

BDKA3-03

You've Got Missive...

An Introductory D&D LIVING GREYHAWK® Bandit Kingdoms Regional Adventure

Version 1

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Fresh in off the farm, you find yourselves taking your ease in the Dirty Dog Tavern in Rookroost. The pretty serving girl, a high-elf, wants you to do her a favor. "No problem," you think, "piece of cake." That's when she tells you that she wants you to deliver a letter to her sister...in the Fellreev. An adventure for first level characters only.

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

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario. 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 three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six 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 rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in 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. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator.

Time Units and Upkeep

This is an introductory one-round Regional adventure, set in the Bandit Kingdoms. Characters native to the Bandit Kingdoms pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

Sylvia Whitetree (Rog7/SpyMstr2, very pretty), sylvan elf member of the Rookroost Thieves Guild, is really a secret member of the Clan Fanlareshen Scouts. Her real last name is Coreandor, and she is the sister of Clan Fanlareshen ranger Osiric Coreandor. Her mission in Rookroost as of late has been to relay information back to the Clan regarding the activities occurring within the city, most notably the disposition of Iuzian troops, their comings and goings, etc. Meanwhile the RTG relies on her to charm patrons of the Dirty Dog Tavern, hopefully learning of any new gossip, rumors, and any other information which might prove of importance to them.

Recently, Sylvia has felt that she is being watched more closely than usual, and suspects that either the RTG or the Iuzians have become suspicious of her activities. For this reason, she has curtailed all magical communication with her brother, and is seeking out an intrepid party of wet behind the ears adventurers to take a note detailing recent Bonéfist activity to her brother, in the Fellreev. Luckily for her, such a group is enjoying the comforts of the Dirty Dog Tavern, fresh in off the farm, so to speak. Her hope is that such a novice group of adventurers will be able to leave the city un-noticed by the forces of Old Wicked and successfully deliver her note to the elves of Clan Fanlareshen.

A decent map (such as the one from the LGG) will cost the PC's 5gp to purchase. Do not allow the player's to use such a map unless their PC owns a map (duly noted on their character's equipment list).

Adventure Summary

In her guise as a mere serving wench at the Dirty Dog Tavern, Sylvia, disguised as a high-elf, slips the PC's a note saying that she would like to meet with them later that night in their room to discuss a "business proposition, one that could make you some quick gold at little risk to yourselves."

Later that night, Sylvia quietly knocks on the PC's door. Once she is in their room she introduces herself as Sylvia Whitetree and asks if the PC's

would be able to deliver a note from her to her "dear sister, Tabisha Coreandor." She explains that Tabisha and her are from the Vesve, and that they moved to the Combination when Tabisha married a Fanlareshen Elf warrior, whom she had met while he was visiting relatives in the Vesve. While Tabisha was perfectly happy to live in the "dark, fearsome Fellreev", it made Sylvia's skin crawl so she moved to Rookroost and has been working in the tavern as a serving wench for a few months now. Unfortunately, due to the Old One's minions keeping a close eye on the Fellreev, she has been unable to return there to tell her sister that she is doing fine.

Sylvia needs the PC's to take a note to her sister for her, and asks that they wait until her sister has written a reply and to then bring that reply back to her. She is willing to pay each PC 15gp (can be bargained up to 25gp by some parties), but she tells the PC's that is all she can afford, as that is how much she has managed to save up. In reality, Sylvia would pay 10 times that amount, but knows that by offering too much she risks news of the transaction getting out. During this interaction, Sylvia keeps smiling at and pretending to flirt with any elven or half-elven males with a charisma greater than 10, and looks disappointed in them if they ever ask for more gold.

Once the PC's agree to the mission, she gives them the trapped scroll case and suggests that they leave around mid-morning, via the city's Funery Gate, so as to attract less attention from the gate guards. This will give the PC's time to purchase any normal gear that they might have missed during character creation. The PC's might also learn about the Defenders of the Greenkeep, and the patrols from Fort Skagund. In any case, Tinral (Clr2 of Iuz), an ambitious young cleric of the Old One's, has noticed the PC's shopping or asking questions of the city's beggars and determines to follow them, to see what they are up to. If all else fails, he follows them because they look suspicious.

Once at the Funery Gate, the PC's encounter the surly half-orc Grindell. However, today Grindell is in as good a mood as he ever is, having won big at cards the night before. Hopefully the PC's pay

the toll and be on their way, otherwise Grindell could get very angry!

Once the PC's have left the city, Tinral goes to "requisition" some skeletons, a tracker and a horse, and sets off after the PC's. He catches up to them the night before they enter the Fellreev. That night, Tinral arrogantly walks into the PC's camp, surrounded by his skeletons and tracker. Hopefully the PC's have a sentry up, to avoid total surprise. Once in the camp, Tinral arrogantly says, "In the name of Iuz, I demand that you hand over that scrollcase!" Just prior to entering the camp, he had cast detect magic, and is now scanning the party members for signs of magic. He will detect the glow of the magically trapped scroll case Sylvia gave to them, and will demand that the party hand it over to them. This should be a shock, since the party should not know the scroll is magical unless they thought to cast their own detect magic on it. The PC's will either have to surrender the scroll, at which point Tinral hands it to one of his skeletons to open (and probably gets blasted) and then scans the scroll that was inside by moonlight, or fight. The PC's might end up being Wanted! due to this encounter.

The PC's have two choices when it comes to entering the Fellreev, a) cross the Artonsamay and enter the forest from the south, b) head straight into the forest from the east. If they choose option A, then they will run into a Defender scouting party. Successful negotiation that mentions their mission (Diplomacy, DC 15) and a small bribe will get them led to the Defender's border with the Alliance inside the forest, the southern bank of the inter-forest Artonsamay. If the party fails to negotiate and/or bribe, the Defenders forcibly march the PC's back out of the Fellreev. If the party chooses option B, they will run into a patrol of hobgoblins, east of the Cold Run. If they survive, they may cross the Cold Run.

Once they cross the Artonsamay or the Cold Run, they are in Alliance territory and are soon surrounded by the elves. They will demand to know what the PC's are doing, in elven. If they see any half-orcs in the party they will first say, "Speak any words or move one inch, half-breed, and you will die!" They will not hesitate to slaughter a half-orc that moves to attack. Once the PC's have mentioned Sylvia and Tabisha, the elves

relax a little and their leader steps forward, asking for the message. If the PC's explain that they have no message, having lost it, Osiric will be very angry.

If the PC's successfully deliver the note and make a successful Diplomacy check (DC 15), Osiric will even have a 3rd level elven cleric cast up to 3 cure light wounds spell on any non-half-orc character that needs one. If Osiric learns that the PC's killed Tinral, a cleric of Iuz, he will reward the party with an additional 50gp each, and pat the PC's on the back, even the half-orc. He will then allow his priest to heal any half-orcs.

The next day, Osiric returns with the scrollcase and hands it over to the party. The party sets back off towards Rookroost.

Once in the city, the PC's can find Sylvia in the tavern. This sets up the Conclusion, and the ending of the mod.

Encounter 1: The Note

The adventure begins with the characters receiving a secretive note while relaxing in the Dirty Dog Tavern, in Rookroost. The note offers the possibility of employment of some sort. The serving wench makes it clear that she will meet with the PC's later that night to discuss the matter.

Encounter 2: Bedside Chatter

The serving wench, Sylvia, enlists the party's aid in taking a note to her sister in the Fellreev. The party negotiates for a higher rate of pay. Sylvia flirts with any handsome elves or half-elves.

Encounter 3: Shopping for Info

The characters, with some time and coin on their hands, can peruse Rookroost's markets for any last minute items they feel essential. During this time, quick-witted PC's will talk to beggars, learning vital information about the Fellreev and it's inhabitants. The PC's are spotted and followed by Tinral, cleric of Iuz.

Encounter 4: The Funery Gate

The party is ready to leave the city and, lucky for them, Grindell is in a good mood. However, if things get hot, the party can always make a break for it. Tinral scurries off to procure a horse and some skeletons and then sets out after the PC's.

Encounter 5: Bones and Stars

Tinral, following on his hunch that the characters are up to good, boldly confronts the party in the middle of the night. He demands that the party turn over Sylvia's scroll to him.

Encounter 6: That's a big forest...

The PC's enter the Fellreev, and if coming from the east they might notice an owl following them.

Encounter 6a: Hobgoblins gone wild!

A few miles inside the Fellreev's eastern edge, the party stumbles across a hobgoblin patrol out of Fort Skagund. It's time to fight!

Encounter 7: I assure you, it's not stolen.

While skirting the Fellreev to approach from the south, the PC's run into a Rhennee trading barge. The PC's have a chance to make some purchases at a discount, as well as get across the river without getting wet.

Encounter 8: Defenders who?

A few miles after having entered the Fellreev from the south, the party is surrounded by Defenders of the Greenkeep. Negotiation and Diplomacy are needed here! If successful, the Defenders lead the party to the southern bank of the Artonsamay. If the party fails, they are "escorted" out of the forest, and may re-enter the forest from the east

Encounter 9: We have a delivery for...

The PC's, having crossed either the Artonsamay or the Cold Run, are surrounded by a group of sylvan elves, members of the famed Clan Fanlareshen. The party explains what they are doing in the forest to Osiric Coreandor, Sylvia's true brother, and hands over her note if they still have it. Osiric gives them a note to take back to Sylvia, providing some healing, and perhaps a small monetary reward for a job well done...so far.

Conclusion...

Sylvia, happy that the party has returned alive, meets with the PC's again in their room. Any number of outcomes could occur.

Regional Warning for New Characters

It is important to realize at all times that the Bandit Kingdoms are under the control of Iuz, the Old One, a chaotic, evil deity who revels in torture, depravity and trickery. Government officials tend to imitate many of the attributes of their dread lord. Things that you might take for granted in other lands, such as freedom of worship and the rule of law, are not valued by the rulers of the Combination of Free Lords. You may be able to strike at Iuz, but seldom can you strike at him overtly without paying the final price. Be warned, life is short for those who openly defy Old Wicked.

Introduction

It is a brisk, late fall evening in the "Free" City of Rookroost, a walled, bustling city of nearly 20,000. Full of intrigue and danger, Rookroost is situated on a large hill, north of the Artonsomay river and a day's ride east of the mysterious and dangerous Fellreev Forest. Many consider Rookroost to be the Bandit Kingdom's un-official capital, and it is the largest of the Old One's regional capitals, outside of Dorakaa itself. While it is true that no Boneheart calls Rookroost home, the town is very much under the control of the Old One, via his servant Lord Marshall Arus Morthoth, ruler of the "Free" City of Rookroost for the past 7 or so years. Lately the Bonefist Legion has kept the town peaceful, in a "kill anything that moves after dusk" kind of way.

It is a good night to be in out of the cold, and you find yourselves in the surprisingly nice Dirty Dog Tavern, sitting at a table next to a nice, cozy fire. A few of the other tables are empty this evening, but a few are occupied by parties of gritty and road weary travelers, clearly identified as either adventurers or mercenaries, or both, by their arms, armor, clothing and copious amounts of coin they have to spend on ale. Several other tables are occupied by patrons who appear to be bar regulars, but they too have an air about them that declares them to be experienced in a fight. Rumor has it that the owner of this particular Tavern is actually an adventurer!

As your eyes follow the meanderings of the tavern's serving wench, a high-elf of uncommon beauty and grace named Sylvia, you think another ale would suit you fine and you turn to your

companions at the table, trying to remember whose turn it is to buy the next round.

Allow the players to describe their characters and make any character introductions that they wish to make at this point. Characters with Knowledge: Local (Iuz's Meta-Region), or Bardic Knowledge may make a check (DC 10) to know the name of the adventurer that owns the inn, Braeger of the Box.

Be sure to note if any of the PC's belong to any meta-orgs, particularly those based in the Fellreev. These PC's will automatically know how to get to the Fellreev, and their meta-org membership could affect the module in several ways, spelled out during the adventure. There are also several opportunities for PC's to join several meta-orgs. If any do so, please have the player's email their respective meta-org coordinators. Be sure to have a few BKMCL's on hand to facilitate meta-org joining. Copies of the relevant pages from the BKMG should also prove useful.

Encounter 1: The Note

After the party have acquainted themselves with each other, and determined who is going to buy the next round, read or paraphrase the following to them:

With light spirits, and a shrinking purse, you summon Sylvia for the next round. With a nod and a smile, the beautiful elf relays the order to the barkeep, who quickly loads her darkwood tray up with a round of drinks. With nary a spilled drop, she winds her way between the tables, colorful skirts swaying, and is soon depositing your next round of drinks in front of you.

Before any of you has a chance to drop some coins on her tray she says, "This one's on me. The table of barflies over there in the corner just gave me one heck of a tip, and you all have behaved yourselves quite nicely tonight. Call it my way of saying thanks, and enjoy! Let me know if you need anything else!" With that she returns to her duties, leaving behind a fragrance of fresh flowers in the springtime. You notice that she is paying particularly sure that the tables of regulars, "barflies" as she called them affectionately, are never staring at an empty mug.

IF NONE OF THE PC'S WILL DRINK: Don't be surprised if the PC's think the drinks are poisoned, but don't let them waste too much time debating the issue. If this is the case, read the following:

As you all are staring at your ales, suspicious as to why a pretty lady would buy you a round of ale, you notice one of the nearby "barflies", a rather large human male in heavy armor, an assortment of weapons around his waist, standing up from his table and moving towards your group. His Suelish features are smiling as he says, "Bahh, yer naught but a bunch of children if yer too scared to be drinking Braeger o' da Box's ale." With that, the huge human downs <insert a PC's name>'s ale in one large pull!

Laughing at you, the strange adventurer wanders off towards the jakes out back, when he suddenly makes a strange "Gak" sound and keels over, completely obliterating a chair in his fall! His five large, heavily armed friends all rise out of their chairs, eyeing your group angrily, while one of them shouts, "You've poisoned Berkthgar! You'll pay for this!"

Have the PC's roll initiative. Regardless of what they roll, Sylvia wins. Read the following:

Just as you are preparing to do something, even if you are not quite sure what, the pretty high-elf serving wench grabs the bucket of water the barkeep has been using to clean mugs, dances nimbly over to the Suel's prone form, and dumps the entire bucket's contents right onto his head! With a sputtering curse, the Suel pushes himself upright, shaking his long blonde hair to rid himself of the less than fresh water.

"Awww, Sylvia, yer ruinin' our fun!" he says, looking at his companions, who are all doubled over laughing, and appear to be having the time of their lives, as are many of the other patrons in the tavern. With a sheepish look at your party, the large man says, "I guess I deserved that. A round on Berkthgar for everyone!" Sylvia merely snorts despite the mass cheering, throwing the empty pail at the sopping wet northman, before heading off to get the ales. You can't help but notice that she is trying very hard not to laugh. She soon returns with the ales, and the inn is far more rowdy and boisterous than it was before. Berkthgar's companions even begin to pull chairs up to your table, regaling you with tales of daring

do. You hear one of them say, "Welcome to the BK!", and everyone's mug is raised high in a toast.

In either case, read or paraphrase the following to the party's highest charisma male elf, preferably a Fanlareshen Elf. If there are no elves, then use the party's highest charisma male half-elf, male human, female elf, female half-elf, or female human, in that order. If none of the above applies, she gives it to whoever has the highest charisma in the party.

As you raise your mug for a drink, a small, folded up piece of parchment detaches itself from the bottom of the mug and falls into your lap. No one else in the Tavern appears to have noticed this odd occurrence.

Should the PC open the note and read it, give them Player's Handout #1. If the PC does not read the note and say "A great night to enjoy pleasant company, and a warm fire," then the adventure is over as Sylvia will look to find someone else to help her.

In either event, the rest of the night goes by uneventfully (albeit perhaps boisterously). Determine sleeping arrangements for the night. PC's who paid for adventurer's standard will be sharing a room, as there is only one standard room available for the night. PC's who paid for a higher upkeep will have their own rooms. PC's who are living off the wild will have to sleep on the common room's floor, in front of the fire, unless they have relations in the city.

Sylvia: Female wood-elf (disguised as a high elf, Bluff +26, Diplomacy +19, Disguise +35) Rog7/SpyMstr2. Cha 20. See Appendix.

Encounter 2: Bedside Chatter

Read or paraphrase the following to the PC who received and read the note. Other PC's might be in the room, and privy to the conversation, which is fine with Sylvia.

At three tolls past the turn of the night, and about two hours after Sylvia kicked everyone out of the common room who was not sleeping on its floor, you hear a quiet knock on your door. "Psst, it's

me, Sylvia," you hear her whisper. "Can I come in please?"

Assuming the PC opens the door:

You open the door to see Sylvia looking nervously about the halls. Her beauty is undiminished, even at this late hour. She turns her attention to you, eager to be out of the hall, and swiftly glides by you, into your room.

"Shut the door," she says in a hushed voice as she moves to sit in the room's only chair. "I see that you are interested in my proposal."

At this point, allow the party to gather their missing party members (if any). Sylvia waits patiently until the PCs are ready to hear her proposal. Once they are ready, continue:

"I asked to meet with you because I need a group of experienced travelers to deliver a note to my dear sister, Tabisha Coreandor. I can't offer your much, but I do have some gold saved up. I'm willing to pay each of you 15 Solars each, half up front, and half when you deliver my sister's response to me. Are you interested?"

At this point, the PCs will undoubtedly have several questions for her:

Where is your sister?

"She lives in the Fellreev. We moved here from the Vesve after she married a sylvan elf warrior of one of the eastern Fellreev clans." (false, Bluff +26)

Why don't you just take the note yourself?

"Unfortunately, it's easier to get out of the Fellreev than it is to get into it. The Old One's forces are very suspicious of any elves. I was able to sneak out of the Fellreev once, I don't want to push my luck." (mostly true, she could enter it with no problem due to her skills, but she thinks she might be under surveillance at this time, Bluff +26)

What the heck is a Solar?

"It's the Highfolk equivalent of a Gold Skull. You look like you travel around a lot, you will be able to spend it much easier than I." (true, she keeps the Solars to help with her background story for this disguise).

Where in the Fellreev should we go?

"My sister's husband's tribe lives between the two rivers, the Artonsamay in the south and the Cold Run in the east. Cross either river and I am sure that they will find you. Any leader of their scouting parties should be able to take my note from you to my sister." (mostly true, she has no sister, Bluff +26)

Why don't you live with them, in the Fellreev?
"Are you kidding? That place is haunted and full of monsters! I spent one night in it's embrace before leaving for Rookroost. No thanks, I make good money here, and the adventurers tend to behave themselves and keep less savory sorts out of the tavern." (mostly true, but she was born and raised in the Fellreev, Bluff +26)

How long have you been working here?
"Several months now, ever since my first day in the city. I stopped here for lunch, and Braeger hired me on the spot to be his waitress." (mostly true, she has been in Rookroost for years, in varying disguises, but the owner did hire her the first time she was in the tavern, Bluff +26)

Fifteen gold pieces isn't a lot of money, we want more.

-Diplomacy check DC 15 successful (no assisting):
"Well, it's nearly all of my savings, but business has been good in the inn so far... Ok, I am willing to give you each 25 Solars, but not a copper more!" (false, she's rich, Bluff +26)

-Diplomacy check DC 15 unsuccessful: *"I'm afraid I really can't offer you any more money. It should be an easy task, if that makes you feel any better."* (false, she's rich and she is aware that the trip can sometimes be quite dangerous, Bluff +26)

Are there any dangers?
"Well, the eastern forest is thick with humanoids, orcs, goblins, bugbears, and hobgoblins. In the south live a strange group of bandits. It's possible though that they might leave you alone." (true)

Is there anything we should say or do to let the elves know we that we were sent by you?
"Just mention that you carry a letter from me, Sylvia Whitetree, to my sister, Tabisha Coreandor. The leader of the elven scouting party will then take the note from you to my sister. Once she writes a reply, I'm sure they will bring it back to you for you to deliver to me." (She says

the following if the party has any half-orcs in it)
"Oh, and I suggest that you half-orcs remain very still and quiet once the elves have found you. These elves tend to kill half-orcs on sight, due to their problems with the Dazark orc tribe." (true)

Once the PCs have had their fill of questioning her, proceed with the following:

"So, will you help me? As I said, I can pay you half up front, and half upon your return with my sister's reply."

Assuming the PCs agree, or the adventure ends:

"Great! I knew I could count on you! Here is the missive I need you to take to her, and here is your gold" she says as she pulls a leather scroll case and a leather pouch out of the folds of her skirt, handing both over to your party. "There's no hurry, in fact I suggest you leave tomorrow around mid-morning, when the traffic at the gates will be at its highest. The Funery Gate will be the one you want. Best of luck, and I will see you when you return!" With that, she stands, quietly opens the door, glances up and down the hall, and then slips out of the room.

At this point, allow the PCs to plan for the following day. Spell selections, final purchases, etc.

Development: She never once mentions the trap on the scroll case, nor does she stress that the PC's should not read the scroll. She is counting on them not being that inquisitive to save their lives. If the PC's move to open the scrollcase in front of her, she snatches it out of their hands, demands her gold back, and scolds them for not minding their own business. The adventure ends in this eventuality. Only a Diplomacy check, DC 25 (assisting allowed, but each failed assist gives an additional -2 penalty as well) can reverse this outcome, convincing her to trust the PCs one more time. At this point, she is fully expecting one of the PCs to open the scroll case and get themselves killed, something she will not feel sorry about as they should not be opening the scroll case in the first place.

Inside the scrollcase there is indeed a note, written in Sylvan, in a code known only to her and her

brother, and protected by a Glyph of Warding. Anyone who opens the scrollcase without saying "Rillifane, guide the Clan," in either Elven or Sylvan, sets off the glyph.

IF THE PC'S WANT TO ATTACK SYLVIA: Inform them that it would be an evil act to attack Sylvia and that you would have to confiscate their characters if they insist on attacking.

APL 1 (EL 3)

Trapped Scroll case: Hardness 0; hp 1; Break (DC 10).

Magic Glyph of Warding Trap: CR 3; +6 ranged touch attack (3d8/20, Searing Light); Search (DC 28); Disable Device (28).

Encounter 3: Shopping for Info

The next morning dawns bright and clear, as if Pelor himself is taunting the Old One with the sheer beauty of the sun. You enjoy a hearty, warm breakfast in the Dirty Dog's common room, along with many of the tavern's patrons from the evening before. Sylvia graces your party with one of her heart melting smiles, as she cleans off a recently vacated table. While she serves you breakfast, she makes no mention of your conversation from the night before, but she does give your group a subtle wink as she gathers your plates to be cleaned.

After availing yourselves of the facilities, and donning your various arms and armor, you decide it might be good to stretch your legs before leaving town. You have some time to kill before you should head to the Funery Gate, and Rookroost boasts vendors that are often well stocked, even in these troubled times.

As you work your way through the streets, you note that the city is bustling. Merchants, artisans, and guildsmen wend their way throughout the city, each intent on their personal business. Rumor mongers ply their trade, hoping for scraps of coins to be tossed their way so that they might buy the next bottle which will keep them warm throughout the cold fall nights. Most noticeable of all, clerics of Iuz and their orcish guards wander the streets slowly, arrogantly, and completely sure that they are the masters of this city.

As you stand aside to let an Iuzian cleric and his dozen heavily armed orc guards by, he stops,

stares at your group, and says, "Hail Iuz!" From up and down the street, you hear "Hail Iuz!" called out with varying degrees of enthusiasm by the general population.

Hopefully the PCs realize by now that they need to say, "Hail Iuz!" back. Have the PC's who say "Hail Iuz!" roll a Bluff check (no assisting), with a +2 circumstance modifier if they are particularly quick and enthusiastic with their response, or a -5 if they are slow or not convincing. If the PC displays a holy symbol of Iuz, the PC auto-succeeds. Secretly roll the cleric's Sense Motive check, but regardless of what you roll he gets a 20 and adds +3 for his Wisdom modifier and subtracts 5 because he wants to believe the PCs, for a score of 18. Should anyone in the party not say "Hail Iuz!" AND/OR fail the DC 18 Bluff check, Tinral will slyly follow them and encounter them later in the mod. Should every single PC pass the DC 18 Bluff check, Tinral does not show up during Encounter 5.

IF A PC REFUSES TO SAY "HAIL IUZ!": Have the cleric harangue them for a bit while his guards menacingly move in and draw their weapons.

Development: Once all of the PCs have said, "Hail Iuz!", the cleric and his retinue wander off down the street. Any PC who fails to please the cleric or resists is beaten down and captured, and sent to Fort Skagund for 12 TU's, where they receive Whip Scars. In either event, Tinral encounters them later for sure. At no point in time does the cleric, or his orcs, attack the PC's without provocation.

APL 1 (EL 6)

Tinral: Male human Clr2, see Appendix.

Orcs (12): see *Monster Manual*, page 203.

At this point, allow the PC's to make any normal purchases, per the LGCS rules, that they have access to. Remember, new characters will only be able to buy certain items, per pg. 10 of the LGCS. If any PC's wish to buy potions or scrolls of cure light wounds, or anything else of that nature, remind them that they will be purchasing them from a cleric of Iuz.

One of Rookroost's most valuable commodities is information, and if the PC's think to ask a beggar, street urchin, map maker or information broker questions about the Fellreev, allow them to role a Gather Info check (of Bardic Knowledge with a DC of those listed below +5). This will cost the PC's one silver piece, with each additional silver piece adding a +1 bonus to the check.

DC 5 *The Fellreev Forest is very dangerous, and to the west.* (true)

DC 10 *The elves in the forest have resisted Old Wicked's forces thanks in part to an alliance they have with some human bandits. However, not all bandits in the Fellreev are members of this alliance. While not all elves in the Fellreev are of this Clan, the Old One's minions tend to distrust elves, and often kill them for any slight, real or imagined.* (true)

DC 13 *A large tribe of orcs and half-orcs roams much of the Fellreev. They call themselves the Dazark, and they do not work for the Old One.*

DC 15 *South of the Artonsamay in the Fellreev is Defender territory. They are bandits that survived the Steelbone Meadows massacre, and are not directly allied with the elves across the river.* (true)

DC 18 *Watch out for patrols from Fort Skagund, this side of the Cold Run River. Orcs, ogres, hobgoblins and worse patrol the area for the Old One.* (true)

DC 22 *The elven tribe between the rivers is Clan Fanlareshen. They are allied with Reyhu humans. Watch out, for these elves do not suffer many to walk in their woods, especially half-orcs or those foolish Johrase mercenaries!* (true)

Development: The PCs should now be ready to leave the city, equipped with both gear and knowledge about their destination. Also, it is highly likely that they are being followed by Tinral, who watches them leave via the Funery Gate. Once the PCs have left the city, Tinral goes off to requisition a horse and some skeletons, and he trails the PCs with the best tracker he can find on short notice.

Encounter 4: Grindell

As you approach Rookroost's westernmost gate, the Funery Gate, you can see that the line is already starting to grow long. In front of you stand people resigned to being fleeced as they leave the city. You can just make out the murmurs of those around you, quietly wishing a quick death upon someone named Grindell.

As the line moves forward and you approach the gate, the scene resolves itself. You can now make out that there are roughly a score of heavily armed orcs and half-orcs standing around the gate. All appear to wear the livery of Iuz, and one in particular seems to be in charge. This huge half-orc is wearing scale mail, with a throwing axe tucked into his belt, while a many notched and probably often used greataxe rests across his right shoulder. "So, that's Grindell," you think to yourself.

You can just hear Grindell barking out orders to his soldiers, apparently directing them to search wagons entering and leaving the city. They also appear to be collecting the toll, five Silver Ladies to enter the city, one Silver Lady to leave it. Beyond the gate, you can make out the sea of tents and ramshackle huts that comprises Rookroost's western Outwall district. Fully half of Rookroost's population lives in either the western or eastern Outwall districts.

A few minutes later, and you find yourselves at the head of the line, ready to leave the city proper. The half-orc, Grindell, turns towards your party and says, "ere now, yous lot look pretty well off. Grindell say we charge yous a Gold Lord each to leaves the city, on accounts of your fine armors and weapons. Calls it a mercenary tax." You notice that about half of his troops have turned towards you, falchions and crossbows at the ready.

At this point, allow half-orc PCs a diplomacy check to lower the price back down to 1sp per PC (DC 17) if they think to try it. Add a +2 circumstance bonus if they pull off a Bluff claiming that they work for Iuz (DC 17). If unsuccessful with the Bluff, Grindell just doesn't care if they work for the Old One or not. If unsuccessful with the Diplomacy check, Grindell's just not a mood where he cares to be nice to other half-orcs.

If any PC other than a half-orc attempts to bargain with him, Grindell says:

“Grindell no talk with you! Grindell no bargain! Now give Grindell tax!”

If the PC pushes the issue, Grindell clearly gets very angry and readies his greataxe. If the PC still persists, roll initiative. Grindell will attempt to subdue this PC with the flat of his axe and power attacking for full. If successful, Grindell removes that character’s coin purse while the other guards prevent the PC’s friends from interfering. If the PC tries to draw a weapon, the PC gets dog piled by Grindell’s troops (the ones with falchions have readied actions), subdued (or killed if an elf), stripped of all their gear except for one item (or killed if they find a non-Iuz holy symbol), and tossed out of the city. Explain to the other PCs that it is obvious that his troops will attack if they make the slightest movement.

Once all of the PCs have paid, they are free to leave the city.

APL 1 (EL 8)

Grindell: Male half-orc Bbn4/Rog2. Sense Motive +7. See Appendix.

Orcs (20): see *Monster Manual*, page 203, replace javelins with light crossbows.

Encounter 5: Bones and Stars

A bit poorer, you find yourself in Rookroost’s western Outwall district. There is no clear road or path, in fact you think it highly likely that the residents move their tents or huts a little each day, just to make things confusing for outsiders. That’s when you notice a gang of gaunt street urchins, happily chasing after a small dog. The scene brings a smile to your face until you realize that the dog is running for its life...

As you head west, you notice that the proximity between tents and huts grows the further you get from the city’s walls. Soon enough they are behind you entirely, and the open scrubland of the Bandit Kingdoms stretches ahead of you, the suddenly chilly wind biting at you despite the sun’s warmth.

As you continue, travelers both ahead and behind you veer off towards their final

destinations. Oncoming traffic is light, save for the occasional Iuzian patrol. With each patrol comes the obligatory “Hail Iuz!”

After half a day’s travel, you can almost sense the forest looming ahead of you. By midday tomorrow, you should be there, but for now it’s time to camp. You find a likely spot, a lone boulder which will help block the cold wind singing across the landscape and protect a fire. Despite your trepidation at having a beacon to your presence, you will surely need a fire tonight, for the temperature has dropped to near freezing. Also, you think to yourself, we should probably decide where we are going to enter the forest.

Note: If all the PC’s successfully bluffed Tinral, then the following combat encounter will not occur, proceed to Encounter 6.

Have the PC’s determine their sleeping/watch arrangements, if they are sleeping in their armor, etc. The PC’s will need to sleep within 10’ of the fire to avoid taking non-lethal damage and being fatigued the next day, 5’ if they do not have cold weather gear. Determine who is awake at midnight, for that is when Tinral confronts the PC’s. Be sure to note the PC’s listen check modifier, and type of vision and range of vision. The fire’s light extends 20’.

Tactics: Tinral has been tracking the party via his half-orc tracker/bodyguard. Sure now that the PCs mean to enter the Fellreev, Tinral determines to confront the PCs, hoping to gain influence with Iuz and his superiors by capturing a group of bandits.

Tinral, whose tracker can make out the glow of the campfire from some distance away, leaves his horse behind and approaches on foot. At a distance of 120’ north of the camp, he casts two spells in the following order: Protection vs. Good and Detect Magic. Any sentries on watch get a DC 22 Listen check to hear him talking (the wind is making it difficult to hear anything, +10 circumstance bonus to Move Silently checks). If they manage to beat a DC 32, they can make a Spellcraft check (if they have the skill, DC 10) to recognize the talking as spell casting.

Once Tinral completes his spellcasting, he will approach the camp boldly from the north at a rate of 20’ per round, drawing his sword (remember, concentrating on a spell is a Standard action). His

two skeletons will be slightly ahead and to each side of him, while his bodyguard will be at his left side. At 60', those with darkvision can see him, 40' for low-light vision, 20' for normal vision. When he is 60' away from the scrollcase's bearer, he concentrates on the magical aura for two rounds. If the party has already detected him, he tries to keep them talking as he scans them for magic.

Once the party reacts to him, or he makes it to the firelight's edge, read or paraphrase the following:

"In the name of Iuz, I demand that you hand over that scrollcase immediately!" Striding into the edge of your vision is a cleric of the Old One. In front of him stand two animated skeletons, the walking dead! To his left side stands a large half-orc warrior. As the firelight dances off of his features, you recognize him as the same cleric that gave you grief in Rookroost a few days ago. In one hand he holds his holy symbol of Iuz, and in the other a greatsword, and his half-plate armor is revealed as his cloak is whipped aside by the stiff wind. You can almost feel a dark energy connecting him to his skeletons.

At this point, allow all sleeping PC's a DC 10 +1 per 10 ft. of distance Listen check to wake up (the wind is not quite so overpowering this close to the boulder). The dark energy is Tinral bolstering his undead, per pg. 159 of the PHB.

If the PC's attack, Tinral uses a standard action to mentally command the undead to attack, OR if they get turned he dispels the turning. Once he has identified any clerics, he focuses all of his attacks on them, after casting Cause Fear on the party's most heavily armored PC. His bodyguard specifically tries to target elves and then arcane spellcasters. If Tinral falls before the half-orc, the half-orc flees or fights to the death. He does not surrender. Tinral fights until he has the scrollcase (at which time he flees) or to the death.

Development: If the PC's give Tinral the scrollcase, he casts Read Magic on the rune he detected via Detect Magic. He then snarls in frustration and hands it to one of his skeletons and orders it to open the scrollcase while he stands 10' away. The skeleton opens the scrollcase and probably gets blasted by the searing light trap (+6 ranged touch attack vs. AC 11 [3d10 vs.

undead/20, Searing Light]). Tinral will then retrieve the scrollcase from the ground and withdraw the scroll (if the PC's somehow removed the scroll [and one of them is probably dead as a result], he will demand to know where the scroll is. If the PC's do not turn it over, he attacks). He cannot read it yet, but tomorrow he can pray for *Comprehend Languages*, so he returns it to its case.

If the PC's have given him the scrollcase and he has looked at the scroll:

"So, elven spies are you? Who did you get the note from? If you tell me, I won't condemn you to death when I return to Rookroost."

If the PC's give Tinral a name other than Sylvia's, have Tinral roll an opposed Sense Motive vs. Bluff check. If he believes the PC's, he and his bodyguard run off to his horse, and they ride hard for Rookroost. Tinral will believe the PC's if they give him Sylvia's name, as he vaguely remembers that she is an elf. Anytime during the above, the PC's may decide to start combat. Tinral cannot be surprised in this manner, although he can be caught flat-footed. Also, if the PC's fail to give him a name, or he doesn't believe the PC's, then Tinral will attack.

If for any reason Tinral survives the encounter then the PC's are Wanted! The PC's also gain the Enmity of the Fellreev Elves. Should the PC's surrender or be captured, they are taken to Fort Skagund and receive Whip Scars, ending the module.

Once this encounter is resolved, the PC's can enter the forest.

APL 1 (EL 4)

Tinral: Male human Clr2, hp 16. See Appendix.

Gnarg: Male half-orc Rgr1, hp 7. See Appendix.

Human Warrior Skeletons (2): hp 9, 9; See *Monster Manual*, pg. 226.

Encounter 6: That's a big forest...

A few hours after the sun has reached its peak, you begin to see a haze of green on the western horizon. The sharp sighted amongst you notice that the ground is heavily criss-crossed by the tracks of many strange beasts intermixed with tracks likely left by the Old One's humanoid minions. Some of the tracks appear to be old, some appear fairly fresh... Clearly the forces of the Old One keep an eye on the forest, but for now you think the coast is clear.

At this time, ask the PC's if they wish to approach the Fellreev from the east or from the south. If they choose east, proceed with the following. If they choose south, skip to Encounter 7.

Heading west, you reach the forest's perimeter uneventfully two hours later. The forest is dark and menacing, even when you are only a few yards inside it's perimeter, and the waning light of evening seems to be swallowed whole by the great forest. Sturdy trees of birch and oak provide a barrier to the incessant wind, making the forest seem eerily still and warm. The trees tower above you, their canopy of leaves still strong and green despite the fall season. Out of the corner of your eyes you catch fleeting glimpses of...something, shadows maybe...or maybe you just imagined it. To those of you not from the Fellreev, the forest is indeed foreboding, and it almost seems to be whispering to you, telling you to flee for your very lives!

Have the PC's make a Spot Check (DC 15). PC's that make it notice an owl watching them. The owl promptly flies off, to the west.

Still, you have a mission to accomplish, and you push on, due west. You're not sure just how far you have to go to get to the Cold Run River, where you hope to find a ford, but after two nights spent in the dark, creepy forest you are just about ready to go back to Rookroost and be done with this mission.

Have the PC's make a Spot Check (DC 20). PC's that make it notice an owl watching them. The owl promptly flies off, to the west. If the PC succeeding at the check succeeded at the first

check, and is either a ranger, druid, or has 4 ranks in Knowledge (nature) or Survival, then they recognize the owl as being the same one as they saw earlier. Proceed to Encounter 6a.

Encounter 6a: Hobgoblins gone wild!

If the PC's are coming from the meeting with the elves at Encounter 8, the forest brook is behind them and the lightning hits to the west.

It's almost evening now, and you could almost swear that you hear the gentle burbling of a forest brook ahead (behind), as you are about to enter a small forest clearing. For the first time since you entered the forest, you can see the sky, and it looks like it is about to rain. The temperature is quite a bit colder, with the fall wind briskly dancing about the clearing, unimpeded by trees. A light rain seems to be falling, and the sky grows noticeably darker in front of your eyes. Just then, you see a bolt of lightning fly out of the clouds, apparently striking a bit east (west) of the clearing. The sudden rumble of thunder tells you that it was close...real close!

Unless every single PC is in light or no armor, the hobgoblins heard the PC's coming and took their positions. If the PC's are all in light or no armor, then the PC's and hobgoblins stumble on each other as they each enter the clearing. The clearing is 60' across, and roughly circular. PC's at the front of the party are just outside the clearing's eastern edge (or western if coming from Encounter 8).

It's clearly a perfect place for an ambush, have the PC's roll Spot checks to see the hiding hobgoblins (DC 22 for the PC leaders at the edge of the clearing, +1 for ever 10ft. the PC is behind the leaders). If any PC succeeds, roll Initiative. Those that made the Spot check are not surprised, and see the hobgoblin sergeant peeking out from behind his tree. If no PC's make their Spot checks, allow them to move into the clearing. Remember, the DC lowers by 1 for every 10 ft. closer the PC's get to the hobgoblins.

If the PC's attempt to skirt the clearing, read the following:

As you turn to skirt the clearing, a blinding flash of light emanates from the heavens. A split second later you hear the mighty roar of thunder, loud enough to deafen someone of fainter heart! Ahead of you, a tree lies blasted to kindling, clearly struck by the lightning. Perhaps you should cross the clearing, after all...

What the PC's don't know is that an Initiate of the Fellreev has been following their progress ever since they first entered the Fellreev (the owl). Unsure of what to make of them, the insane druid has decided to hit two birds with one stone, so to speak. Unhappy with the presence of the humanoids from Fort Skagund, the druid is determined that the PC's and the hobgoblins fight to the death. While the druid could blast the PC's and hobgoblins with his called lightning, he'd rather let nature take its course, so to speak. He's a bit curious as to who would win this fight. At no point in time does the druid interfere in the fight, nor does he make his presence known except as stated below. If the PC's try to skirt the clearing, he continues to rain lightning down around them, but he never hits them. The hobgoblins, spooked but disciplined, eventually move to attack the PC's. **Hand any non-elven druids Player's Handout #2 after the PC's defeat the hobgoblins.**

Tactics: Assuming that the hobgoblins could hear the PC's coming, they had time to prepare due to the funny way noise travels in the forest. The sergeant assisted his men to hide 5 feet from the western edge of the clearing, behind large trees. The sergeant is hiding behind a tree directly across from where the PC's would be entering the clearing. To his left and right, twenty feet away on either side of him, hide 2 pairs of his soldiers. If the PC's are coming from Encounter 8, the hobgoblins are on the eastern edge of the clearing instead.

Once the PC's are 30 feet away, in the middle of the clearing, the sergeant orders his men to attack by throwing their javelins (all soldiers will go on his initiative -1, consider them to be delaying when hiding). They then draw their longswords, and move to attack in pairs. They concentrate their attacks on any spellcasters or elves they can reach, flanking and fighting as a unit if possible. The sergeant also throws his javelin, and then moves

to help one of his combat teams, whichever is dealing with a spellcaster or elf.

The hobgoblins are very disciplined, and the sergeant is a good leader. This should be a tough, smart, tactical fight for the PC's. Should the leader fall, the remaining hobgoblins fight to the death, valuing honor very highly. Should the PC's surrender or be captured, they are taken to Fort Skagund and receive Whip Scars, ending the module.

APL 1 (EL 4)

Hobgoblins (4): hp 6, 6, 6, 6; See *Monster Manual*, pg. 153.

Hobgoblin Sergeant: hp 10; see appendix.

Development: Once the PC's have defeated the hobgoblins, they may continue west (or east to Rookroost if coming from Encounter 9), where they find a ford over the Cold Run River the next morning, and Encounter 9. If they are driven from the forest by the hobgoblins, they may try the southern approach. In this eventuality, proceed to Encounter 7.

Encounter 7: I assure you, it's not stolen.

Heading south-west, you skirt the great forest for the remainder of the day until you reach the Artonsamay River. Luckily, you avoid a drenching when you find a Rhennee barge pulled up to the shore, its crew of eight apparently storing oars for the night. After brief negotiations, they agree to cart you across the wide river for 5 Silver Ladies each. They even offer to sell you some items at a discount!

Note: Any PC's who are either Red Plank Sympathizers (BK meta-org), or have an Influence Point with the Red Planks (such as the one from Artonsamay Falcon) are escorted across the river for free without expending any favors or IPs. Any non-half-orc PC who wishes to donate 200gp to the Rhennee will become a Red Plank Sympathizer, per the BKMG.

At this time, the PC's may make purchases from the Rhennee of standard items from the PHB priced no higher than 100gp. The Rhennee, trying to unload some wares, even offer to sell the PC's

items from table 7-8, Special Substances and Items only, at a 20% discount (the 100gp value cap still applies). They make it clear that this is a one time deal unless the PC wishes to become a Sympathizer.

IF THE PC'S WANT TO ATTACK: Inform them that it would be an evil act of banditry and that you would have to confiscate their characters if they insist on attacking.

Encounter 8: Defenders who?

After camping next to the Rhennee barge, and spending a pleasant evening haggling, drinking, and sharing tales, you head north-west along the Artonsamay's southern shore, reaching the forest's perimeter uneventfully an hour later.

The forest is dark and menacing, even when you are only a few yards inside it's perimeter. Sturdy trees of birch and oak provide a barrier to the incessant wind, making the forest seem eerily still except for the noise of the Artonsamay gliding by on your right. The trees tower above you, their canopy of leaves still strong and green despite the fall season. Out of the corner of your eyes you catch fleeting glimpses of...something, shadows maybe...or maybe you just imagined it. To those of you not from the Fellreev, the forest is indeed foreboding, and it almost seems to be whispering to you, telling you to flee for your very lives!

Two hours later and you are already on edge. Still, you have a mission to accomplish, and you push on. You're not sure just how far you have to go to get where the Cold Run River meets the Artonsamay, where you hope to find a ford, but you are just about ready to go back to Rookroost and be done with this mission.

Have the PC's make a Spot check, DC 20. Any PC that makes the check notices the archers just before they fire.

If for any reason any of the PC's is openly wearing a holy symbol of Iuz, the Defenders attack immediately, to kill. Only a Clan Fanlareshen member or a Defender of the Greenkeep can stop the combat at that point (Diplomacy, DC 25). If the PC's surrender, the Defenders question them at length until the mess is cleared up, and then escort them from the forest.

Just then, a flight of black feathered arrows come shooting out of several tree tops ahead, an arrow landing squarely between everyone's feet!

"Stop right there!" you hear as you see a fit, but middle-aged human, step out from behind a tree. Wearing studded leather and wielding twin short swords, he says, "Keep yer hands where I can see 'em, or I'll have me archers put their next shots between yer eyes and not yer feet! Who are you? What are you doing here? Why shouldn't I just kill you now?" he asks. Behind him, you can just now make out the forms of 6 half-elven archers hiding in the treetops, while 6 more human woodsmen come out from behind trees. Each woodsman is in studded leather armor and carrying a longsword.

Any PC that wants to die can attempt to fight. The Defenders do not hesitate to kill any PC's who move to attack them. All other PC's can negotiate with the Defenders for safe passage. To do so, the PC's spokesman will need to make a Diplomacy check (DC 15, -1 to the DC for every 10gp the PC offers him before he asks for the "toll"). The PC's get 1 chance, allow any humans, half-elves, or elves to assist if they want. If they fail to assist, impose a -2 circumstance penalty to the check as they botched the negotiations instead of helped. If the PC's explain their mission fairly truthfully, give them a +2 bonus as the Defenders are loosely working with the Clan at this time.

Having a member of Clan Fanlareshen in the party gives a +5 circumstance bonus to this roll instead of assisting. Having a member of the Defenders of the Greenkeep in the party gives a +10 circumstance bonus (and hopefully they are the ones doing the talking!). For each Dazark orc, give a -5 circumstance penalty. These bonuses and penalties stack.

A failed check results in the PC's being escorted out of the forest and they will have to proceed to Encounter 6a, having re-entered the Fellreev from the east. **Note: Should the PC's be run out of the forest by both the hobgoblins and the Defenders, the adventure is over as they are not up to the task of delivering Sylvia's note.** They can either return to Rookroost to tell her of their failure in person (where she asks for her gold back), or they can slink off into the country side (gaining the Enmity of the Fanlareshen Elves). If

they do the latter, ask them if they intend to open the scrollcase. If yes, ask them which PC, and let them have it.

Development: Assuming the PC's succeed, the Defenders charge the PC's 1gp each to be led through the forest to a ford that crosses the Artonsamay north of the Cold Run River joining (this fee is waived for any Clan Fanlareshen members, or Defender PC's). The Defenders make camp with the PC's that night, guiding them to the ford the next morning. At no time will the Defenders allow the PC's to continue on without them. During the trip, the Defenders will attempt to recruit the PC's to their cause. Any PC who wishes to take up arms with the Defenders must pay the appropriate costs following the adventure, per the BKMG. Proceed to Encounter 9.

The PC's may also wish to question the Defenders. The Defenders can answer any questions related to the info provided in Encounter 3's Gather Info section. They have no idea who Sylvia or Tabisha are.

APL 1 (EL 8)

Defender leader: Male human Rng2. See *Dungeon Master's Guide*, pg. 122. Two Weapon Fighting Combat Style.

Defender archers (6): Male half-elf Rng 1. See DMG pg. 122 and 127.

Defender woodsman (6): Male human Rng 1. See DMG pg. 122.

Encounter 9: We have a delivery for...

It is a crisp, foggy morning in the Fellreev as you leave the river ford behind you. Those among you with woodland skills notice that several of the trees appear to be marked with runes that you don't understand, but they definitely appear elvish in origin. Clearly you are now in Fanlareshen territory.

An hour later, a score of sylvan elves suddenly appears out of the fog, almost as if by magic. Oddly quiet, they have you surrounded. Their leader, a handsome, strong wood elf with a large wolf at his side, steps slightly forward, eyeing you. His weapons are still sheathed, but you have no doubt that one word from him would send 20 arrows hurtling at you.

If there are any half-orcs in the party, he says the following in Common:

"Speak any words or move one inch, half-breed, and you will die!"

If any half-orc makes a threatening move, or any PC's are openly wearing a holy symbol of Iuz, the elves will not hesitate to shoot to kill. If the PC's surrender, Osiric takes the scroll from them and they are escorted to the Cold Run River ford. Only a Clan Member, Fort Hendricks meta-org member, or Defender of the Greenkeep can stop the slaughter at this point. In this case, the module may continue as long as the PC's did not fight back.

If there are any elven or half-elven PC's, he says the following in Elven, otherwise he says it in Common:

"Who are you, and what are you doing so deep in the Fellreev?"

If the PC's explain that Sylvia sent them with a message for her sister, read the following:

"Odd that my sister-in-law would choose such a motley group of adventurers to deliver a letter to her sister. Still, I guess she knew what she was doing. Give me the missive, I am Osiric Coreandor, husband of Tabisha. I shall deliver it to her and return tomorrow morning with her reply, which you will take to Sylvia."

Allow any PC's that specifically state they are doing so to make a Sense Motive roll, DC 15. If they make it, tell them that they get the feeling that this is indeed Osiric Coreandor, but that something about the way he said "sister-in-law" and "husband" sounded funny. Elven PC's automatically succeed at the Sense Motive, should they attempt it, as they pick up on the nuances of his speech.

Development: If the PC's give Osiric the note, Osiric is predisposed to be nice to the PC's and attempts to recruit any full blooded elves into the Clan. Any high, grey, or wood elf with 4 ranks in Survival may join the Clan at this time, noting the costs per the BKMG on their AR.

A Diplomacy check (DC 10) and he will even have his 3rd level cleric of Rillifane cast up to 3 cure light wounds spells for the party. However, the

cleric will not heal any half-orcs. If Osiric learns that the PC's have killed Tinral, a priest of Iuz, Osiric slaps them all on the back, including any half-orcs, and rewards the PC's with an additional 50gp and gives each PC an acorn carved out of darkwood (this represents 1 Influence Point with Clan Fanlareshen). The PC's automatically succeed at the Diplomacy check (DC 10), if they had previously failed it, and in addition Osiric will allow his priest to use up to 3 scrolls of cure light wounds on the party. The priest will, in this case, heal half-orc PC's.

Osiric then tells the PC's to make themselves comfortable for the evening, leaves and returns the following morning with a note for Sylvia. The note is in the same scrollcase. The elves escort the PC's to the Cold Run River ford, Osiric urging the PC's to make some haste. If the PC's still need healing, Osiric will allow his priest to cast 1 final Cure Light Wounds spell before the party departs.

IF THE PC'S EXPLAIN THAT THEY LOST THE NOTE: Osiric looks very angry. He asks if the PC's think that they can hold onto a note "This time". If they say yes, he stomps off and returns the next morning with a note in the same scrollcase. They are to take this to Sylvia, at once. If the PC's refuse, the elves immediately escort them to the Cold Run River ford. Either way, if the PC's have not yet fought the hobgoblins, they will soon, as the elves will not allow the PC's to travel to the Artonsamay ford.

Conclusion

Back in Rookroost, wisely entering the city through the Triumphery Gate so as to avoid Grindell and his taxes, you head for the Dirty Dog Tavern. There you find the beautiful Sylvia, cleaning off a few tables. She looks up at your group and smiles, and with a nod of her head she indicates that you should follow her upstairs. Once upstairs, she unlocks a room, obviously unoccupied.

As soon as she has sat down, and the door is closed, she excitedly asks you how everything went.

Allow the player's to relate their characters heroic deeds, then continue:

IF THE PC'S DELIVERED THE MISSIVE AND KILLED TINRAL:

"Wow! A filthy cleric of the Old One tried to stop you? You're absolutely sure he's dead? Did you cut out his tongue? Cut his head off? I hear that the Old One's minions will often cast a foul spell that lets them speak with the dead, questioning them as to who their killer was. Or so the adventurers who frequent this tavern tell me. Something to keep in mind the next time you kill a priest of Old Ugly's.

Enough about that though, thank you for getting that note to my sister! And for bringing me her reply! I can see my brother-in-law was impressed with you if he gave you those darkwood acorns! Well done!"

And with that, she stands up and gives each of you the rest of the gold she had promised, followed by a quick hug and a whispered "Well done!" before leaving the room with one last devastating smile. Ah, maybe next time she asks for a favor, you'll do it for free!

The PC's receive the Darkwood Acorn.

IF THE PC'S GAVE TINRAL THE MISSIVE AND RETURN TO TELL SYLVIA OF THEIR FAILURE:

"Oh dear! Well, the clerics of the Old One are often very powerful and quick to anger. I guess I shouldn't have expected more from such a young group of inexperienced adventurers. A pity really. Did you make it to the Fellreev?"

If the PC's bring her a missive back from Osiric, then she lets them keep the gold she had previously given them, but she does not give them the rest. If the PC's demand the rest of the gold, she reminds them that they did not finish their mission. Should they insist, she screams, summoning some barflies. The PC's are escorted bodily from the Tavern.

If the PC's have no note for her, she asks for her gold back. If they refuse, she leaves the room, gathers a few barflies, and the PC's are beat down. She then collects back the gold she had given them before their bodies are tossed into the streets of Rookroost, unconscious. The PC's are stripped of all their gear and coin by the city's urchins before they regain consciousness, only retaining one item of their choice.

The PC's receive the Enmity of Clan Fanlareshen and are Wanted!

IF THE PC'S WERE UNABLE TO DELIVER THE MISSIVE, BUT DID NOT LOSE IT:

"The Fellreev can be a dangerous place. You are lucky to have survived! Still, all is not lost. I shall just have to find hardier souls to deliver my missive. Thank you for returning it to me. You may keep the gold I have already given you for your efforts."

If the PC's demand the rest of the gold, she reminds them that they did not finish their mission. Should they insist, she screams, summoning some barflies. The PC's are escorted bodily from the Tavern. The PC's receive no IP's or Enmities.

IF THE PC'S FAIL TO DELIVER HER MISSIVE, DID NOT LOSE IT, BUT DO NOT RETURN TO TELL SYLVIA OF THEIR FAILURE:

It has been several weeks now since your failure to deliver Sylvia's missive. You figured that maybe she would just assume that you all were dead, but every time you pass an elf you almost sense that they know who you are and how you failed Sylvia. Word of your survival must have reached her after all, so now she probably thinks you a thief, a coward, or both.

The PC's receive the Enmity of Clan Fanlareshen as Sylvia thinks the PC's are either dead, incompetent, thieves, or all three.

The End

Experience Point Summary

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

Encounter Three

PC's successfully Bluff Tinral 60 xp

Encounter Four

PC's get past Grindell 30 xp

Encounter Five

PC's kill Tinral and his crew 120 xp

Encounter 6

PC's defeat hobgoblins 120 xp

Encounter 8

PC's successfully negotiate 60 xp

Encounter 9

PC's deliver Sylvia's missive 90 xp

Story Award

PC's never open Sylvia's scrollcase 40 xp

Discretionary roleplaying award 50 xp

Total experience for objectives 450 xp

Treasure Summary

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion,

scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

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

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

Encounter 2: Bedside chatter

APL 2: L: 0 gp; C: 25 gp; M: 0 gp

Encounter 5: Bones and Stars

APL 2: L: 97 gp; C: 25 gp; M: +1 *half-plate* (146 gp).

Encounter 6a: Hobgoblins gone wild!

APL 2: L: 83 gp; C: 12 gp; M: 0 gp

Encounter 9: We have a delivery for...

APL 2: L: 0 gp; C: 50 gp; M: 0 gp

Total Possible Treasure

APL 2: 400 gp

Special

Darkwood Acorn: This darkwood acorn has a small elven rune carved onto it, making it instantly recognizable by all members of the Defenders of the Greenkeep, Fort Hendricks, and Clan Fanlareshen Sylvan Elves. It marks its bearer as a friend of the Fanlareshen sylvan elves, and acts as one Influence Point with that organization (following the guidelines in the Bandit Kingdoms Campaign Sourcebook). Bearers of the acorn are encouraged to join the Clan (if elven) or become Friends of the Clan (if they qualify per the BKMG). This was gifted to you by Osiric Coreandor, Clan Fanlareshen patrol leader, for successfully delivering Sylvia's missive and for slaying a foul cleric of the Old One. Please contact the meta-org coordinator to let him know that this PC has Influence with Clan Fanlareshen.

Enmity of Clan Fanlareshen: Due to your foolish actions while attempting to deliver a missive, you have been marked as someone not to be trusted by Clan Fanlareshen. This character may not join (or will be expelled if already a member of) the Defenders of the Greenkeep, Fanlareshen Sylvan Elves, or Fort Hendricks meta-orgs. In addition, this character suffers a -2 Circumstance penalty to charisma based skills when dealing with NPC's from any of the above organizations.

Wanted!: Tinral the cleric of Iuz has reported you as bandits to his superiors. The PC's are Wanted for Questioning by the Forces of Iuz regarding what they were doing near the Fellreev Forest. The player of this PC must email the Triad to let them know their character is wanted.

Whip Scars: Due to your stubborn refusal to say "Hail Iuz!", you have been beaten and sent to Fort Skagund where you were put to work cleaning out the dire animal pens for 3 months (12 TU) before you were able to escape. You have lost all of your gear except for one item.

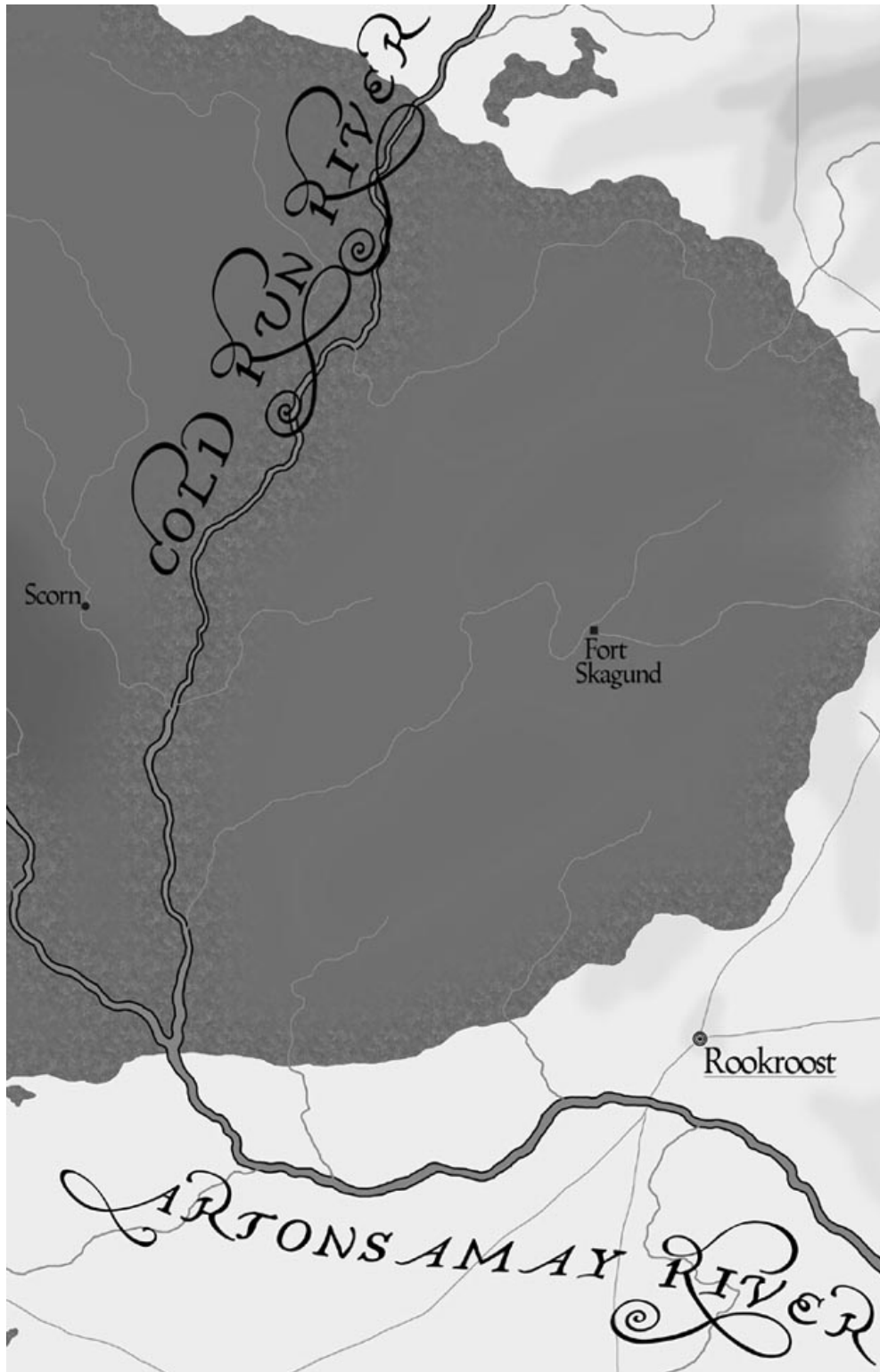
Results Reporting

GM's running this scenario should collect the player name, RPGA #'s, and character names of any PC's who earn Wanted status or the Enmity of the Fanlareshen and report it to the Triad.

Collected info should be sent to:

meta@bandit-kingdoms.net

DM's Aid: Eastern Fellreev and Rookroost Area



Original Shield Lands / Bandit Kingdoms map by Eric Anondson

Appendix I: NPCs

Encounter 1: The Note

Sylvia: Female sylvan elf Rog7/SpyMstr2: CR 9; Medium Humanoid (elf); HD 7d6+2d8-9; hp 31; Init +3 (Dex); Spd 30; AC 14 (touch 14, flat-footed 11) [+1 deflection, +3 Dex]; BA/G: +6/+6; Atk +6 melee (1d4/19-20, dagger); Full Att +6/+1 melee (1d4/19-20, dagger) or +9 ranged (1d4/19-20, dagger); SA Sneak Attack +5d6; SQ Cover Identity, Elven traits, Evasion, Trapfinding, Trap Sense +2, Uncanny Dodge, Undetectable Alignment; AL N; SV Fort +1, Ref +11, Will +6; Str 10, Dex 16, Con 8, Int 12, Wis 12, Cha 20. 4'10"; 85 lb.

Skills and Feats: Bluff +26, Decipher Script +11, Diplomacy +19, Disguise +35, Escape artist +19, Gather Info +21, Intimidate +7, Knowledge (Local - Iuz's Meta-region) +13, Listen +15, Profession (barmaid) +5, Search +3, Sense Motive +13, Spot +3; Charlatan, Persuasive, Skill Focus (bluff), Trustworthy.

Languages: Common, Elven, Sylvan

Cover Identity: While operating as a barmaid of the Dirty Dog Tavern, Sylvia gains a +4 circumstance bonus on Bluff and Gather Information checks (already included in Skill and Feats above).

Undetectable Alignment (ex): The web of different identities and agendas inside the spymaster's mind makes it impossible to detect her alignment via any form of divination. This ability functions exactly like an *undetectable alignment* spell, except that it is always active. Only divinations are confounded; spells that function only against certain alignments, such as *protection from evil* and *holy smite*, affect the spymaster normally.

Possessions: nice barmaid's outfit, *cloak of charisma* +2, *hat of disguise*, disguise kit, *oil of slipperiness*, possum pouch, *ring of protection* +1, *vest of escape*, two daggers, 150 gp.

Physical Description: Sylvia is a young adult, incredibly attractive sylvan elf, although currently she is disguised to look like a high elf. Trim, fit, and with the grace of a dancer, Sylvia wears colorful skirts and shirts as she works as a barmaid at the Dirty Dog Tavern. When she smiles, night turns into day, hearts melt, and men get stupid. Her daggers are hidden in her outfit's

folds, as are her various money pouches. The *hat of disguise* conceals the cloak, ring, and vest.

Encounter 4: Grindell

Grindell: male half-orc Bbn4/Rog2; CR 6; Medium humanoid (orc); HD 4d12+2d6+18; hp 59; Init +3 (Dex); Spd 30; AC 17 (+4 scale mail, +3 Dex); BA/G: +6 / +10; Atk +10 melee (1d12+6 [x3], greataxe); Full Att +10/+5 melee (1d12+6 [x3], greataxe) or +8 ranged (1d6+4, throwing axe); SA Rage (2/day), Sneak Attack +1d6; SQ Darkvision 60 ft., Evasion, Fast Movement, Uncanny Dodge (Dex bonus to AC); AL CE; SV Fort +7, Ref +7, Will +3; Str 19, Dex 17, Con 17, Int 11, Wis 14, Cha 10. 6'8"; 264 lb.

Skills and Feats: Climb +7, Hide +2, Innuendo +5, Intimidate +7, Jump +7, Listen +9, Sense Motive +7, Spot +7; Power Attack, Cleave, Weapon Focus (greataxe).

Languages: Common, orc.

Possessions: Scale mail, throwing axe, greataxe, 10gp.

Encounter 5: Bones and Stars

Tinral: Male human Clr2 of Iuz: CR 2; Medium humanoid (human); HD 2d8+4; hp 16; Init +0; Spd 20; AC 18 (20 vs good) (+8 half-plate); Atk +4 melee (2d6+3/19-20, greatsword); SA Spells, Rebuke Undead 4/day 2d6+3; AL CE; SV Fort +5, Ref +1, Will +6; Str 14, Dex 10, Con 14, Int 8, Wis 16, Cha 12. 5'10"; 175 lbs.

Skills and Feats: Concentration +7; Combat Casting, Martial Weapon Proficiency (greatsword).

Languages: Common

Spells Prepared (4/3+1; base DC=13 + spell level); ~~0-detect magic~~, detect magic, light, read magic; 1st-cause fear, divine favor, ~~protection vs. good~~, cure light wounds.

*Domain spell; *Domains:* Chaos (chaos spells cast at +1 caster level) and Evil (evil spells cast at +1 caster level).

Possessions: Cleric's vestments, +1 *half-plate*, masterwork greatsword, light crossbow, 10 bolts, wooden holy symbol, 20 gp.

Gnarg: Male half-orc Rgr1: CR 1; Medium humanoid (orc); HD 1d8+1 ; hp 7; Init +2 (Dex);

Spd 30; AC 19 (+4 chainmail, +2 heavy wooden shield, +2 Dex); BA/G: +1/+4; Atk +5 melee (1d6+3 [18-20/x2], scimitar); Full Att +5 melee (1d6+3 [18-20/x2], scimitar); SA Favored Enemy +2 (elf), Wild Empathy; AL CN; SV Fort +3, Ref +4, Will +2; Str 16, Dex 14, Con 12, Int 10, Wis 14, Cha 8. 6 ft. 2 in. 225 lbs.

Skills and Feats: Handle Animal +3, Knowledge (nature) +4, Listen +6 (+8 vs elves), Search +4, Spot +6 (+8), Survival +9 (+11); Skill Focus (Survival), Track.

Languages: Common, Orc.

Possessions: masterwork chainmail, masterwork heavy wooden shield, masterwork scimitar, 5 gp.

Encounter 6:

Hobgoblin Sergeant: male hobgoblin Ftr1: CR 1: Medium humanoid (goblinoid); HD 1d10+2 (10 hp); Init +4 (Dex); Spd 30; AC 20 (+4 Dex, +4 chain shirt, +2 darkwood shield); BA/G: +1/+1; Atk +6 melee (1d6 [18-20/x2], rapier); Full Att +6 melee (1d6 [18-20/x2], rapier) or +5 ranged (1d6, javelin); SQ Darkvision 60'; AL LE; SV Fort +4, Ref +4, Will +1; Abilities Str 10, Dex 18, Con 14, Int 12, Wis 12, Cha 12. 6'2"; 180 lbs.

Skills and Feats: Hide +2, Listen +3, Move Silently +6, Profession (soldier) +8, Spot +3; Weapon Finesse, Skill Focus (Profession: Soldier).

Languages: Common and Goblin.

Possessions: masterwork chain shirt, masterwork rapier, heavy darkwood shield, 12 gp.

Player Handout #1

Greetings,

I'm curious as to whether or not you and your companions might be interested in a business proposition, one that could make you some quick gold for little risk. If interested in what I have to say, simply throw this note in the fire while saying the words, "A great night to enjoy pleasant company, and a warm fire." If you do so, I will meet with you and your companions in your room at three tolls past the turn of the night.

S.

Player's Handout #2

As the lightning blazes across the sky, you can almost sense a brethren spirit. You know this is not nature's work, and your blood echoes the vibrations of a powerful magic that you can only hope to command one day. Then you hear it, a voice in your head. It sounds like a swarm of forest creatures, all speaking in their own languages. The honk of the goose, the chitter of the mouse, the roar of the jaguar, all are understandable to you now in your head as the voice speaks only to you, "Child of nature, I am of the Fellreev. When the time is right, seek me out. You will know when, you will know where. With Obad-Hai's blessing we shall cleanse this forest!" Then the voice is gone, and you know that this was a very personal, very private experience.

This PC has been invited to join the Initiates of the Fellreev as a Cub of the Fellreev. See the BKMG for rules pertaining to Bandit Kingdoms meta-orgs, and for entry requirements (which still must be met). Entry costs must be noted on the AR if the PC joins immediately following the adventure.