

Unexpected Enemies

M5 – Caravan Duty

Part of a Two-Round Dungeons & Dragons® Living
Greyhawk™
Sunndi Regional Special

Version 1.0

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With the lines of war drawn clearly across Sunndian soil things seem black and white. Good or bad, friend or foe, easy distinctions to make in such threatening times. Help is on its way from an expected source, but what if some fail to see it thus? Will adventurers once more shine their light into the darkness and clean away the sorrow? A 2-round regional special set in the kingdom of Sunndi - part battle interactive, part mini-adventure for levels 1 to 10 (APLs 2-8). Part of the Bullywug War series.

Resources for this adventure [and the authors of those works] include *Dungeon Master's Guide II* [Jesse Decker, David Noonan, Chris Thomasson, James Jacobs, Robin D. Laws], and *Players Handbook II* [author].

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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ADVENTURE BACKGROUND

M5 Caravan Duty is a mini-adventure, a potential 2nd part of the Sunndi regional special *SND7-01M Unexpected Enemies*. It has mostly the same background as that adventure.

Shortly before the ambush of the Ahlissan caravan the Sunndian scouts were lured into a trap by a traitor among the Grey Scouts. All of the Sunndian scouts were killed and with them the official liaisons between the Ahlissan army and the Sunndian locals. The Ahlissan leaders do not see this as a problem. The trip from the battlefield to Pitchfield takes at most 5 days of travel over a good road. The soldiers are disciplined and the officers will make certain they keep their distance from the locals. Under most circumstances the officers would be correct, but they are forgetting that the first two days take them through the northern fringes of Rieuwood. These woods are relatively safe, but they are the home of many faeries. Unfortunately the Ahlissans are ill-equipped to deal with fey, making them all the more tempting targets. Without any Sunndian liaisons the trip is certainly going to be a lot more problematic than the Ahlissans are expecting...

ADVENTURE SUMMARY

Introduction: The adventure starts with the Ahlissans setting up camp shortly after the battle. Tired, and with many wounded, the Ahlissans ask the PCs to take part of the guard duties of the night or else help bury the dead.

Encounter 1 [Carrion Eaters]: The amount of corpses at the battlefield form a magnet to carrion eaters despite the magical aura that keeps animals away from the valley under normal circumstances. Most of the carrion eaters are relatively harmless, but a few pose a bigger threat to the lives of those present. The PCs, whether on guard, helping cleaning up the mess or simply hanging around, are right at or close enough the path of one such group of dangerous animals to become prey.

Encounter 2 [Welcome]: The Ahlissans leave the ambush site as soon as possible. Once outside the Silent Valley they arrive at the hamlet of Tem'Sethental where they get a warm welcome by the locals.

Encounter 3 Celebrations: Free of the depressing emotions of the Valley, the Ahlissan soldiers are desperate for a celebration – whether to celebrate the victory and/or to remember the dead. Fey are drawn to the celebration like moths to the flame and they are adding an extra challenge to keep things under control.

Encounter 4 Brawling: Alcohol and soldiers rarely mix well. Add a couple of fey looking for some fun and trouble is almost guaranteed to occur.

Conclusion: Once the Ahlissans have left Rieuwood they are out of the danger zone. The remaining two days until the reach Pitchfield are relatively uneventful. Once there the PCs gain their rewards for both the battle and their help on they way back.

PREPARATION FOR PLAY

Throughout this part of the adventure, the PCs are heavily involved with the Ahlissan soldiers. These soldiers distrust Sunndians and Onnwalians, and characters from these regions gain a -4 circumstance penalty on any social skill checks. Although this is slightly offset if the character in question is a soldier, in which case the characters gain a +2 bonus that stacks with the penalty. Profession (soldier) can be used instead of Diplomacy when dealing with soldiers. Foreign medals mean nothing to the Ahlissans.

Check whether a PC has a favor with influential Ahlissan nobles, such as the favor with House Torquan from *ESA6-04 Gift of the Tempest* or the favor with the Ahlissan Ambassador from *SND4-03M Fun Fair*. The Ahlissans respect such friendships, and these characters gain a +2 circumstance bonus regardless of how many favors they have. It is assumed one or more of the soldiers recognize the PC and soon the whole unit knows the PC has friends in high places.

REST

The major battle takes place in the afternoon, and the Ahlissans are in no condition to travel on afterward. Hence any PC sticking with the caravan, have to set up camp here as well. Depending on their choices they might have Encounter 1 before, during, or after 8 hours of sleep. It is unlikely though that divine spellcasters who prepare their spells at sunrise have prepared new spells. With proper planning though arcane spellcasters can have replenished their spell selection since all they require is 8 hours of rest and not having prepared spells that day. The PCs should have a decent night of rest before Encounter 2 and 3 though.

Note that sleeping in the Silent Valley has some peculiar effects. More information can be found in Appendix 3.

NEW RULE ITEMS

Core adventures often utilize new rules items –including new classes, prestige classes, races, feats, spells, and equipment (including magic items) – that do not appear in any of the three core D&D books (*Player's Handbook*, *Dungeon Master's Guide*, or *Monster Manual*). The full write-up of any featured feats, spells, or equipment appears in Appendix 3. Information on featured classes, prestige classes, and races appears in the relevant creature's stat block. This adventure includes all the information required to run these characters. The DM should double-check that he fully understands any new rule items presented in this adventure before play begins.

INTRODUCTION

Once the PCs have decided to stick to the caravan during the aftermath of the battle (Encounter 6 part 1), they are approached by the ranking Ahlissan officer – whether this is a lieutenant, the Ahlissan envoy or perhaps even the captain depends on the outcome of the battle. Depending on who it is, the man either requests (the envoy) or demands (military officer) that the PCs make themselves useful while they are at the caravan. Any PCs stating that they need to recover from the battle gets a rather angry reply. They are fully aware that without the help of all the PCs many more lives would have been lost, but the Ahlissans did not sit back and watch the show. They did fight as well, and they are equally tired and wounded, but they are working while setting up the camp, burying the dead or preparing for coming watch duties. If they still refuse, the Ahlissan walks away, and any PC refusing to make them selves useful is treated with disdain by any of the Ahlissans which will have repercussions in Encounter 3 and 4.

PCs who are more receptive are told that there are various jobs available to the group as a whole. Since they are not under the command of the Ahlissans nor are their abilities well-known it is up to them to decide what they want to do:

- Help at the field hospital, either caring for the wounded, searching for survivors or guarding the make-shift hospital.
- Help bury the dead.
- Help repair the wagons, trace down missing oxen, repair the road, guard the engineers or make them selves useful for the engineers in another capacity.
- Help set-up camp.
- Take up guard duty, either now, during the midnight shift or the early morning shift. If the PCs pick this duty, and decide to guard at midnight or early morning they are allowed to set up camp and sleep at the moment. PCs who actually actively help during the day and still take a guard-shift during the night are commended on their sense of duty (assuming they do not do truly sloppy work).

Of course, PCs that do any of the above without any requests or orders by the Ahlissans earn much respect. This has a positive effect in Encounter 3 and 4. Regardless of their choice, once made, try to ascertain their routines and active spells, and than proceed to Encounter 1.

Troubleshooting: It is possible the group wants to split up at this moment since each character might have different specialties. It is best to discourage this since Encounter 1 might be extra-ordinary hard with a less the complete group. Point out that the PCs all belong to one squad, and they are expected to stick together. Regardless

of their skills, there is always something they can help with. If the PCs still insist to split up, so be it.

1: CARRION EATERS

Carrion eaters are always drawn to a battlefield like moths to a flame. Even the magic of the Silent Valley does not keep them away. At some point between the end of the battle and the following morning the PCs are confronted by a particular large group of carrion eaters, the exact nature depending on the APL this adventure is played. The time and location depends on what the PCs are doing in this time frame. If they are helping with a task during the afternoon, this happens at that time while they are busy with the task. If they have guard duty during the night the attack happens at that time. If they are doing nothing the assault is on their part of the camp around midnight and the beast are not spotted by the guards.

Regardless of the time and location, let the PCs make a Spot or Listen check (unless light conditions make a Spot check impossible) with the DC dependent on the APL (see Hide and Move Silently skill check modifiers of the creatures below) – assume they 'take 10'. The difference between the roll and the DC x 10 is the distance at which point the creature is spotted/heard. The maximum distance is 100 feet due to the environment. The creatures are aggressive and will attack the PCs once within charge range or once spotted.

Terrain: The Silent Valley is considered a spare forest around the road and a medium forest further away. As such roughly 50% of the terrain consists of light undergrowth. A space covered with light undergrowth costs 2 squares of movement to move into, and it provides concealment. Farther away roughly 10% consists of heavy undergrowth. Heavy undergrowth costs 4 squares of movement to move into, and it provides concealment with a 30% miss chance (instead of the usual 20%). It increases the DC of Tumble and Move Silently checks by 5. Heavy undergrowth is easy to hide in, granting a +5 circumstance bonus on Hide checks. Running and charging are impossible. There are no massive trees. A creature standing in the same square as a tree gains a +2 bonus to Armor Class and a +1 bonus on Reflex saves (these bonuses don't stack with cover bonuses from other sources). There are no steep slopes in the region.

It is certainly possible the PCs are at the make-shift hospital or wandering over the battlefield during this encounter. In that case there are wagons, tents and perhaps oxen around. These have an impact on the battlefield as well.

Creatures: The exact nature of the carrion eaters depends on the APL you run this adventure. In all cases it are relatively normal creatures who stumbled across a rich food source and they are not about to leave the site alone without a fight.

Characters with wild empathy can try to calm the beasts as normal. Their initial attitude is Hostile and for the PCs to be able to get them to leave it needs to be changed to Friendly. Providing a suitable source of food grants a +5 circumstance bonus on the check – an amount of meat (although in case of the boars almost any food suffice) equal to one body per creature one size category smaller than the carrion eater is required to gain this bonus (for example, an ox would appease two ankhegs). A description of the creatures can be found in the *Monster Manual*.

APL 2 (EL 3)

🐉 **Krenshar (3):** hp 11 each; Hide +4, Listen +3, Move Silently +6, Spot +1; see *Monster Manual* 163.

APL 4 (EL 5)

🐉 **Ankheg (2):** hp 28 each; Hide -4, Listen +6, Move Silently +0, Spot +3; see *Monster Manual* 14.

APL 6 (EL 8)

🐉 **Dire boars (4):** hp 52 each; Hide -4, Listen +8, Move Silently +0, Spot +8; see *Monster Manual* 63.

APL 8 (EL 10)

🐉 **Digesters (4):** hp 68 each; Hide +9, Listen +6, Move Silently +2, Spot +6; see *Monster Manual* 59.

Tactics: The tactics of the beasts are simple and straight forward. If at the battlefield they try to chase away the PCs. If at camp, or during guard duty they try to kill enough PCs so that they have enough to eat and then retreat with the corpses. In either case they focus on the opponent that poses the biggest direct threat. Due to their intelligence that is the person that deals the most damage which is standing within reach. It takes time to realize where ranged attacks are coming from. If there is suitable amount of food on the scene, they do not chase retreating characters for more than a few steps. Otherwise they chase them down until there is enough food.

They are not going to fight to the death and they flee once at $\frac{1}{3}$ rd or less of their hit points, or when more than half of them are slain/chased away.

Treasure:

None.

Development: Depending on the time and location of the fight, the PCs can gain backup from the Ahlissan soldiers. If the PCs are having no problems they keep their distance, not wanting to risk their lives for nothing. If things go badly for the PCs though, they rush forward to help. If such aid is required you should half the xp reward for the PCs.

Once the carrion eaters are dealt with nothing important happens during the rest of the day and/or night. The next morning the caravan is ready to proceed with their trip to Pitchfield. Find out the standard

procedures the PCs stick to, such as marching order, long duration spells and the position at the caravan and whether or not this changes throughout the trip. Nothing important is going to happen during the actual traveling, but the players do not need to know this. Once ready, proceed with Encounter 2.

2: WELCOME

A large caravan travels slowly, and it is entirely up to the PCs whether they travel ahead or stick to the wagons. Regardless of where they travel, the caravan leaves the Silent Valley at the end of the day, camping at the thorp Tem'sementhal. Nothing special happens during the trip. Read aloud or paraphrase the following when the PCs arrive at the thorp, making necessary changes if the PCs do not travel at the front of the caravan.

The hamlet of Tem'Sethental is located right on the border of the Silent Valley, and it consists only of a few small human-built buildings on the ground as well as several elven tree homes. The village blends in rather well with the forest, and by the time you realize you have entered it, you are right in the middle of the hamlet. The village caters to travelers, and besides a small inn and a tavern there is also a wheelwright and a blacksmith. Between the trees you also note several tents clearly belonging to the Sunndi military and curious soldiers are looking at you and the caravan. The hamlet is clearly not used to such a big crowd of visitors, and it comes as no surprise that a tall thin grey elf wearing the trappings of a town elder as well as a meticulously dressed human with a small black goatee in the uniform of a Sunndian captain approach you as soon as you enter the hamlet.

The tall thin grey elf is Sariven, and he is the spokesman of the village. The captain is Gerimar, a by-the-book career soldier who is better at directing soldiers during a battle than in between the battles. Members of a Sunndian military meta-organization recognize the man with a DC 15 Profession (soldier) check. He recognizes the PCs automatically as he has been sent out to aid them and the Ahlissans just in case. As such both he and Sariven want a quick report on what has transpired since the PCs have left Pitchfield before directing the Ahlissans to their campsite.

Sarivan is a bit worried about the amount of visitors and the damage this will do to the environment, and he tries to convince the PCs to speak on the villagers' behalf to the Ahlissans about things like garbage disposal, toilets and fuel for the cooking fires. He also tells the PCs to send the main healer of the Ahlissans to his wife Naren'thelenda, the caretaker of the local shrine of the Eliastair and a priestess of Sehanine Moonbow. The local tavern and inn have prepared for the arrival of the Ahlissans, and there are rooms for the officers available in the inn as well as a hot meal at the tavern. The PCs get a

room at the inn as well. The villagers also prepared a meal for the soldiers and the teamsters, and although he is worried it is not enough even a quick glance shows such worry is totally unnecessary. The food and the drinks are a gift from the elves of Rieuwood to the Ahlissans to show their gratitude and as a way to apologize for their countrymen who ambushed the caravan.

❖ **Sarivan:** male grey elf expert 6.

Appearance: Sariven is a tall and thin grey elf with short pale golden hair and violet eyes. While his face looks young at first glance, a closer look shows the lines of ages in the corners of his eyes as well as the wisdom of years in his gaze. He wears gray robes, sandals as well as a dark wooden walking cane.

Personality: Sariven is a patient, quiet man who sometimes seems to wonder off in thought. He does like to talk though, and he has a tendency to ramble. Usually his wife or somebody else interrupts him after which he apologizes.

❖ **Captain Gerimar:** male human (Oeridian) fighter 4.

Appearance: Gerimar is a man of average height and build with an olive colored skin and short brown hair. He has a small moustache and goatee and a proud bearing.

Personality: Gerimar is a by-the-book career soldier who is more at ease during a battle than in between battles. He hates waiting, parades or anything official and his man consider him a stiff control freak with a temper. The irony is that he never pushes through his threats afraid as he is to loose face, and hence he is often ignored outside a fight and the man under his command have a tendency to cause the most problems.

Development: By the time the PCs and the Ahlissan officers have dealt with the local authorities the Ahlissan soldiers have mingled with the Sunndian soldiers and the locals. Soon everybody has heard the stories of the Battle of the Unexpected Enemies as well as about the gift of food to the Ahlissan soldiers. News about this gift is received very well by the Ahlissans and soon celebrations are under way either to drink away their sorrows or to celebrate a victory. PCs who are worried about the Ahlissans drinking too much, should be in for a pleasant surprise since they are actually showing quiet some constraint and discipline.

The PCs are expected to eat dinner at the local tavern together with the Ahlissan officers and Gerimar. Here they need to give a full report. By the time they are finished, the sounds of laughter and music comes from outside. Proceed with Encounter 3.

3: CELEBRATIONS

Besides elves many fairies call Rieuwood home, and they are not the kind of people to pass up the chance of a celebration. So when they saw the Ahlissans and Sunndians enjoying a big feast they immediately decided to join and soon all fey in the region knew about it. Since

fey cannot accept anything as a gift without a gift of their own they also took their own food, drinks and music with them and without the interference of the PCs what started as a big meal soon ends up as a big feast.

The following assumes the PCs are eating dinner in the local tavern together with the Ahlissan officers and Gerimar. Make the necessary changes to the read aloud text if this is not the case.

The food and drinks are of excellent quality but despite this the atmosphere inside the common room remains somewhat subdued. The horrors of the battlefield are apparently difficult to forget, the Ahlissans keep the amount of alcohol to a minimum and the locals are a bit too unsure about how to treat the Ahlissans. Gerimar is also not much of a conversationalist although his questions about the battle show a clear interest in and knowledge about military matters. So when the sound of loud laughter and music filters in from outside it is all too easy to note. It seems the locals were planning a real celebration, although the looks on their faces seem to suggest otherwise...

For the moment the moment Gerimar, the locals and the Ahlissan officers ignore the sounds from outside. They are all unsure of whether the celebrations were planned, and whether or not saying something about it would insult the other party. In reality nobody was expecting a true feast. Nobody certainly organized music. So when the PCs ask about it, all try to diplomatically say they did not organize anything and were afraid to insult the others if they said something about it. Still, they are not sure whether they should forbid it, although all think it might be a good idea. If anybody expresses concern about alcohol consumption the Ahlissans say that their men are disciplined enough to keep it to a minimum and the locals say there is nowhere near enough alcohol to get the soldiers drunk in the first place.

Read aloud or paraphrase the following if the PCs remain inside:

A few minutes after having first noted the sounds of music and singing from outside the outside door opens and an Ahlissan sergeant marches in. His facial expression is hard to read, but something in his bearing suggests he wants something. He quickly marches towards the table of [highest ranking surviving Ahlissan]. Saluting the officer as required.

"Permission to speak Sir."

[Highest ranking surviving Ahlissan] *looks a bit surprised and then gives a short nod.*

"A group of goatmen, flying gnomes and grasshopper like critters have shown up. The group even includes a couple of lasses so beautiful it makes even the most battle hardened veteran's hearts skip a beat or two. I think they are fairies, but I am not much of an expert. In any event, they have brought even more food with them and they are

sharing their wine freely among the men. Most of the men are keeping their distance since they are on duty, but the locals are certainly enjoying themselves and now the goatmen and flying gnomes have decided to organize a competition of some sort. We are wondering if we have your permission to join. They are accusing us of cowardice and that we are weak. I feel that we need to defend our names, besides it would be a good break for the men."

[Highest ranking surviving Ahlissan] *stares at the sergeant for a few moments before looking at you questioningly. Gerimar groans softly at the news than rises quickly. What do you do?*

If nobody stops Gerimar he rushes outside, trying to chase the fairies away before it is too late (which it already is). A DC 11 Knowledge (nature) or Bardic Knowledge check is enough to realize the description of these creatures indeed fit fairies, in particular grigs and pixies. A DC 15 check is required for the satyrs. These are good-natured fairies, and their presence does not automatically mean trouble, although the liquor they apparently have with them might be a whole other matter.

The Ahlissan officers are a bit uncertain about how to deal with it and if the PCs are present they turn to them for advice. They are inclined to give permission since it would be good for morale and they trust their men to behave. If the PCs express concern, and they want to forbid it, the sergeant asks them to talk with the fairies to at least make them stop the nagging. Gerimar is of course furious about the arrival of the fairies and he wants to chase them away from the hamlet. Any sensible person though, and that includes the locals, realize that would be even more dangerous than keeping them around. Their advice would be that to get the fey to go, they should convince everybody not to join the celebrations. Something they are sure neither the locals, nor the Sunndian soldiers will do. So as far as they are concerned it is much easier to just enjoy the ride and hope nothing bad happens (and they believe the trouble arise from Ahlissan's side and not theirs, but they are too polite to say so).

Read aloud or paraphrase the following if the PCs go outside (whether after the arrival of the concerned Ahlissan sergeant or before):

When you open the door of the inn you have a good look at the village square in front. Most of the makeshift tables have been moved aside although there is still food on it. There are also several big wine barrels and ale kegs. One of the tables functions as a podium for a couple of small grasshopper like humanoids playing fiddles. Next to it a red furred humanoid with goat legs and the upper body of muscled human and two small black horns is playing a set of panpipes. Sunndian soldiers, Ahlissan teamsters and a couple of elves are drinking and dancing on the square. Flying around

the square are several small elves with gossamer wings fluttering around excitedly. The whole scene is light by a huge bonfire and several globes of floating lights in all kinds of bright colors.

The Ahlissan soldiers standing on the side of the square form a stark contrast with the merriment. They are looking grimly at the scene, some perhaps a bit jealous, but all disciplined. To the side two soldiers are arguing with two of the goat-legged men and a Sunndian soldier.

Recognizing the fey with Knowledge (nature) checks is described above. If the sergeant has not yet approached the Ahlissans leaders, the PCs note one of the arguing Ahlissans march away towards the tavern, and the scene described above takes place in front of the tavern. Otherwise the sergeant directs the PCs to the discussion.

If the PCs approach the two satyrs and Ahlissan soldiers they learn that the Sunndian soldiers have challenged the Ahlissans to a as of yet undetermined team game and the satyrs are supporting the idea. By the time the PCs arrive the Ahlissans really want to accept the challenge since the satyrs played the right buttons by insulting the Ahlissans courage and skill while complementing the Sunndians on theirs. If the PCs do not approve, they will need to convince the fey and Sunndians to back down or else the brawl described in Encounter 4 takes place much earlier. The Sunndians and satyrs are considered Unfriendly to the idea of no game, while the Ahlissans are Indifferent (they like the idea, but can be ordered not to accept the challenge). To get the satyrs and Sunndians to back down requires a DC 15 Diplomacy check. If the PCs offer a game between the fey or Sunndians and the adventurers automatically gets them to leave the Ahlissans alone. In this case the celebrations will be like any other. Feel free to come up with some scenes and situations using the creature section below to keep the PCs busy for some time before Encounter 4.

If the PCs approve of a game (or want to join one themselves), so will the Ahlissans. This changes the discussion from what kind of team game. The Ahlissans and Sunndians propose a mock battle, but the satyrs don't like the idea (too many rules, too predictable). Instead they ask the PCs to come up with a new game, something that involves violence, creativity and is fun to watch. If the PCs refuse, they grudgingly accept a standard tournament after a long discussion. If the PCs are up to the challenge, they react enthusiastically, offering each of the PCs a bottle of magical fey wine as a reward for the gift of a new game. In this case, the players should also come up with the game mechanics and play out the game to see who wins. The stats of the Ahlissan soldiers can be found in Round 1. Assume the Sunndian soldiers have the same stats. The stats of the fey can be found in the Monster Manual. During the game much betting will be going on. Once the game is done, and there still is time you can come up with some other celebration scenes and encounters before proceeding with Encounter 4.

Creatures: Besides the locals, Sunndian soldiers and Ahlissans, mainly Oeridian males and females and a large group of elves, there are several satyrs, grigs, and pixies. All present are in an excellent mood, which is nearly impossible to change. Nobody is looking for a fight, and even the fey appear to behave. The music is good, but there is no magic compulsion to dance or to be merry.

It is not a good idea to anger the fey present at the celebrations. The common pixies present are alone an EL 11 encounter. Together with the classed NPCs as well as the loggers, an aggressive PC does not stand a chance. The fey will try to keep the PCs alive, but not at the cost of their own or the loggers safety.

☛ **Lachlan, Siele, Glynradh and Riordan:** male satyr; hp 22 each; see *Monster Manual* page 219. All 4 are equipped with magical pipes, but they will not use them unless they are forced to.

Appearance: All four have the typical looks of members of their race. They slightly differ in size and the color of their fur, making it easy to distinguish between them.

Personality: Boisterous, outgoing, and in a festive mood. They are loud but friendly and quick to compliment both males and females. They love to dance, drink, play dice games and to wrestle. If you are running the game with a mature group, satyrs might try to lure beautiful (charisma 12+) females away from the feast for more private and intimate moments. There will be no consequences of such an act.

☛ **Grig (5):** hp 2 each; See *Monster Manual* page 235.

Appearance: These tiny beings have the heads, torso and arms of an elf-like humanoid, and the antennae, lower body and legs of a cricket. Their cricket bodies tend to be brown-green, while their humanoid bodies are light blue. Their hair is short and brown. They wear brightly colored vests.

Personality: The grigs are mischievous and lighthearted. They have no fear of larger creatures. Usually they delight in playing tricks, but during the celebrations they are on their best behavior. They might switch a tankard of ale for water or a glass of wine for vinegar, and they definitely will have a hilarious time with drunken mortals and their *ventriloquism* spell. People who do not appreciate their jokes are ignored though, and when dancing or making music, jokes are not in the center of their thoughts.

☛ **Pixie (10):** hp 3 each; See *Monster Manual* page 236.

Appearance: Pixies look a lot like small elves, though their ears are longer and they have gossamer wings. They all have wild long hair, mostly black and brown, and their skin is light brown. They wear bright clothing, with caps and shoes with curled and pointed toes.

Personality: The pixies are here for one reason only, and that is to have fun. They drink, dance and frolic throughout the whole camp. They tend to stay in small groups, especially paying attention to people who are not

enjoying themselves. They are rather curious about the reasons for somebody not to take part in a celebration. Once that reason is known, that is no deterrent for them to get that person to party along. Groups of pixies might also choose a particular charismatic or uncharismatic person to dot them with compliments and to try to get them to play all kinds of children's games with them. The more they are rebuked, the more fun it is for them.

Suggested fey names: Male – Connal, Darochinn, Eamonnal, Talerdigh, Tuan; Female – Ardenna, Briona, Caitlannagh, Meabhe, Rhondal, Siobhan, Tuanala.

Treasure:

PCs who come up with a fun game, or win an ordinary game get the "Fey Wine" AR reward – see the treasure section and AR for more details.

Development: If the PCs remain inside (or go back) the tavern, they have a boring evening ahead until things go wrong as described in Encounter 4. If they remain outside they will have some fun and they might even win a prize or two until things go wrong as well although in this case they might have a slightly easier time to keep the brawl to a minimum if they are alert. Either way, proceed with Encounter 4 after roughly 1 hour of role-playing the celebrations or when it is clear the players have had enough.

4: BRAWLING

Liquor, fey and two groups that have a tense relation do not mix well, creating a rather volatile situation even if one of the two sides behaves exceptional well. The fact that the Ahlissan soldiers don't drink much alcohol might put the PCs at ease, but it takes only one person to start a fight. The exact time of these troubles depends greatly on the PCs actions. If they try to stop the Sunndians from having fun, or anger the fey, the fight starts early in the evening. If they allow everybody to have fun, and keep a good eye out for trouble it happens near the end of the celebrations really early in the morning.

Allow the PCs at the village square to make a DC 15 Listen or Spot check (which is a surprise check) depending on the location (with a -5 circumstance penalty if they are busy celebrating). Real aloud or paraphrase the following for those who succeed:

Midnight has past and the celebrations have been going on for some time now. The Ahlissan soldiers have shown a remarkable restraint, having hardly drunk any alcohol. The Sunndian soldiers and Ahlissan teamsters though have been drinking a lot more and the dances and songs have become increasingly more erratic and slurred over time. Suddenly you hear angry voices above the sounds of the festivities. [If the Listen check succeeded by 5 or more:] Apparently an Ahlissan teamster insulted one

of the Sunndians – something to do with the Sunndian's parentage. [Otherwise:] The reason of the argument is unclear, quickly turning towards the noise you are just in time to see an Ahlissan teamster and a Sunndian half-elf soldier ready to fly at each others throats with the crowd shouting "Fight! Fight! Fight!"

Roll Initiative for both the PCs and NPCs. PCs who react quickly enough can intervene however they want before a fight has start. Otherwise the PCs have to get in between preferably without favoring any side.

If the PCs failed the surprise check read aloud or paraphrases the following:

Suddenly you hear the crowd near the side of the village square shout "Fight! Fight! Fight". When you turn towards the source of the noise, you see a small crowd densely packed around a small open circular area. Inside you note two people fighting with one another.

The Ahlissan is a 1st level expert, the Sunndian a 2nd level warrior. The Ahlissan's name is Jalran, and the Sunndian's Erian. They are not particularly evenly matched. If the PCs can act before the fight start, it is relatively easy to keep the two apart, only requiring a DC 25 Diplomacy check. Otherwise the PCs have to step in between the 2 combatants (requiring grappling or bull rushing) and succeed in a DC 35 Diplomacy check (penalties for being rushed included).

The real challenge does not lie in keeping these two from each other's throat, although that offers a good opportunity for role-playing. There is some anger and resentment between the Ahlissans that goes beyond the questionable parentage of the half-elf. The teamsters resent the Sunndians from being unable to keep the outlaws of the Hollow Highlands under control and the fact that they arrived much too late (accusing them of doing so on purpose to allow more Ahlissans to die or because the Sunndians are too afraid to fight). The Sunndians resent the fact that they were not at the fight, and even more so when they are accused of cowardice or worse. These were just the first to explode, and regardless of the PCs actions the arguments quickly escalates when the Sunndians and Ahlissan teamsters decide to attack each other en masse turning the celebrations in one big tavern brawl.

One the brawl starts the fey quickly turn to the side, sitting down to enjoy watching the show. The Ahlissan soldiers want to intervene, but the officers realize doing so would be a really bad idea. So it is up to the PCs to pacify things.

Terrain: The site of the fight consists mainly of an open square surrounded by large make-shift tables and a make-shift platform. In the center is one big tree with a diameter of 10 feet. The tree can be used for cover, or climbed in with a DC 15 Climb check (forming perfect

place to hide from the mob. On one side stands the 2 storey stone inn and tavern that can also be used as cover against the mob or their slanted roofs as a convenient platform for archers and casters. A DC 15 Climb check is required to climb to the roof from the outside, and DC 10 Balance check to move over the roof.

Creatures: The brawlers include both Ahlissan teamsters (commoners) and Sunndian soldiers (warriors and experts). At APL 2 and 4 most of the fight can be resolved with a bit of role-playing with neither side resolving to real physical violence. A small group of Sunndian soldiers become really pissed off and they are going to use lethal damage. It is these the PCs should focus on. At APL 6 and 8 the powder keg truly explodes, resulting in 1 or 2 mobs set out to do as much damage as possible to the opposition.

APL 2 (EL 4)

☛ **Drunken Revelers (10):** human male and female warriors 1; hp 12 each; see Appendix 1.

APL 4 (EL 6)

☛ **Drunken Soldiers (4):** human male and female fighter 2; hp 22 each; see Appendix 1.

☛ **Drunken Revelers (6):** human male and female warriors 1; hp 12 each; see Appendix 1.

APL 6 (EL 8)

☛ **Riot:** mob of medium humanoids (mainly humans and elves); hp 135; see Appendix 1.

APL 8 (EL 10)

☛ **Riot (2):** mob of medium humanoids (mainly humans and elves); hp 135 each; see Appendix 1.

Tactics: The drunken revelers are furious, drunk and incapable of complicated tactics. They focus on their object of anger, which are the Ahlissans at first, but if threatened by the PCs it quickly shifts their attention to them. The drunken revelers use a mix of weapons, with roughly 1/3rd using fists, 1/3rd knives and 1/3rd clubs. They are too drunk and angry to be open to diplomacy, and those using weapons do use lethal attacks. The soldiers at APL 4 use their fists though. The revelers fight until they are disabled, too far gone to realize when they are defeated. The mob sticks to fists. If a mob is reduced to 0 hit points it falls apart with the majority simply fleeing or surrendering. If the PCs use any kind of magic against the mobs, that caster becomes the prime target and it causes them to switch to lethal attacks if possible.

Treasure:

None (taking the personal items from the drunken revelers is theft).

Development: If the PCs keep their distance the brawling quickly escalates in an all-out fight with many seriously wounded and even a couple of deaths on both

sides. Such a fight has serious consequences for the relations between Sunndi's and Ahlissan's army and will have it repercussions in the coming battle for Pitchfield. If the PCs did not even attempt to calm matters down, they are going to be charged with neglecting their duties. The trial takes 1 TU and the speaker of the PCs should make a Diplomacy or Profession (lawyer) check. A result of 14 or lower results in 3 months (12 TU) hard labor and a fine of 50 gp x APL. A result between 14 and 25 results in 1 month (4 TU) of hard labor and a fine of 25 gp x APL. A result between 24 and 40 leads to a fine of 25 gp x APL. A result of 40 or higher leads to acquittal and a simple warning. PCs can spend a favor with a noble or the Sunndian military to lower the punishment by 1 step. If they admit to the crime without trial, they do not have to pay 1 TU for the court and are punished with 1 month hard labor and a small fine or if they spend a favor just the fine. If the PCs did intervene and failed because they were overrun, they are not punished.

If the PCs intervene and managed to disable the drunken revelers (or mob) without any casualties they are thanked for a job well-done. If any NPC was killed by the PCs there will be an investigation (costing the PCs 1 TU), but eventually they are released since they did act in self-defense. The drunken revelers did use lethal force after all. If the PCs used lethal damage against the mob, the amount of lethal damage determines the chance one or more persons were killed.

What ever the outcome, the party is over. The fey quickly disappear to wherever they came from and with them their liquor and food. The mortals soon go to bed – too tired and/or drunk to make any more trouble. There is no prison in the hamlet, so if the PCs have made arrests they should come up with a solution of some sort.

The next morning many will have a hangover or worse. Strangely enough, as long as the PCs did their best to calm matters, everybody leaves the PCs alone. Those caught up in the fight clearly feel very ashamed over their acts, and they want to forget about it as quickly as possible. The Ahlissans are less forgiving, but they respect the PCs for their actions of the battle in the Silent Valley and during the brawl and while they are going to raise one hell of a fuss in Pitchfield, they are not going to bother the PCs with it. So all the PCs have to do is stick with the caravan and proceed on the journey to Pitchfield. If the PCs did nothing during the brawl, a large group of Royal Warders of Rieuwood and Grey Scouts appear out of nowhere. They take over the job of the PCs, while a detachment arrests the PCs and bring to Pitchfield for the trial. Regardless proceed with the Conclusion.

CONCLUSION

Once the PCs return to Pitchfield, you should reference to the first part (the battle interactive) and this adventure to decide upon the end results. The special rewards for the adventure come mainly from the battle interactive. See that part for more information. The consequences of

the special as a whole are important for the future of Sunndi though.

Depending on the actions of the PCs during this mini, they can earn the following (stacking with one another) from the Sunndi military for their work:

- The PCs made a good impression on the fey: Gain a bottle of fey wine – see the AR.
- The PCs guided the caravan, successfully defeating the carrion eaters: APL 2 – 75 gp; APL 4 – 100 gp; APL 6 – 150 gp; APL 8 – 200 gp.
- The PCs intervened during the brawl (add the value between the brackets when successful): APL 2 – 50 (100) gp; APL 4 – 75 (150) gp; APL 6 – 100 (200) gp; APL 8 – 150 (300) gp.
- The PCs did not intervene: see development in Encounter 4. Note that if the PCs flee justice you should contact the triad, since in that case that character becomes wanted in Sunndi. In this case they also loose any favor with the Ahlissan army they might have gained in part 1.

CAMPAIGN CONSEQUENCES

This scenario has campaign consequences; that is the outcome of this module will directly affect future events in the course of the campaign. The answers to some of the questions below may seem trivial or pointless, but because of the complex nature of the back-story and campaign all information requested is vital.

Please send your answers to poc@sunndi.org as soon as possible. General comments about the module are also welcomed at this address. Don't forget to mention it is about the mini-module M5 Caravan Duty.

1. What APL did you play?
2. How did the PCs treat the Ahlissans (e.g. did they volunteer for any duty to help the caravan, was some pressure required or did they not help at all)?
3. How did the PCs deal with the drunken revelers?
4. Were any of the Ahlissans hurt or killed during the celebrations?

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.

1: Carrion Eaters

Defeat or calm the carrion eaters

APL 2	85 XP
APL 4	125 XP
APL 6	160 XP
APL 8	200 XP

3: Celebrations

Coming up with a fun game or simply playing games

APL 2	30 XP
APL 4	50 XP
APL 6	80 XP
APL 8	100 XP

4: Predator's Lair

Defeating the brawlers

APL 2	85 XP
APL 4	125 XP
APL 6	160 XP
APL 8	200 XP

Discretionary roleplaying award

APL 2	25 XP
APL 4	38 XP
APL 6	50 XP
APL 8	63 XP

Maximum Total Possible Experience

APL 2	225 XP
APL 4	338 XP
APL 6	450 XP
APL 8	563 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.

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

Conclusion

Rewards paid for services:

APL 2: Coin: 225 gp.

APL 4: Coin: 325 gp.

APL 6: Coin: 450 gp.

APL 8: Coin: 650 gp.

Treasure Cap

APL 2: Coin: 225 gp.

APL 4: Coin: 325 gp.

APL 6: Coin: 450 gp.

APL 8: Coin: 650 gp.

Total Possible Treasure

APL 2: Coin: 225+gp.

APL 4: Coin: 325+gp.

APL 6: Coin: 450+gp.

APL 8: Coin: 650+gp.

ADVENTURE RECORD ITEMS

Fey Wine: You have gained 1 bottle of magical fey wine. This golden clear liquid functions like a *potion of heroism*, but it is highly intoxicating. If quaffed the character should make a DC 18 Fortitude saving throw or take 1d3 Dexterity and 1d3 Wisdom damage. The bottle cannot be sold.

4: BRAWLERS

DRUNKEN REVELLERS (10) CR 1/2

Male/female human warrior 1

CN Medium humanoid (human)

Init +0; **Senses** Listen +1, Spot +1

Languages Common

AC 13, touch 10, flat-footed 13

(+0 Dex, +3 armor)

hp 12 (1 HD)

Fort +3, **Ref** +0, **Will** -1

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee fist +2 (1d3+1 nonlethal) or

Melee dagger +2 (1d4+1/19-20) or

Melee club +2 (1d6+1)

Ranged stones +1 (1d3)

Base Atk +1; **Grp** +2

Abilities Str 13, Dex 11, Con 12, Int 10, Wis 8, Cha 9

Feats Endurance, Toughness

Skills Listen +1, Profession (soldier) +1, Spot +1

Possessions combat gear plus studded leather, dagger, club, tankard

4: BRAWLERS**DRUNKEN SOLDIERS****CR 2**

Male/female human fighter 2

N Medium Humanoid (human)

Init +1; **Senses** Listen +2, Spot +2**Languages** Common

AC 16, touch 11, flat-footed 15

(+1 Dex, +5 armor)

hp 22 (2 HD)**Fort** +5, **Ref** +1, **Will** +1

Speed 20 ft. in medium armor (4 squares), base movement 30 ft.**Melee** fist +4 (1d3+2) or**Melee** mwk longsword +6 (1d8+3/19-20)**Ranged** stones +3 (1d3+1)**Base Atk** +2; **Grp** +4**Atk Options** improved unarmed strike**Special Actions****Combat Gear**

Abilities Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8**SQ****Feats** Endurance, Toughness, Weapon Focus (longsword), Improved Unarmed Strike**Skills** Handle Animal +1, Listen +2, Profession (soldier) +3, Ride +3, Spot +2**Possessions** combat gear plus longsword, dagger, light crossbow, chain mail.**DRUNKEN REVELLERS (6)****CR 1/2**

Male/female human warrior 1

CN Medium humanoid (human)

Init +0; **Senses** Listen +1, Spot +1**Languages** Common

AC 13, touch 10, flat-footed 13

(+0 Dex, +3 armor)

hp 12 (1 HD)**Fort** +3, **Ref** +0, **Will** -1

Speed 30 ft. in light armor (6 squares), base movement 30 ft.**Melee** fist +2 (1d3+1 nonlethal) or**Melee** dagger +2 (1d4+1/19-20) or**Melee** club +2 (1d6+1)**Ranged** stones +1 (1d3)**Base Atk** +1; **Grp** +2

Abilities Str 13, Dex 11, Con 12, Int 10, Wis 8, Cha 9**Feats** Endurance, Toughness**Skills** Listen +1, Profession (soldier) +1, Spot +1**Possessions** combat gear plus studded leather, dagger, club, tankard

4: BRAWLING**RIOT (MOB OF HUMANS)*****CR 8****DMG II 61*

CN Gargantuan humanoid (mob of medium humans)

Init +4; **Senses** Listen +4, Spot +4**Languages** Common**AC** 6, touch 6, flat-footed 6

(-4 size)

hp 135 (30 HD)**Fort** +11, **Ref** +9, **Will** +17**Speed** 20 ft. (4 squares)**Melee** mob (5d6 nonlethal)**Space** 20 ft.; **Reach** 0 ft.**Base Atk** +22; **Grp** +34**Atk Options** expert grappler, trample 2d6**Abilities** Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10**SQ** mob anatomy**Feats** Improved Initiative, Great Fortitude, Improved Bull Rush, Improved Overrun**Skills** Listen +4, Spot +4**Expert Grappler (Ex)** A mob can maintain a grapple without penalty and still make attacks against other targets. A mob is never considered flat-footed while grappling.**Trample (Ex)** A mob that simply moves over a creature and doesn't end its movement with that creature in one of its occupied squares can trample the creature. A trampled creature takes 2d6 points of damage. The victim can either make an attack of opportunity against the mob or make a DC 25 Reflex save to take half damage.**Mob Anatomy (Ex)** A mob has no clear front or back and no discernible anatomy, so it is not subject to critical hits or sneak attacks. A mob cannot be flanked, tripped, grappled or bull rushed.

Unlike standard swarms, mobs are made up of relatively small numbers of individual creatures, so spells or effects that target specific numbers of creatures can have an effect on a mob. Each specific creature that is slain, disabled, or otherwise incapacitated by spells or effects that target specific creatures bestows two negative levels on the mob. A mob that gains negative levels equal to its Hit Dice breaks up as if reduced to 0 hit points. Negative levels gained in this manner are not the result of negative energy (and this cannot be blocked by *death ward* or removed by *restoration*), but never result in permanent level loss. A mob takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and evocation spells.

4: BRAWLING**RIOT (MOB OF HUMANS)*****CR 8****DMGII 61*

CN Gargantuan humanoid (mob of medium humans)

Init +4; **Senses** Listen +4, Spot +4**Languages** Common**AC** 6, touch 6, flat-footed 6

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APPENDIX 2: NEW RULES ITEMS

FEATS

List alphabetically. Include source and page reference like so:

MAGIC ITEMS

List alphabetically; see above.

MUNDANE EQUIPMENT

List alphabetically; see above.

SPELLS

List alphabetically; see above.

THE SILENT VALLEY AND THE MOURNING TOWER

In the north of Rieuwood, along the road between Pitchfield and Axebjerg lies a wide, gently sloped and lightly forested valley. Tall green trees reach into the sky. Sunrays break through the canopy shining upon the grassy undergrowth, giving the valley a nearly fey and gentle appearance.

Appearances deceive though, and any traveler who enters the valley quickly realizes there is something odd about it. Not a sound can be heard, but that of the wind rustling through the leaves. Not even the buzzing noise of insects shatters the silence that lies like a thick blanket over the land. Even the sounds made by the traveler and his companions seem somehow dampened. The constant sense of loss and sadness that seems to perpetuate the place adds to the feeling of unease. Then one comes upon the first grave markers and the traveler knows that he has entered more than just another valley.

Description

Sunndi is a landlocked country with mountains blocking easy entrance to the north, east and the west and a vast swamp to the south. There are only a few passes that give easy access to the fertile central counties from lands to the north and the west. One of these passes lies entwined between the Hollow Highlands and the Glorioles. Its gentle slopes make it a natural road into Sunndi.

The slopes of the valley are not very steep, though near the Glorioles it can be quite rocky. The ground is relatively even, which makes it easy to ride upon even outside a road or path. The area is lightly forested, consisting mostly of tall silver barked trees common to Rieuwood. The undergrowth consists mostly of grass and shrubs. For some reason honeysuckle is especially abundant. The particular species seems to bloom nearly the whole year, giving the whole area a beautiful alluring fragrance during clear nights. At a first glance it all has an eternal aura, as if untouched by time.

Closer to the Glorioles the density of the trees lessen and there are more and more conifers, firs and juniper. The undergrowth becomes more abundant, though also more susceptible to the change of the seasons. During the summer and late autumn the grass and shrubs tend to be yellow and withered.

The whole valley would appear to be quite normal, were it not for the complete lack of animal sounds. Only the sound of the wind and now and then rain can be heard within the valley. Even the sounds a traveler makes seem somehow dampened as if the whole valley is covered by fog (which is quite common in the wet season during the night and early morning). This is because there simply are no animals within the valley and even though there are no animals the forest seems to be in balance and lush in plant life.

Added to this strange lack of animal life, is a feeling of deep melancholy that perpetuates the whole valley. Most people who enter the valley are quickly overcome by a solemn feeling that one feels so commonly when entering a holy structure. More sensitive people feel a sense of loss and melancholy as if the whole land is in mourning. At night the valley can suddenly be filled with strange noises as in contrast to the silence of the day. Travelers speak of the faint sounds of battle that can be heard in the distance, or the crying of the wounded or those left behind. While nights in the valley are restful, the dreams of most are haunted and strange, leaving the sleeper with a feeling of loss and sadness, though nobody ever remembers any details about the dreams. Elves are not immune to these haunting dreams, which also touch their reveries. Somehow their connection to the land makes them even more susceptible to the influence of the valley. In general they cannot stand to remain in the valley for long, which is why the elves abandoned it. Nobody has seen any actual apparitions though and no traveler has ever disappeared.

Of course, the many grave markers placed in remembrance of those who died during the Battle of Rieuwood (see below) at the place where their bodies were found add to this haunted feeling. There are hardly any grave markers at the border of the valley, but their number and density grows once one travels closer to the center near the Glorioles, until one gets the feeling of traveling through a graveyard, which is not far from the truth. At the far end of this graveyard, under the slopes of the Glorioles, one comes upon the 30 feet tall black tower. About 3 miles before that one already has passed the stone buildings of the nearby monastery.

The Mourning Tower

The black stone round tower is 40 feet high and it is apparently made out of one single piece of obsidian. Even if one examines the walls from nearby it looks like it just grew from the ground, not a seam can be found. At the door opening lays a large flat stone made out of white marble. In this marble are etched and filled with silver the following words:

*In Remembrance of those who paid the ultimate price for
their ideals of freedom and equality:*

Death

The Battle of Rieuwood, 583 CY

The Mourning Tower consists of the ground floor and three upper stories. It is currently uninhabited and the rooms are empty and cold. It has clearly been built though to be used as a home and there are strong

wooden doors and fireplaces. The outside doors are locked, but the Caretakers have the keys and since there is nothing worth stealing, they give the key to anyone willing to pay 1 gp security, which will be given back when the key is returned to the Caretakers. Around the tower within a few meters are three shrines dedicated to respectively Moradin (a small natural cave), Sehanine Moonbow (a stone circle that also functions as a moon calendar) and Pelor (a small white circular marble open building).

The Caretakers

Near the tower about 3 miles (1 hour walking for humans) are the stone buildings of what now is a monastery. It is a beautiful piece of architecture and it fits in perfectly with the surroundings. Inside one seems to be far away from the Valley. There is a sensation of calmness and in the gardens one can hear birds sing and insects buzz.

The monastery is the living place of a small group of mostly humans that take care of the monument. They also help pilgrims who traveled to the area by providing with a place to sleep and eat as well as by giving spiritual council. The monastery is jointly let by a cleric of Moradin, Pelor and Sehanine Moonbow. Inside the monastery one can also find a small but growing library. One of the more famous books, are those that contains the names of all known people who died during the battle of Rieuwood (including the soldiers of the Great Kingdom) as well as their rank and origins. These books are known as the Book of Soldiers (and it consists of multiple volumes).

History and Myths

The history of the valley is a bloody one. Many a battle and skirmish has been fought between the defenders of Rieuwood or Sunndi and foreign invaders from the north. The most recent of these battles was the Battle of Rieuwood, which proved to be the end to a long war of attrition that started 5 years before when Herzog Chelor of the Great Kingdom crossed the Greyflood River in 577 CY. It was here at this place that the much smaller army of Commandant Osson and his allies of Sunndian guerrilla forces humiliated the Glorioles Army of the Great Kingdom. In honor of this victory and in remembrance to those who gave their life the Mourning Tower was built.

Up until that time few people had paid much attention to the even older myths that surrounded the valley. Myths taking place so long ago that even the elves have forgotten much. When the tower was built though, using ancient magic that some people thought had been lost a long time ago, the strange effects started. This prompted a revival of interest in these old stories. Stories that tell that the valley was once a center of learning where the Flan of the kingdom of famous queen Ehliissa learned much of their magic under tutelage of the local Grey elves. According to myths one of the many towers that dotted the place

stood right where the Mourning Tower stands now. This might be true, since the Mourning Tower was built on the foundations of an ancient ruin, which had provided cover to Chelor's leaders during the Battle of Rieuwood. Stranger is the fact that nobody seems to remember who suggested the idea to build the tower in the first place or who actually built it. It makes one wonder why the tower was built: is it the cause of the haunted valley or is its presence coincidental.

Game Mechanics

Most of the effects described above are purely role-playing. Elves, druids and wild animals though feel highly uncomfortable in this place. Wild animals only enter under the cajoling of a good friend and even then they are skittish and act strangely (especially at night). Unless the wild animal, druid or elf succeeds at a Will save (DC 10) during sleep the character will act as if shaken (see DMG) for the whole next day.