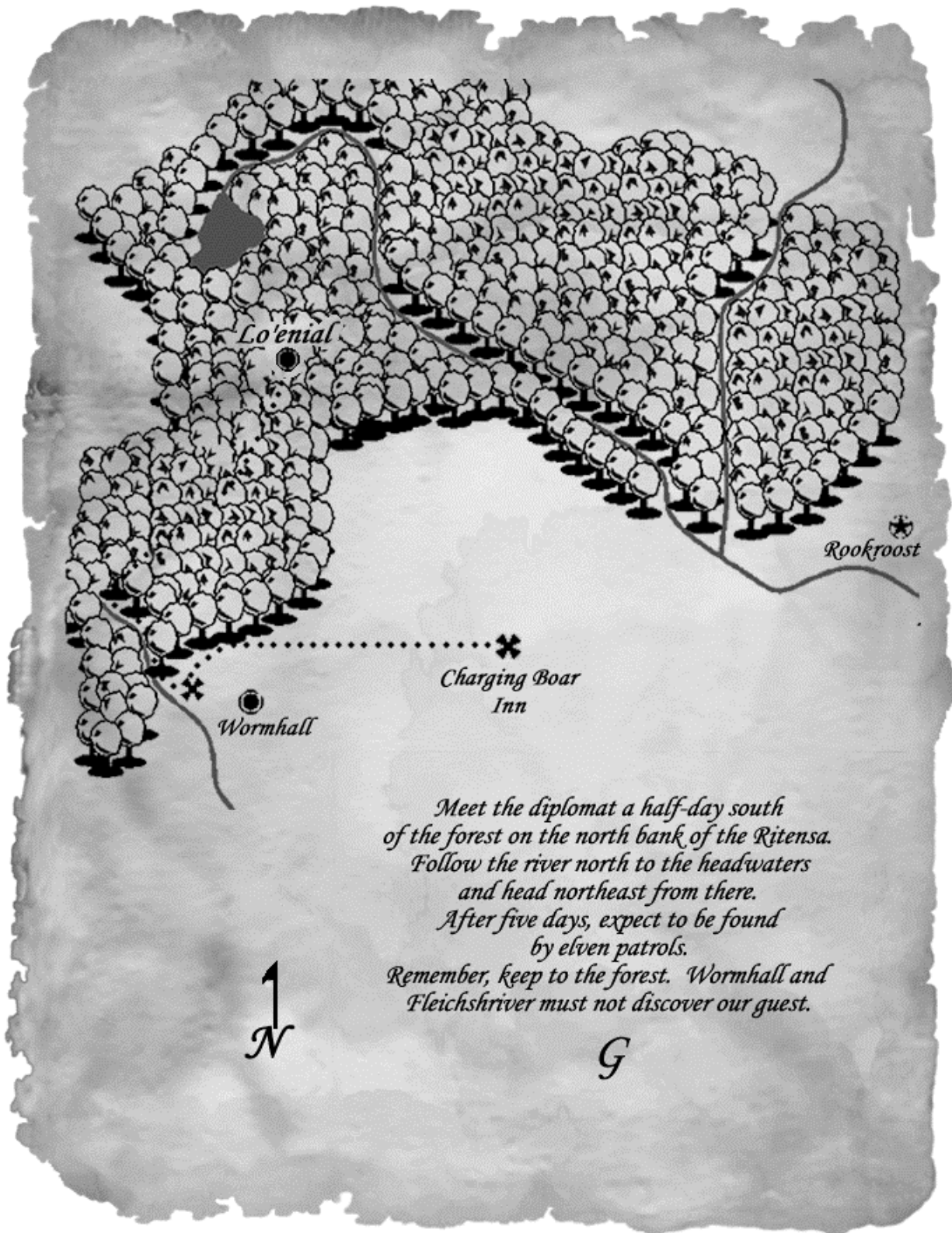
Finally, depending on how they deal with the elven spy, they gain influence as follows: If they turn over the elven spy to the elven elders, mark The Oaken Copse as the source of the influence. If they allow Baila of the Defenders of Greenkeep to return the spy, mark them as the source of the influence. Finally, if they purposefully help the elven spy to retain his cover, they gain an influence (of sorts) with Graf Demmel Tadorinal.

- **Influence Point**
For your actions in dealing with the Grugach envoy from the Vesve, the organization or individual below has recognized you.
Mark only one:
 - ☐ The Oaken Copse
 - ☐ Defenders of Greenkeep
 - ☐ Graf Demmel Tadorinal – this Influence can be used to get out of trouble in the Midlands region of the Bandit Kingdoms. If the character is imprisoned within his territory, Tadorinal will arrange for their freedom, considering his debt paid. In the future, there may be additional ways to use his influence.

ACKNOWLEDGEMENTS

The authors wish to thank the Highfolk Triad for allowing us to play in their backyard and the members of the River Cities Roleplayers for their support during play testing. Thanks also to the Yeomanry for being a six-hour drive one-way, giving us plenty of time to outline this module.

PLAYER'S HANDOUT 1: REGIONAL MAP



PLAYER'S HANDOUT 2: JESSA

Jessa's actions at the table implied that she wanted to speak privately. After a few moments, she excuses herself and heads outside. Following her lead, you excuse yourself and head out the back of the inn, where she is waiting for you.

"Ah, well I'm glad that not all of you were completely dense..."

I have some interest in the woman that met with you earlier, and I'd be very interested in hearing about your business with her. I assume she asked you to complete a mission for her, and the information I'm most interested in includes the outcome as well as the invitation.

If you wish, you may meet me in Rookroost at the Laughing Hyena inn in 3 weeks time. We'll chat, have a good time, and I'm sure the rewards will be to your liking."

With that, the woman smiles and slips back around the building.

DM AID: TIMELINE

Encounter 1: Charging Boar Inn Meeting with Gaiyle

5-7 days travel overland

Encounter 2: Rendezvous at Ritensa River

½ day travel overland

Fellreev Forest Edge

1 ½ days travel through the forest

Encounter 3: Bandit Ambush

½ day travel

Headwaters of the Ritensa River

2 days travel

Encounter 4: Undead Army

2 days travel

Encounter 5: Sylvan Scouts

½ day travel

Sylvan Settlement

Overnight stay at the settlement

Meeting with Elven Elder

2-6 hours of tracking

Encounter 6: Cave

1-2 hours of tracking

Defenders of Greenkeep

8-12 hours of tracking

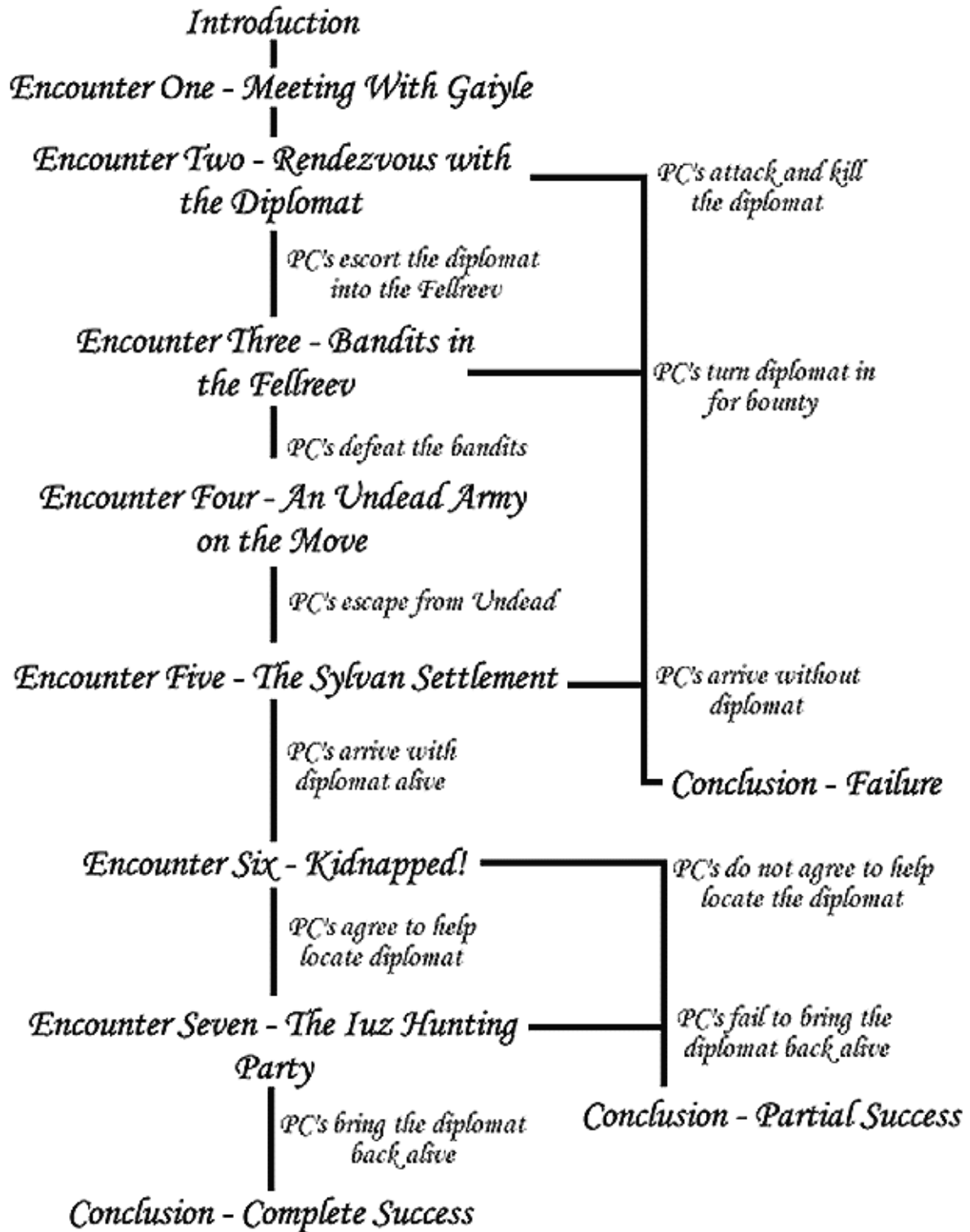
Encounter 7: Iuz Hunting Party

½ day travel

Conclusion

NOTE: Times here assume 24 miles a day overland, 12 miles a day through the forest.

DM AID: FLOWCHART



DM AID: NPCS

☚ **Marisinian (Grugach Diplomat)**: male wild elf Ari3/Sor2: CR 4; Medium-size humanoid (elf) (5 ft. tall); HD 3d8+3+2d4+2; hp 26; Init +3 (Dex); Spd 30 ft.; AC 13 (+3 Dex); Atks +4 melee (1d6+1 [18-20/x2], rapier), +6 ranged (1d6, shortbow); SA Spells; SQ Immune to *sleep*, +2 save vs. enchantment, lowlight vision; AL N; SV Fort +2, Ref +4, Will +7; Str 12, Dex 16, Con 12, Int 10, Wis 12, Cha 15.

Skills and Feats: Bluff +7, Concentration +5, Diplomacy +12, Innuendo +5, Intimidate +3, Listen +5, Sense Motive +6; Skill Focus (Diplomacy), Spell Focus (Enchantment).

Languages: Common, Elven

Spells Known (6/5; base DC = 13 + spell level): 0 lvl – *daze*, *detect magic*, *detect poison*, *mending*, *resistance*. 1st lvl – *charm person*, *shield*.

Equipment: Traveler's clothes, rapier, shortbow, arrows x20.

Marisinian is an aristocrat, and a bigot. He holds elven kind above all others, but as he understands the occasional need to interact with non-elves, he keeps his stronger opinions to himself. He treats non-elves coldly, but won't go so far as to insult them outright unless they really deserve it. In combat, he will cast *shield* and stand back to allow the PCs to deal with any threat. He will use *daze* on opponents that are fighting near him—obviously preferring to help those with elven blood—, or *charm person* (if possible) on combatants that approach him directly. Otherwise, he will stand warily by in case things become desperate.

☚ **Elethin Karalephis (Elven Spy)**: male high elf Rog2/Brd1: CR 3; Medium humanoid (elf) (5 ft. tall); HD 3d6; hp 12; Init +3 (Dex); Spd 30 ft.; AC 13 (+3 Dex); Atks +2 melee (1d6+1 [19-20/x2], shortsword), +2 ranged (1d4+1x2, dart); SA Sneak Attack +1d6, Spells; SQ Immune to *sleep*, +2 save vs. enchantment, lowlight vision, evasion; AL CN; SV Fort +0, Ref +7, Will +3; Str 12, Dex 16, Con 10, Int 12, Wis 12, Cha 14.

Skills and Feats: Bluff +7, Concentration +5, Disguise +5, Escape Artist +5, Forgery +5, Gather Information +5, Hide +5, Innuendo +5, Intimidation +7, Listen +5, Move Silently +5, Pick Pocket +5, Read Lips +5, Search +5, Sense Motive +6, Use Rope +5; Point-blank shot, Rapid shot.

Languages: common, elven, abyssal

Spells Known (4; base DC = 12 + spell level): 0 lvl – *daze*, *detect magic*, *ghost sound*, *mage hand*.

Equipment: Artisan's outfit, shortsword, darts x6.

DM AID: UNDEAD

☛ **Tiny Skeleton:** CR 1/6; Tiny Undead (1 ft. tall); HD 1/4d12; hp 1; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+1 Dex, +2 Size); Atks +0 melee (1d2-2x2, claws); Face / Reach 2 1/2 ft. x 2 1/2 ft. / 0 ft.; SQ Undead Immunities; AL N; SV Fort +0, Ref +1, Will +2; Str 6, Dex 12, Con -, Int -, Wis 10, Cha 11.

Feats: Improved Initiative

Undead Immunities: Immune to mind-influencing effects, cold, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Takes only half damage from piercing or slashing weapons.

☛ **Medium Skeleton:** CR 1/3; Medium Undead (5 ft. tall); HD 1d12; hp 6; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+1 Dex, +2 Size); Atks +0 melee (1d4x2, claws); SQ Undead Immunities; AL N; SV Fort +0, Ref +1, Will +2; Str 10, Dex 12, Con -, Int -, Wis 10, Cha 11.

Feats: Improved Initiative

Undead Immunities: Immune to mind-influencing effects, cold, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Takes only half damage from piercing or slashing weapons.

☛ **Ogre Zombie:** CR 1; Large Undead (9 ft. tall); HD 4d12+3; hp 29; Init -1 (-1 Dex); Spd 40 ft.; AC 11 (-1 size, -1 Dex, +3 natural); Atks +4 melee (1d8+4, slam); SQ Undead Immunities, partial actions only; AL N; SV Fort +1, Ref +0, Will +4; Str 17, Dex 8, Con -, Int -, Wis 10, Cha 1.

Feats: Toughness.

Undead Immunities: Immune to mind-influencing effects, cold, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

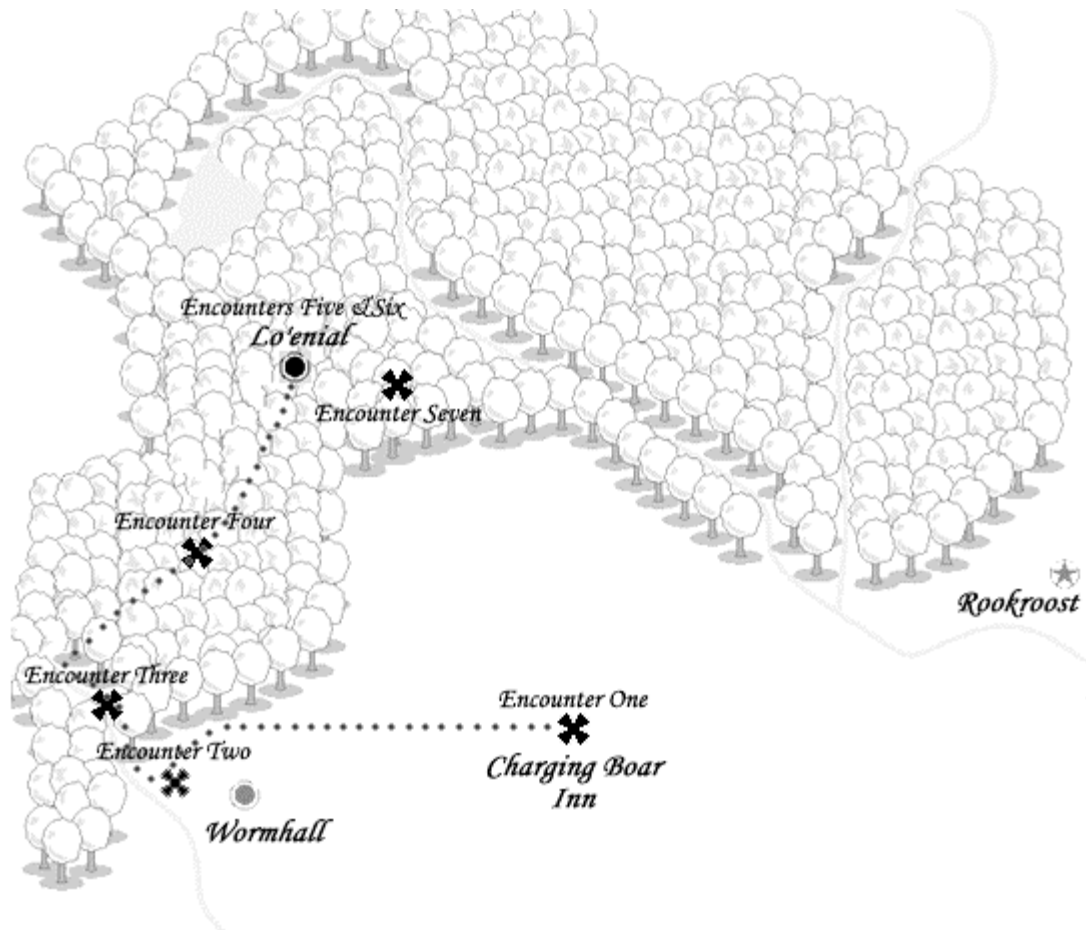
☛ **Elven Ghoul:** CR 2; Medium Undead (5 ft. tall); HD 3d12; hp 20; Init +2 (Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 natural); Atks +3 melee (1d6+1, bite), +0 melee (1d3x2, claws); SA Paralysis; SQ Undead Immunities, +2 turn resistance; AL CE; SV Fort +1, Ref +3, Will +5; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 16.

Skills and Feats: Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +8, Move Silently +7, Search +7, Spot +7; Multiattack, weapon finesse (bite).

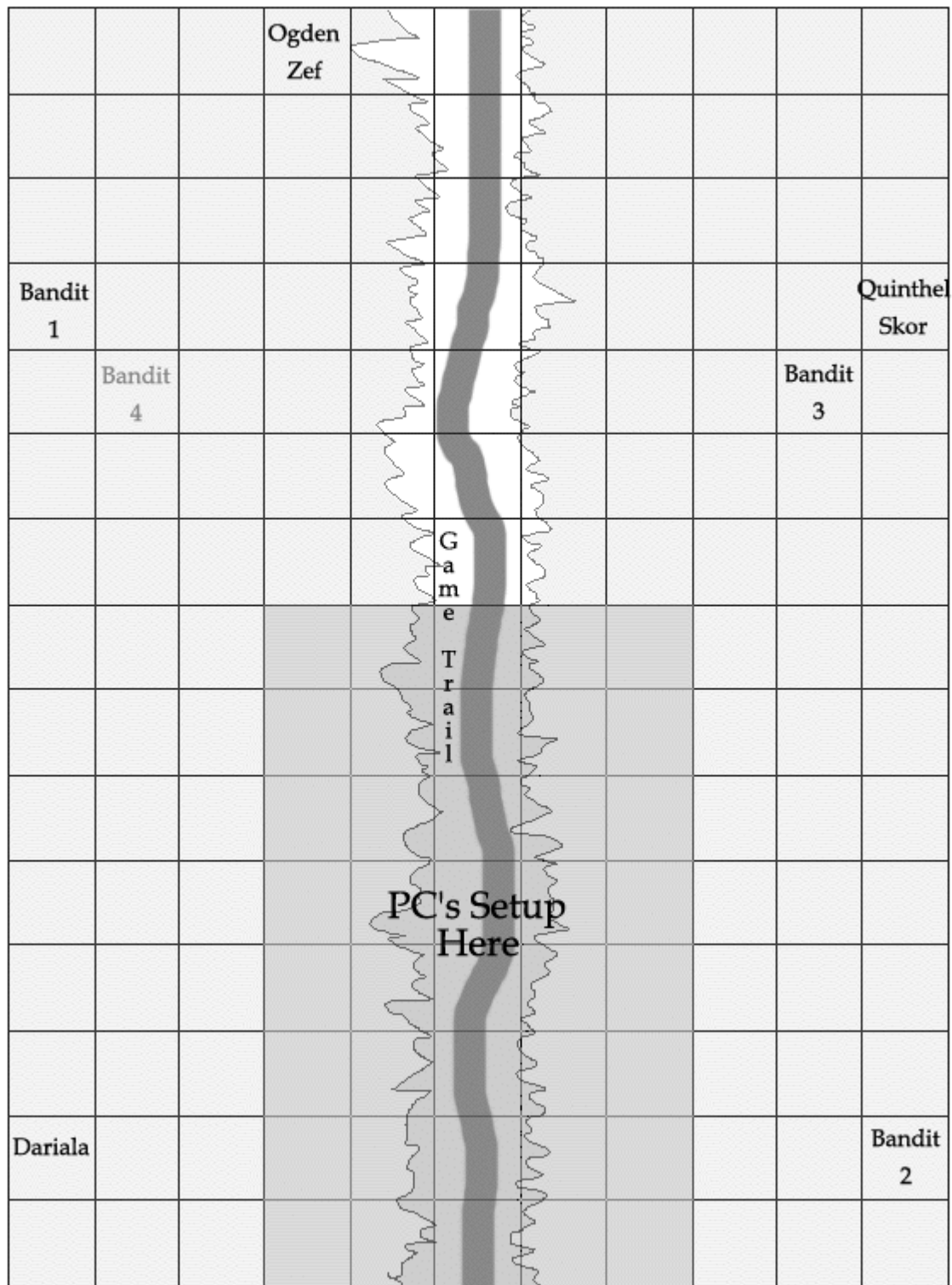
Paralysis (Ex): Foes hit by the ghouls bite or claws must make a DC 14 Fortitude save or be paralyzed for 1d6+2 minutes. Elves are immune to this paralysis.

Undead Immunities: Immune to mind-influencing effects, cold, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

DM AID: REGIONAL MAP



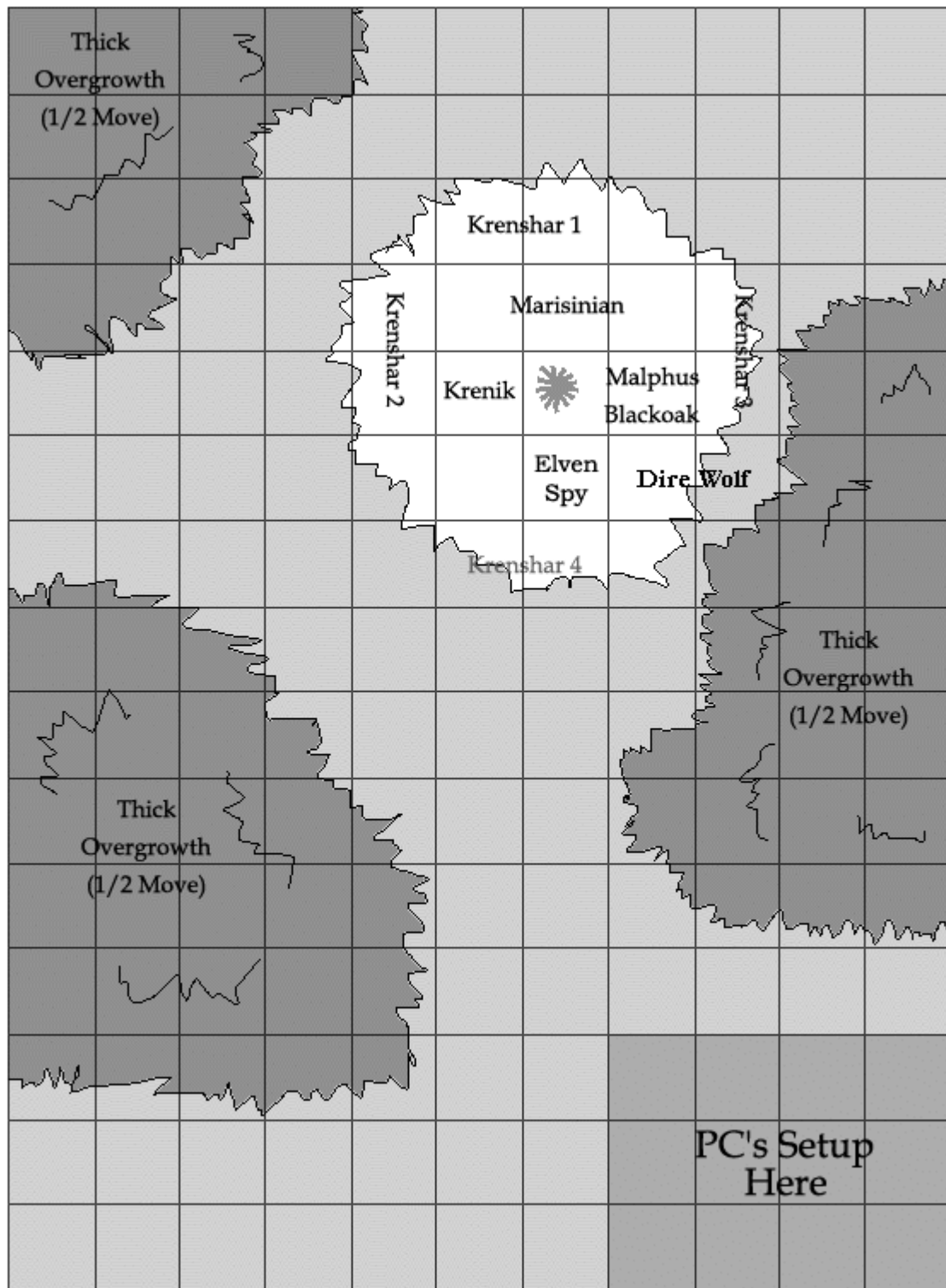
DM AID: BANDIT AMBUSH MAP



Every 20 ft. in the trees counts as 1/4 cover.

One Square = Five Feet

DM AID: IUZ CAMP MAP



Every 20 ft. in the trees counts as 1/4 cover.

One square = Five feet

CRITICAL EVENTS SUMMARY

Bandit Kingdoms Results (Please email to bkpoc@earthlink.net for each table)

This will impact the plot of the series, so please respond as soon as possible. Doing so, will help our development of the Bandit Kingdoms. Thanks, Jason Covitz, BK POC.

DM's Name: _____

DM's Email: _____

Coordinator's Name: _____

Coordinator's Email: _____

Convention/Gameday: _____

Date: _____

Did any PC offer to do the job for Gaiyle as a favor?	Yes	No
---	-----	----

Did Jessa get a chance to offer any PC a chance to betray Gaiyle?	Yes	No
---	-----	----

Did any PC agree to meet with Jessa after the mission?	Yes	No
--	-----	----

If so, did they follow through and actually meet Jessa?	Yes	No
---	-----	----

Did any PC inform Gaiyle of Jessa's offer?	Yes	No
--	-----	----

Did the diplomat make it to the sylvan settlement alive?	Yes	No
--	-----	----

Did the PCs save Baila, the Defender of Greenkeep, from death?	Yes	No
--	-----	----

Did the PCs rescue the diplomat after being kidnapped?	Yes	No
--	-----	----

Did the PCs capture the elven spy alive?	Yes	No
--	-----	----

Did the PCs agree to the elven spy's plan?	Yes	No
--	-----	----

If so, did they betray and turn him in anyhow?	Yes	No
--	-----	----

Did the PCs allow Baila to take credit for exposing the spy?	Yes	No
--	-----	----

Did the PCs turn in the spy themselves?	Yes	No
---	-----	----

Did the PCs turn the diplomat in for the bounty?	Yes	No
--	-----	----

Any other comments or events of note?

ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level): 0—*detect poison, guidance, read magic*; 1st—*bless, protection from evil**, *shield of faith*.

* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.