

Misunderstood

A One-Round D&D® LIVING GREYHAWK™ Veluna Regional Introductory Adventure by Janelle Middleton and Michael White

Triad Edit: David Kerscher

A member of the colleges of Mitrik wishes you to check up on an old friend of hers. Stop by for tea and crumpets. Have a chat. Seems simple enough... An Veluna Introductory Adventure for 1st level characters.

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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For questions specific to this document and your region please e-mail your triad point of contact (POC) at veluna_poc@thejohnsons.cc for LIVING GREYHAWK campaign questions email rpgahq@wizards.com

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table DM (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2006.

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PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier

adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Veluna. PCs native to Veluna pay one Time Units per round, all others pay two Time Units.

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

A PC who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the PC possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the PC will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the PC has at least four ranks in Craft (bowmaking). The PC is allowed to Take 10 on this roll.

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

Adventure Background

The recent war with the forces of Herion has left the archdiocese of Whitehale in a shambles. The occupying forces displaced many people, most of which retreated to the city of Mitrik. Now that the forces of evil have been defeated, it is a time of rebuilding. Most of those that had been forced away have returned home to rebuild their lives.

One of those returning people is a young female elven cleric of Elhenstra. Along with everyone else, she was forced out of Whitehale and is now busy rebuilding her congregation. This hasn't left much time for checking up on those of her flock that live far afield. Thankfully there are a large number of adventurers still in the area, others whom arrived too late to join in the action, and any number of now idle soldiers. It is among these brave souls she seeks out some assistance. She understands those that are experienced normally don't stoop so low as to check up on people for the clergy.

Erinstalie decided to post a notice on the various boards requesting adventurers who are willing to travel into the wilderness for a few crooks.

Of course Erinstalie is not the only one who has been busy since the end of the war. Not all of the forces of evil have been slain or driven from the country. A good many of them have taken shelter among the populace. One of them is a disgraced cleric of Hextor named Firgrin. During the fighting he found himself in a weak position, his troops more than willing to fight but facing odds such that he knew they were surely to be defeated.

Knowing what his fate would be at the hands of the forces of good, he did what any right thinking man would do - he ran away leaving his troops to fend for themselves. Unfortunately for him, his god takes a very dim view of cowardice. Hextor withdrew his favor from Firgrin leaving him bereft of spells.

After the war was finished, Firgrin decided it was time to come out of hiding. Without any clerics of Hextor handy to cast an *atonement* on him, he prayed and prayed for forgiveness and divine guidance. He received an odd answer - in order to find his way back into Hextor's good grace, he needed to sacrifice a celestial creature in his name. In fact, a specific creature - a white bunny rabbit gifted with intelligence and steeped in holiness. Some prayers and research hinted that such a creature lived with an ancient elven druid of

middling power in the Ironwood forest on the far side of the country.

A good sacrifice takes time to prepare. In addition, the roads of Veluna are currently more heavily patrolled than at almost any time in the past. The forces of good stand strong and vigilant, and Firgrin knew it would be extremely dangerous to go retrieve the sacrifice himself. So he deduced that a dupe would be the best answer to his dilemma. Someone eager to help, but whose heart was not tainted by evil such that they would raise the ire of the paladins stalking the land.

It did not take long for Firgrin to find that dupe. A half-orc named Krug fit the bill perfectly. With guile and wit Firgrin convinced Krug that an evil druid had kidnapped his 'friend' the bunny from him. Krug was only too happy to help in return for a promise of a reward – in this case, food, a new club, and a new blankie.

Of course evil always has a hard time of it where adventures are involved, and fate has such terrible timing...

Adventure Summary

Introduction: The characters find a posting on the boards in the city of Mitrik. The post is stamped by the College of the Divine. It seems a member of the college seeks brave souls to check on an old friend.

Encounter 1: The characters set out to cross the breadth of Veluna to check on an old druid. A number of towns and cities along the Great Western Road make travel easy. It takes them though the heart of the country. The characters get a chance to glimpse several landmark locations and meet some fellow travelers.

Encounter 2: After a long journey, the characters finally locate the cabin deep in the Ironwood where Ebrin the druid lives. However, something strange is going on. The door appears to have been broken in and the animals in the forest are defending the cabin. The characters must figure out a way of getting past the defenders to find out what's going on.

Encounter 3: After getting past the animals, the characters find the druid Ebrin just regaining consciousness. Apparently a half-orc burst in and used a large sap knock him out. He is very concerned as his friend, a fluffy, golden, talking, celestial talking bunny rabbit is missing.

Apparently kidnapped. He begs the characters to go rescue is friend.

Encounter 4: Trailing after Krug, the characters approach a farmhouse. Krug has been here and left an impression with both the farmer and his son. The farmer swears that Krug was an ogre that tried to kill him and steal all of his chickens. His son, however, tells the characters that Krug didn't hurt anyone and that he told Krug he could have some chickens. Krug left a big clue with the farmer's son leading the characters to the town of Asnath. The boy told him that he could find a map at the library there.

Encounter 5: Once the characters get to Asnath, they find that Krug has talked to the elves. They wouldn't let him into the library but were only too happy to tell him where to go. The elves thought it the height of amusement to send the not-so-bright half-orc to the mountains.

Encounter 6: Following the directions the elves gave to Krug, the characters travel though Kempton to Sugarburg. Once the PCs arrive, they find they have missed him again. The locals have many strange beliefs the PCs may learn about, but eventually they manage to pick up the trail again.

Encounter 7: Travel though the Lorridges is still dangerous even with the increased patrols. The characters must fend off an attack by a group of rampaging zombie sheep.

Encounter 8: The characters finally catch up with Krug in the town of Gould. By now they have reason to suspect that Krug is not in fact evil. In fact once they catch up to him he is deep in an argument with his prisoner about what's going on. The characters discover someone in Mitrik tricked him.

Encounter 9: The characters go to the drop-off point where Krug was supposed to give his 'friend' Firgrin the bunny, and deal with Firgrin in some way.

Conclusion: The characters return to Erinstalie to tell their tale. She is very grateful if they were successful. Slaying or capturing a cleric of Hextor that was still hiding among the masses, as well as returning a stolen relic, can earn the characters additional rewards from the Church.

Introduction:

You find yourselves in Mitrik, the capitol of Veluna. It is a very old city made mostly of stone, and is divided into wards separated by

large stone walls. All wards are accesible to anyone, except for the Temple Ward – home of the Colleges of the Divine and Arcane, the Knights of Salvation, and the Great Cathedral itself – which requires special membership or an invitation.

The holy city of Mitrik still bears the scars of the recent war with the forces of evil. The walls of the city are pitted and burnt in places, and a vast area of land for miles around has been churned to broken dirt, dust, and rocks. Weeds and grass are just now managing to make a return to many areas, pockets of green standing out against the brown.

You have been helping out with the post-war repairs - walking around with water, lifting heavy stones, putting mortar down, anything to help repair the once beautiful city.

On one of your errands which takes you near the Temple Ward, you notice a paper posted on a wall. [Player Handout, see Appendix 3.] Perhaps a chance to do something a bit more exciting than carry water. The note is dated the day before yesterday, meaning the meeting would be this evening.

The players get the note, and if they do not meet Sarah (Erinstalie's secretary) the module is over and they leave the table.

At five bells, you take yourselves to the steps of the College of the Divine. A Flan woman sees your approach and stands.

"Hello, are you here to meet with Acolyte Erinstalie?" she asks you.

If the players present Sarah with the note, procede. If not, she will not take them to Erinstalie and the module ends for the group.

Sarah leads your group into the ward, and into a magnificent structure, the College of the Divine. You walk through a grand entryway, up a winding staircase and down a hall. She stops outside the third door on the left and motions for you to stop. She quietly raps twice and waits.

An elven woman of moderate beauty, wearing a green robe with brown tunic opens the door and allows you in the room. It is of average size, and smells like wildflowers and cedar trees. You notice a rearing unicorn symbol around the elf's neck. (A DC10 Knowledge (Religion) check reveals it is the symbol of

Elhonna, the Woodland Goddess, known to elves as Elhenstra).

After dismissing Sarah, the woman has you sit on extremely comfortable couches as she draws up a high-backed chair.

"Hello, thank you for offering to help. I am Erinstalie, a priestess of Elhonna, and an acolyte here at the College, and you are?"

Give the players a few minutes to introduce themselves to each other and Erinstalie.

"Ah, welcome. I assume you are here about my note. It is a simple request – I would like your group to check up on an old friend of mine – Ebrin. I have not heard from him for a long time, and with the war and all – well, I just want to know he's safe. I have a letter here you can deliver for me. Do you have questions for me?"

- Who is this Ebrin?

"He is a druid, I knew him back when I lived in the wilds claimed by Elhenstra."

- Where does he live?

"In the Ironwood, here are directions to his cabin after you hit the edge of the Ironwood," She hands the players a hand-written note, with directions."

- How long has it been since you heard from him?

"I saw him before the war. I have been busy, and haven't had a chance to go see him since."

- Why can't you do it?

"Because I am involved in some important research regarding the post-war condition of Mitrik and the neighboring cities."

- What's in it for us?

"I suppose I could scrape together a small amount of coin, but I don't have much."

Erinstalie can arrange for provisions for the trip (or at least money for provisions), but not horses.

Encounter One: Travel Across Veluna

The characters travel across Veluna. As they do so, they get a chance to see the cities of Mitrik, Veluna City, Asnath, and Devarnish. Along the

road they also encounter some pilgrims. The city sub-encounters should be used in order but you can use the pilgrims anywhere along the way.

If you wish, you can have the characters meet a 'guide' that offers to show them the city for a minor 1 silver piece.

This encounter is mostly to give those players that have not played in previous Veluna Regional modules a feel for the 'lay of the land' and recent events. If you have experienced Veluna players, you can skip the city descriptions if you wish, but still run the Pilgrims section (though you might be surprised what the experienced players don't know).

Veluna City

Your journey takes you along the Great Western road, the main land trade route connecting the bulk of the Flaeness to the Baklunish west. The road is well patrolled and heavily travelled. After a couple days' travel, you arrive at Veluna City. Built mostly of wood, the city is walled, but has a feeling of openness. The streets are neat and clean, and the city is well planned and organized.

If the PCs have a guide, or otherwise ask around about the history of Veluna City, they can learn the following:

- Veluna City is made almost entirely of wood due to the lack of easily accessible stone for buildings. Most of the wood for construction was harvested from the nearby Asnath Copse. This reduced the copse's size by almost 50% and marks the last time an axe has been taken to a tree in the Copse. Because of this, Veluna is on friendly terms with the forest folk of the Copse. Since that time Veluna City has grown in leaps and bounds and is now the second largest city in Veluna.
- While most cities grow up around important crossroads or places of import, Veluna City was constructed for a purpose. In 206 CY, Canon Hermiad ordered the construction of a central city in Veluna so thus Veluna City was born. The Canon wished to move the seat of government there, but he died before realizing that dream. His successor had no desire to move the capital from its holy spot in Mitrik so declared Veluna City an independent diocese and set an Archbishop there to govern.
- Decades later the Celestial Order moved from Mitrik to Veluna City to distance itself from the

church. The Celestial Order makes their home in the Hall of Wisdom. There, the representatives of the secular nobles in Veluna meet to discuss the direction Veluna is moving in. The Celestial Order met here for over 300 years and only once, during the Keoish occupation, did they meet somewhere else.

Asnath

Another day along the road, partially within the Asnath Copse, is the town of Asnath. The northern part of town is normal – taverns and inns cater to the travelers on the road and the farmers from the local area. The southern part of town, however, consists of dozens of elvish buildings up in the trees connected by bridges.

Other information the PCs can learn about Asnath:

- The town is ruled by a 3-person council that reports to the Baron in Kempton. One member is picked by an elven elder, one is picked by Bishop Ansile, and the other is picked by the Baron.
- Baroness Ladawn Basalle recently stepped down from the seat, placing her son Peter in her place.
- The town protects the whole of Asnath Copse and all know not to attempt to cut any trees in it. Stories of fey living within the Copse are neither confirmed nor denied by the elves of Asnath.
- Asnath is the location of a great and wondrous library. Housed in a tree and maintained by elves, it is the second largest repository of scrolls and tomes in Veluna, behind only the Great Library of the Colleges in Mitrik.

Pilgrims

As you travel further southeast, there are more glens and groves of trees. The road is still busy with farmers, guardsmen and other travelers. Along your trip, you've been able to talk with many people from the area, and some from without.

Here is a group of Raoan pilgrims traveling up the road, moving slowly, stopping even now to pray in the direction of the holy city of Mitrik.

There is a wagon train taking grain and leather goods east, perhaps to Verbobonc, perhaps beyond, maybe even to Greyhawk City itself.

If the PCs want to interact with people on the road, they can get some information and rumors:

- Veluna has just recently emerged from a long war against an army of undead and fiends, led by the ex-Canon Herion, a very powerful lich. Most of Whitehale diocese had lay under a malevolent dark cloud for over a year, and all life in the diocese suffered greatly – many people died (or worse), plants were blighted, and animals were butchered.
- The beloved Canon Hazen, who wielded the holy artifact The Crook of Rao at the Flight of Fiends, was killed by Herion himself. Priffin Truft was selected by the Church and approved by the Celestial Order of the Moons as the new Canon.
- During the war, the diocese of Grayington seceded from Veluna. The leader of the diocese, Redin Sarneth, was later captured by the Church (some people tell tales of bloody assaults on the noble's house), and the diocese is slowly being brought back into the fold – though the reasons behind the secession, and the fate of Redin Sarneth, are the subjects of many rumors and stories, involving shapechangers, mindbenders, demons and ancient gnome curses.
- Recently, a great flood raced down the Fals River, reaching all the way to Whitehale. While there was some loss of life, the land that was swept by the waters seems to have already recovered from the blight of Herion, and is producing bumper crops. Most people assume the mysterious Circle of Life had something to do with the flood, but they are also not sure whether to praise the druids, or to blame them for the loss of innocent life.
- The Church has recently cracked down on crime and subterfuge in the Vale. Not wanting to be caught unawares by hidden or underestimated evils again, the Mitrik Temple Guard (and others) were sent out across the country to round up criminals and suspicious individuals that the Church had either been too busy with the war to stop, or had previously considered inconsequential. There are those (most notably those on the fringe of society and criminal elements) that are decrying the move as a step towards tyranny, but the vast majority of the populace supports the move.

- If you, as DM, are familiar with other points of interest, or recent happenings, feel free to add your own.

Devarnish

Two days past the Asnath Copse, you approach Devarnish, the trade center for Veluna. Almost all trade from the eastern realms passes through this city.

Devarnish is a typical Velunan city, separated into wards and sections – from a section for upper-class merchants and powerful merchant companies, to the common grounds just north of the main gate.

Other information curious PC can get about Devarnish:

- Devarnish is easily the most worldly of the Velunan cities, since it is the gateway to the east. While some wish it was more conservative in its ways and views, most who reside here came for the less provincial feel.
- Rumors abound that Bishop Dorasie and Count Westin Mori are headed for a showdown. They have never seen eye to eye, but the story goes that the Bishop recently acquired something that has him ready to try to take the Count down.

Encounter Two: A Cabin in the Woods

After a long journey across the Vale, it is evening when you finally arrive at your destination, a small clearing in the Ironwood. In the back of the clearing is a small abode with leaves for thatching and still-growing trees for walls. A pelt covers the doorway, which is really just an opening between the trees.

Lying on the ground in front of the doorway is a pile of green and brown clothes with some various leaves heaped on top. A surprisingly large number of chipmunks, squirrels, field mice and moles are visible around the clearing. Standing off to the left of the house, a moose stands with a squirrel sitting on his head.

If/when the PCs move forward to investigate the pile of clothes (actually Ebrin's unconscious body), the animals move to block the approach. The PCs have to find a way to get past the animals – either

via combat (which could be very difficult for a first level party) or by some other means (see below). The moose and squirrel just wander off.

APL 2 (EL 2)

Tiny Mammal Swarm: hp 21, see Appendix 1

Tactics:

The swarm of chipmunks and other very small woodland creatures seeks only to drive the characters from the clearing containing the cabin. They only do non-lethal damage. The characters will be allowed to retreat without attack if they retreat into the woods (the swarm will not pursue).

The swarm can be calmed using the *wild empathy* class feature (DC 25 to make them friendly; DC15 to make them indifferent), but *charm animal* will not work on enough of the animals to be effective. *Sleep*, however, will work to subdue the swarm. The animals can also be scared away by fire or flashy magical effects (as determined by the DM).

Note that any area effect spells might include Ebrin in their effect.

Development:

Should the characters be all rendered unconscious by the swarm's non-lethal damage (very possible), the druid will eventually come to and come out to find out what all the excitement is. Once he appears, the animals will leave the area, feeling their friend is okay.

Ebrin will heal some characters enough to find out their story. Continue on to the Encounter Three, using the text for the druid healing the characters (the second part). If the characters defeat, subdue, or otherwise get around the swarm, then continue to Encounter Three using the first section of text where they heal the druid.

Encounter Three: The Old Druid

Healing the Druid:

After dealing with the defenders of the cabin, you look around for signs of life. As you get closer, what appeared to be a pile of clothes and leaves is actually an old elven man on the ground. He wears simple green robes and a brown tunic. (A DC10 Heal check reveals that he is unconscious but still breathing – he is at –2 hp.)

All APLs

Ebrin: Elven Druid5, hp 20 (currently at 5, with 7 points of non-lethal), see Appendix 1.

Assuming the PCs heal the elf (or wait around until he regains consciousness...)

He wakes from his unconsciousness, opening his dark green eyes. He shakes his head in a very animal-like way and takes your group in. He looks surprised. His frail body shakes from the stress of standing upright.

If there are elves (1st choice) or half-elves (2nd choice) in the group, he talks to them (in elven) first, if not, he talks to the entire group in common.

“He says in a strained, groggy voice, “Where am I? Who are you? What happened?”

Ebrin, the druid, is still a bit woozy from his ordeal. He can introduce himself, and can slowly tell the story of what happened (see [The Druid's Story](#), below). As he talks, he will head into the hut to get some healing herbs.

Upon entering the home of the druid, you distinctly smell a rancid odor. Small plants are scattered around this modest dwelling. Drawings of animals and exotic plants dot the walls, and a small cage with bedding sits in the far corner.

The old elf starts to pick up some fallen plant pictures when he spots the cage. “Oh no!” he wails. “He took my poor Fluffy!”

Go to [The Druid's Story](#).

The Druid Healing the Characters:

Pick a PC to wake up first....

You come to inside a small room – there is light from a small window, and it smells of herbs, dirt, and... rotten meat?

Shaking your head a bit, you realize that you must be inside the little hut. You begin to sit up, and an old elf appears by your side.

“Take it easy there, sonny. Sorry ‘bout the little ones – they get a bit defensive when they think I’m in trouble. Gotta like their spunk, though. You’ll be fine, but you need some rest.”

Assuming the PCs start to say something, cut him (or her) off:

“Tssshhh tsh tsh tsh – just be patient. Once your friends are up, we can talk – don’t want to have to repeat myself too much.” He turns to tend to one of your companions, then pauses.

“One small thing – just a short answer – have you seen my rabbit, Fluffy?”

Once the PC answers, the Ebrin will pat him on the head, adjust his bandages, and go minister to the rest of the group. Once everyone is up, continue with The Druid's Story, where they can talk to him and get the necessary information.

The Druid's Story:

This information is presented in question and answer form, the conversation could vary greatly from group to group. (Note that if the PCs can tell Ebrin the date, he can tell them the attack happened the day before yesterday, in the afternoon. If they do not tell him the date, he will not know how long he was unconscious.)

- Who are you?

Ebrin. I am Ebrin, and I am the druid for this part of the woods.

- What happened to us?

“I apologize again for my little friends. They’ve been very protective ever since I told them stories about the war in the west. After they found out I’d been attacked, they must have decided they needed to protect me.”

“Anyway, like I said, I had been attacked, and just recently came to. Once I got my feet back under me, I saw you all on the ground around my hut, with all the little critters on top – it was a bit humorous, I must say. Anyway, I calmed them down, brought you inside and got you some herbs.”

- You were attacked? What happened?

“I was out in the garden, talking to a squirrel, when this large half-orc came up the path. I said hello, and he stopped – he seemed, well taken aback. I asked him if there was something I could help him with, and he shook his head – like you would if you couldn’t believe your eyes? And then he charged up and hit me with his club. I tried to stop him – calm him down – but he just yelled something about evil and hit me again. I don’t remember anything after that.”

- What did the your attacker look like?

“Alas, I didn’t get a real good look at him – it all happened so fast. He had yellowish tusks and a fuzzy spot on top of his head. It could’ve been a hat, could’ve been really messy hair! Black eyes, green skin – just the typical half orc, I guess.”

- Fluffy?

“Yes, you see, Fluffy is a very special rabbit. He was given to me by my late wife. He has little golden streaks and...” he looks slightly embarrassed, “well, after my wife died, I gave the rabbit more intelligence, you might say – just so we could talk more.”

He begins to tear up. “Oh, and now he’s gone! And he’s the only thing left of my wife! He’s almost like our son.”

For the DM's edification, Ebrin cast *awaken* (from a scroll) on a celestial bunny rabbit.

- What can we do to help?

“If you could find Fluffy for me, I’d be extremely grateful... I’m getting old. Too old to go gallivanting around the forest.”

- What’s in it for us?

“Well,” he looks around the spartan room, “nothing, I suppose. Just the gratitude of an old elf.”

- What’s that smell?

“I don’t know. I was just wondering that myself... maybe the half-orc left something?” Ebrin starts looking around, squinting his eyes in the dim light.

Players can make a DC5 Search check to find an old, stained burlap sack containing a hunk of week-old cheese, multiple dead mice, “pretty” rocks, the tooth of a bear and irregular piece of leather that is branded with a WB. Ebrin can identify the brand as belonging to a local farmer named Willit Burnside. (Make note if the PCs keep this sack.)

If the PCs want to try and track the half orc, they can find his tracks with a DC11 Survival check. (Base 10, +1 from over 24 hours passing; since the DC is over 10, the check cannot be made untrained.) To follow the tracks all the way to the Burnside farm requires 10 successive DC11 Survival checks.

At some point, it is assumed the PCs will want to head for the Burnside farm (otherwise the adventure is over), either following the clue of the brand or the half orc's tracks. They will need to spend the night somewhere though, as it will take most of a day's travel to get to the farm. Ebrin will invite them to stay here. When they do, proceed to Encounter Four.

No matter how fast (or slow) the PCs are traveling, assume that Krug is going about the same speed. (If they travel fast, then he steals a horse and goes faster – if they are going slow, then he keeps stopping to look at stuff.) The key is that they are slowly catching up to him., but get to see things and meet people on the way.

Encounter Four: The Farm

It takes most of a day to get to the farm.

You travel 10 miles through the woods following the directions given to you by Ebrin. As you leave the edge of the Ironwood, you come upon the sight of a fairly large farm. There are fields far into the distance and cattle grazing on the grasses. Horses prance and play in the pastures.

When you near the farmhouse you see it is two-storied. A boy plays in the yard, a group of men with outraged voices talking on the steps of the porch behind him.

"... And he came in the dead of night and stole my chickens!"

"How many did he steal, Willit?" one of the men on the steps asks.

"Aw, I chased 'em off afore he got too many!" replies the overall-wearing man on the porch.

As the PCs approach, how the farmers react will depend on if there is a half orc in the party:

- If there is NOT a half orc:

"Mebbe these folk seen 'im. They look like they been out huntin' somethin'."

The overall-clad man calls out to you, "You seen a half orc 'round – prob'ly carryin' a bunch of chickens?"

- If there IS a half orc:

"Izzat him, Willit? Come back for more?" The farmers begin to rumble and fidget, one grasps his pitchfork a bit harder.

"Don't think so, Tam –the one I chased off was was ten feet tall with shoulders as wide as an ox! A hulking brute of a man – must've 'ad some orge blood in 'em! He 'ad wild, bloodshot eyes and huge, yellow tusks!"

The characters now have the opportunity to interact with the group of farmers. If there are no half orcs in the party, proceed to the questions below, and use the DC25 responses.

If one of the characters IS a half-orc, the farmers are angry and scared at the same time, and unfriendly to the PCs. In order to be able to talk to them, the PCs must calm them down with a Diplomacy check with the following conditional modifiers (all are cumulative):

- If the PCs can vouch for the half orc PC (and/or give a good reason or story why they are traveling together, why the half orc is a "good" half orc, etc), give them a +5 on the check.
- If the half orc PC leaves the area, along with a good explanation of why the PCs are traveling with him, give the PCs a +5 on the Diplomacy check. (Note that if the half orc PC does leave, and Orlin (the boy) can talk to him without being seen by his father, that PC can have a one on one encounter with the person who will be the most help – see below.)
- If there is a Raoan priest or paladin in the group, give them a +4 bonus on the check. If there is a Cuthbertine, Heironean or Pelorite priest or cleric, give them a +2 on the check.
- If the PCs 'return' his satchel, saying they found it and wanted to return it, give them a +2 on the check.

How high their Diplomacy check is determines the farmer's attitude:

- Check is under 5 – farmers try to chase them off the property. PCs can defeat them easily (don't even run the combat, but be aware of the potential for evil actions).
- DC15 – makes the farmers "Indifferent" – Willit will answer questions, but they won't be particularly nice about it, and won't give a whole lot of information.
- DC25 – makes the farmers "Friendly" – Willit will give the full info given below.

The characters can ask these general questions and Willit will answer as best he can.

- What happened?

DC15 – ***“Orc-blood stole my chickens, that’s what happened.”***

DC25 – ***“He stole my chickens, that’s what happened. I chased him off afore he could do too much more.”***

- When was he here?

DC15 – ***Day before yesterday. Late.***

DC25 – ***Day before yesterday. After supper. Orlin was out there, coulda got killed.***

- Which way did he go?

DC15 – ***“North”***

DC25 – ***“He went north – well, maybe more northwest – towards the city.”***

- Did he have a rabbit?

DC15 – ***“What? What kind of question is that? No, didn’t have no rabbit – and he didn’t have any pigs or cats or nothin ‘cept my chickens!”***

DC25 – ***“A rabbit? No. Why sould he have a rabbit?”***

- Is this your brand on this leather?

DC15 – ***“Yeah!” He grabs it. “Where’d you get it?”***

DC25 – ***“Yup. Sure is. Where’d you find it?”***

(The strap is a property marker that Krug say and took off a fence post when passing the farm on his way to the druid’s hut.)

If one of characters tries to talk to the boy, use these talking points. (If they are about to leave without some of this key information, the boy will approach the party.)

- What’s your name?

“Orlin Burnside”

- How old are you?

“Eight”

- Did you see the big man?:

(Say this in a young boy voice) ***“Promise not to tell Father?”***

If the players agree, he continues to press for more assurances:

“Cross your heart, hope to die, stick a needle in your eye?”

If the players agree, he will continue:

“Yes, his name is Krug.”

- How do you know his name?

“Duh - I talked to him.”

- What did you talk about?

“Stuff. He’s really nice. I mean, I know he’s part orc or somethin’, but I don’t know why Father is saying he was so mean and all. He was really nice. He was hungry and asked about the chickens. I told him he could take a couple cuz he looked hungry, and I don’t like taking care of so many chickens anyway.”

- Did he have a rabbit with him?

The boy’s eyes light up. “Yeah! He had a little bunny with him. He, Krug I mean, let me pet it, too. It was the nicest, softest little bunny I’d ever seen – and it had golden fur! Well, I’d never ever seen a bunny with gold streaks afore!”

- Did the bunny say anything?

“What’s wrong with your head? Rabbits don’t talk!! ‘Sides, he was sleeping. He was a tired little bunny.”

- What happened with your father and Krug?

“Daddy saw us talking and yelled at Krug to go away. I tried to tell him that Krug was okay, but he wouldn’t listen to anything I said. Just yelled a lot and started throwing rocks. Then Krug kinda yelled back and daddy ran inside the house.” The boys chuckles a little. “Then we said ‘bye’ and Krug left.”

- Did Krug tell you where he was going?

The little boy crosses his arms and with a proud expression on his face he responds, “Nope! He was lost, and I told him where to go!”

- Where did you tell him to go?

“Well, he was lost and wanted to know where to get directions, so...” the little boy looks extremely swollen with pride, “I told

him to go to the library in Asnath!" He grins broadly.

Encounter Five: Back to Asnath

It takes about three days to get to Asnath.

You travel back up the Great Western Road and once again approach the town of Asnath. As they were when you passed through before, two elven guards dressed in fine leather armor are standing at the outskirts of the town.

One calls out to you as you approach. "Who goes there?"

After the characters identify themselves, they can talk to the guards. They don't have too much to say relevant to the adventure except....

- Regarding seeing a half-orc carrying a rabbit, asking for directions, etc.:

"Yes, we have. He came through here early yesterday. He wanted to go to the library! As if we would let a big, reeking half-orc into our beautiful library. He just needed directions." The guard smirks.

- Regarding the half-orc's current whereabouts:
"Well, he wanted to get to Mitrik, which, as you know, is at the other end of Veluna, along the Great Western Road. So, we told him to head due west, toward..." The guard smiles yet again and his buddy laughs. "Sugarberg."

If the PCs feel like chastising the elves for being mean, they can, but the guards won't really care that much.

Encounter Six: Sugarberg

It takes about three days to get to Sugarberg.

Traveling to Sugarberg, you pass through the foothills of the Lortmils. The Lortmil mountains are old, and the trees reflect this. The terrain is rough and slows you down a bit, but soon enough you can see your destination in the distance.

Moving into town, the characters looking for Krug's trail can ask around about the half orc. Have them make a Gather Information check. If the person making the check is a "short person" (a halfling, gnome or very short dwarf) apply a -2 penalty to

the roll – this is because of long held superstitions in this town about the short folk being evil (see below). Even though these suspicions were proved wrong a few years ago (in VEL2-03 *Spectre of the Lorridentes*, to be precise), many still harbor prejudice against 'the short ones'. Be sure to play this up if you ad lib any exchanges with the townsfolk.

The result of the check determines the information gathered:

- DC5 – A few people saw the half orc pass through town. They think he headed out of town to the north, muttering something about Mitrik.
- DC10 – Someone saw him go into the general store before heading out of town to the north.

If the PCs just head north, go to Encounter 7. If they go to the store, continue:

You are able to find the general store easily enough. The store is typical for its kind – a small store serving the needs of a small town, though there are few weapons and no armor to speak of.

The shopkeep is a friendly man, smiling as he greets you.

"Hello, adventurers – my name is Raff, welcome to my store. Can I help you find anything?"

PCs can buy anything from the Adventuring Gear section of PHB Table 7-8 here. More likely, they will want information.

- Did a half orc come in here recently?

"Yeah, I remember Krug. He was in here just yesterday, trying to get to Mitrik – or somewhere near Mitrik, anyway. I tried to tell him you just follow the road north, through Gould, but he wanted a map, so I drew him one up. Then he gave me a chicken."

- Did he have a rabbit?

"Yeah, he did. Kept hold of its muzzle – like it was gonna bite me or something."

- What's up with the prejudice against short people?

"Oh, I think it has to do with an old legend about a small demon that ravaged the hills around here or something. I don't think

many people here remember the reason anyway – I think it's just in their blood."

At this point, the party just needs to head north, following the trail towards Mitrik via the town of Gould.

Encounter Seven: A Herd Attack

It would normally take about three days to get to Gould. On day two, the PCs meet up with some 'casualties' from the recent struggles.

The foothills of the Lortmils are teeming with all sorts of life – flowers, birds, animals.

On a large hillside fairly close to you, you see a small group of sheep. Strangely enough, they appear not to be grazing and there is no shepherd. As you get closer, you can tell one seems to be wounded – blood stains its side.

As you approach even closer, you can tell the sheeps' eyes stare off blankly – even moreso than most. Then the wind shifts, and you detect the smell of death in the air. All the other sheep turn towards you, and you realize they are not alive...

These sheep were turned into zombies by a particularly mad priest of Nerull fleeing after the war. His last command to them was to guard his retreat, and they have been terrorizing.... okay, bothering the neighboring farms ever since.

APL 2 (EL 3)

Zombie Sheep (4): hp 16, see Appendix 1

Encounter Eight: At Last the Bunny is Found

Having bested the zombie sheep, you push on towards Mitrik, hoping you can catch up to the half orc.

Early the next day, along the road to the town of Gould, you hear voices ahead, from the other side of a small rise.

Have the PCs roll Listen checks. Take the highest check and subtract ten. Multiply the resulting number by ten. This will give you the distance at which the PCs will be able to make out the following conversation:

"I have to go and drop you off like Firgrin told me to." A gruff voice says.

"Well, tell him I escaped!" Another voice replies; it is fairly high-pitched.

"But, I promised! Besides, if I don't, Firgrin won't give me my food and stuff." The gruff voice pouts.

"Well, if it's just food you wanted..." The higher voice says, "I could've had Ebrin give you some. Or you could have kept that chicken you stole instead of giving it away."

"I didn't steal the chicken! Orlin told me I could have one. I didn't even eat that chicken."

"Right, Krug." The other voice says dryly. "You gave it away."

"No, I traded it away. There's a difference, Fluffy."

The characters may now approach the camp and/or interrupt the conversation at any point. If they approach, have Krug and Fluffy roll Listen checks vs the PCs' lowest Move Silently check (at -5 for being distracted, and remember the distance modifier), to see if they notice the party's approach.

If the PCs do not make themselves known, the half orc and his captive keep debating until they do. If the debate continues:

"The point of the fact was, you stole the chicken and used it as money to get the map that you can't even read!"

"I can too read!" the voice called Krug yells. "You don't know if I can or not, Fluffy."

"Is that why you held the map upside down until I reminded you the 'North' arrow faces up?" the voice called Fluffy laughs.

Krug's voice becomes downcast. "But... but..."

A description of the campsite:

Once you get to a point where you can see the other side of the small hillock, you see the source of the discussion. A large humanoid sits on the ground next to a bedroll, a small bag and a large club. Even from here, you can tell he is a half orc. He seems to be talking to a rock – until a white and gold rabbit hops out from behind it. Fluffy.

Once the PCs approach/are noticed:

Krug looks up in surprise from leaning down. "Huh?" he says. He grabs for his club.

A bunny turns to look at your group. “Did Ebrin send you?” It asks. “Please don’t hurt Krug here, he’s really not evil, more like...” the rabbit says. He pauses, seeming to look for words, “... gullible.”

- If the PCs ignore Fluffy’s plea and attack, Krug will fight. Once he has been damaged to half hit points, he will accept any demands for surrender. Once he has been damaged to one-quarter hit points, he will drop his club and flee. (PCs striking down a fleeing combatant which they have been told ‘wasn’t evil’ should have the action noted on their AR.) If he defeats the PCs, he will bind wounds (as best he can) and leave them to recover on their own. He will meet Firgrin and hand over the bunny, go to the Conclusion.
- If the PCs ask what’s going on:
“I’m rescuing Fluffy from an evil druid!”
Fluffy interrupts. “Krug, I keep telling you. Ebrin IS NOT evil, he’s my friend.”
“Oh yeah – I forgot,” Krug replies. “I told you, it’s prolly just a mistake – I prolly got the wrong talking bunny.”
“The wrong talking bunny?” Fluffy interjects, “Krug, I told you I’m the only one!”
“Well – if you’re the only one, then you must be Firgrin’s! Ha! Too smart for you!”
- If the PCs ask about Firgrin:
Krug looks at you. “Firgin? Oh, uh, he’s this guy that met in Mitrik and he’s really nice. He’s gonna give me food, and a nice new club and a new blanket as a reward for returning Fluffy to him.”
“Which, he will not be doing.” Fluffy says.
Krug appears confused. “I’m not?”
- If the PCs try to “outbid” Firgrin for the half orc’s services, have them make a Diplomacy check (DC15). You can give them reasonable bonuses depending on what they offer in exchange, providing it is more impressive to Krug than Firgrin’s offer. (If they have his “treasure sack” [the burlap sack he had dropped at Ebrin’s], and give it back to him, give them a +4 bonus.)
 If they succeed:

“Sure, I was supposed to meet Firgrin in a clearing south of Mitrik. Can I have my reward now?”

- If the PCs ask for directions to find Firgrin:
 Krug gives the characters directions to Firgrin’s campsite.
- If the characters ask if Krug will take them to Firgrin:
 A – If they have already negotiated a trade for Fluffy:
“Nah – I’m gonna go tell my brudder about my ‘venture and show him my stuff. Bye, Fluffy!”
 B – If they have not negotiated a trade:
“Okay. You’ll like Firgrin.”
- If the PCs ask Fluffy what he wants:
“Well, I do want to go back to Ebrin, but I am a little curious who this Firgrin is. And I’ve never actually been to Mitrik...”
- If the PCs ask for Krug’s tale:
He thinks a bit, then starts slowly. “Well, I was looking for some food, when I met Firgrin. He asked if I had seen an evil druid go by, and I said no, ‘cause I didn’t.”
“Ebrin isn’t evil!” interjects Fluffy.
“Hey! Quiet! This is my story!” Krug shouts. “Anyway, Firgrin asks if I would go get his bunny back from the druid that stoled him, and I said I would, but only if he paid me a reward. I didn’t say okay ‘til he promised me food and a new club and a new blanket (‘cause mine got lost).”
“So I go to the Ironwood, where Firgrin says the evil druid is – quiet, Fluffy! I look for a while, and when I find him, he says something – I figgered it was part of a magic thing, so I go and hit him before he can zap me, then I go inside his house and find Fluffy.”
“On the way back here, I stopped at a farm and a nice boy let me have a couple chickens and said I could get a map in Asnath, but the guards there said I didn’t need a map and gave me directions. But I think they were pretty dumb, ‘cause their directions were wrong – we ended up in Sugarberg.”

Fluffy sighs and shakes his head a bit.

“Anyway, in Sugarberg, I traded a chicken for a real map. And now we’re on our way to talk to Firgrin and get my reward.”

When ad-libbing anything with Krug, remember he is not the brightest bulb in the box, and he is fairly gullible. However, he really wants to keep his promises, and also truly believes Firgrin is on the up and up. He believes there’s a good explanation why this ‘mix-up’ is happening, he just can’t figure out what it is.

APL 2 (EL 3)

Krug Ftr1/Brb2: hp 30, see Appendix 1.

Fluffy: Awakened bunny, non-combatant, hp 12, Listen +10.

Treasure:

L: greatclub (1 gp per character), studded leather (4 gp per character); C: (0 gp); M: (0 gp)

Encounter Nine: The True Evil Behind It All

Following the directions given you, you are easily able to find the meeting place. A large fire is lit in a sheltered area not far south of the city of Mitrik.

Give Firgrin a Listen check (Listen +7) to hear the PCs’ approach. Remember the –1 for every 10 feet out. (Thus [his Listen check minus the PCs lowest Move Silently check] x 10 is how many feet out he hears their approach.)

Approaching the fire, you can see a human man, wearing a red cloak and black breeches seated there preparing his evening meal.. The metal of a chain mail shirt glints from under the cloak. A large tent has been erected nearby, and from the state of the camp, it seems the man has been here for several days.

Give the PCs a Spot check (-1 per 10’ away, -4 because object is small) to notice a bejewelled holy symbol of Hextor around the man’s neck.

What happens now is totally dependent on the PCs’ actions – see tactics, below. If Krug is with the party, he will still want to take Fluffy to Firgrin to get his reward. If a fight starts, remember that Krug does not think Firgrin is evil, so the PCs might have to convince him, or else he might end up thinking the PCs are attacking for no reason, and are therefore evil. Firgrin will of course encourage Krug to think that way.

APL 2 (EL 4 – includes –1 situational modifier [underequipped and no spells])

Firgrin Rog2/Clr2: hp 30, see Appendix 1

Tactics:

If given the opportunity, Firgrin will try to talk his way out of any bad situation. He prefers talk to violence in fact. He is more than willing to offer them large sums of gold, gems, contacts in the underworld, or whatever it seems catches the characters’ interest. Of course all of this is a pack of lies. Use his Bluff skill opposed by the characters’ Sense Motive checks to see if he is successful.

If attacked, he will defend himself however, feinting in order to get his sneak attack damage while in melee. If he gets an opportunity to snatch Fluffy, he will try to do that. Firgrin will attempt to flee if it is apparent that he is greatly overmatched (if reduced below half his hit points).

Among Firgrin’s belongings is a small altar to Hextor, along with a small sized (1’ x 6” x 8”) statue of Canon Hazen and the Crook of Rao, commemorating the Flight of Fiends (Knowledge (Local) or Knowledge (Religion) check DC5 to know the story behind it). PCs can sell the statue, or return it to the Church. Do not encourage them either way.

Treasure:

L: masterwork chain shirt (21 gp per character), masterwork flail (26 gp per character), masterwork light wooden shield (13 gp per character), gilded statue commemorating the Flight of Fiends worth 500 gp (42 gp per character*); C: gem encrusted holy symbol (23 gp per character); M: ring of protection +1 (167 gp per character)

* = cannot get the “loot” value from this and the “coin” value from returning it (see conclusion)

Development:

The characters could very well subdue Firgrin and take him back to the city for trial. They have some witnesses to his guile and a very good case against him. Not to mention he is a priest of an enemy priesthood and deserter from the enemy armies that once siege Mitrik!

Conclusion

Should the characters be successful in reacquiring Fluffy, they can return him to his elven friend and then return to Mitrik to claim their reward. They need to decide what to do with the statue (sell it or return it). It is also possible that they could drag Firgrin to Mitrik for trial. In which case, the guards

thank them heartily and assure them that they will let them know if they ever have need of their services again. A hearty slap on the back and around of ale at the tavern for everyone!

- If the players got word of Ebrin to Erinstalie, turned over a captured Firgrin, and returned the statue of the Flight of Fiends to the Church of Rao:

Complete Success:

Returning to Mitrik, you contact Erinstalie. She is very happy to hear that Ebrin is okay. With her recommendations, the Church rewards your group 400 gold for returning the stolen statue. The Mitrik Temple Guard gives you a reward of 50 gold pieces each for capturing of Firgrin.

Treasure: L: (0 gp); C: reward for capturing Firgrin (50 gp per character), reward for returning statue (150 gp per character*); M: (0 gp)

* = cannot get the "coin" value from this and the "loot" value from selling it (see above)

- If the players got word of Ebrin to Erinstalie, killed Firgrin, and returned the statue of the Flight of Fiends to the Church of Rao:

75% success:

Returning to Mitrik, you contact Erinstalie. She is very happy to hear that Ebrin is okay. With her recommendations, the Church rewards your group 400 gold for returning the stolen statue. The Mitrik Temple Guard gives you a reward of 25 gold pieces each for eliminating Firgrin.

Treasure: L: (0 gp); C: reward for eliminating Firgrin (25 gp per character), reward for returning statue (150 gp per character*); M: (0 gp)

* = cannot get the "coin" value from this and the "loot" value from selling it (see above)

- If the players got word of Ebrin to Erinstalie and captured Firgrin, but sold the statue of the Flight of Fiends for loot:

50% success:

Returning to Mitrik, you contact Erinstalie. She is very happy to hear that Ebrin is okay. With her recommendations, the Mitrik Temple Guard gives you a reward of 50 gold pieces each for capturing Firgrin.

Treasure: L: (0 gp); C: reward for capturing Firgrin plus Erinstalie's reward (60 gp per character); M: (0 gp)

- If the players got word of Ebrin to Erinstalie and killed Firgrin, but sold the statue of the Flight of Fiends for loot:

25% success:

Returning to Mitrik, you contact Erinstalie. She is very happy to hear that Ebrin is okay. With her recommendations, the Mitrik Temple Guard gives you a reward of 25 gold pieces each for eliminating Firgrin.

Treasure: L: (0 gp); C: reward for eliminating Firgrin plus Erinstalie's reward (35 gp per character); M: (0 gp)

- If the players got word of Ebrin to Erinstalie but failed to save Fluffy or find Firgrin or the statue of the Flight of Fiends:

Failure:

Returning to Mitrik, you contact Erinstalie. She is very happy to hear that Ebrin is okay, but is sad to hear of the loss of his companion. She tosses a few coins to you, and wishes you luck in the future.

Treasure: L: (0 gp); C: (10 gp per character); M: (0 gp)

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 story awards) to each character.

Encounter Two: A Cabin in the Woods

Defeat or bypass Tiny Animal Swarm.

APL 2 60 xp

Encounter Seven: A Herd Attack

Defeat Zombie Sheep.

APL 2 90 xp

Encounter Eight: At Last the Bunny is Found

Defeat or negotiate with Krug.

APL 2 90 xp

Encounter Nine: The True Evil Behind It All

Defeat or capture Firgrin.

APL 2 120 xp

Role Playing Award

Bonus xp if PCs talked with Krug instead of killing him

APL 2 30 xp

Story Award

Letting Erinstalie know Ebrin is okay and returning Fluffy to Ebrin.

APL 2 30 xp

Returning the Flight of Fiends statue to the Church

APL 2 30 xp

Total possible experience:

APL 2 450 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.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Eight: At Last the Bunny is Found

L: greatclub (1 gp per character), studded leather (4 gp per character); C: (0 gp); M: (0 gp)

Encounter Nine: The True Evil Behind it All.

L: masterwork chain shirt (21 gp per character), masterwork flail (26 gp per character), masterwork light wooden shield (13 gp per character); C: gem encrusted holy symbol (23 gp per character), gilded statue commemorating the Flight of Fiends worth 500 gp (42 gp per character*); M: *ring of protection* +1 (167 gp per character)

* = cannot get the "loot" value from this and the "coin" value from returning it (see below)

Conclusion:

Complete success:

APL 2: L: (0 gp); C: reward for capturing Firgrin (50 gp per character), reward for returning statue (150 gp per character*); M: (0 gp)

* = cannot get the "coin" value from this and the "loot" value from selling it (see above)

75% success:

APL 2: L: (0 gp); C: reward for eliminating Firgrin (25 gp per character), reward for returning statue (150 gp per character*); M: (0 gp)

* = cannot get the "coin" value from this and the "loot" value from selling it (see above)

50% success:

APL 2: L: (0 gp); C: reward for capturing Firgrin plus Erinstalie's reward (60 gp per character); M: (0 gp)

25% success:

APL 2: L: (0 gp); C: reward for eliminating Firgrin plus Erinstalie's reward (35 gp per character); M: (0 gp)

Failure:

APL 2: L: (0 gp); C: (10 gp per character); M: (0 gp)

Total Possible Treasure

APL 2

450 gp

Appendix 1: NPCs

ENCOUNTER 1

Ebrin: Male elf Druid5: CR5; Medium humanoid (elf); HD 5d8; hp 20 (currently 5, with 7 points non-lethal); Init +2; Spd 30 ft.; AC 15 (touch 12, flat footed 12) [+2 Dex, +2 armor, +1 deflection]; Base Atk +3; Grp +3; Atk +3 melee (1d6, club); Full Atk +3 melee (1d6, club); SA -; SQ Nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wild shape 1/day; AL NG; SV Fort +4; Ref +3, Will +8; Str 10, Dex 14, Con 10, Int 16, Wis 18, Cha 14.

Skills and Feats: Concentration +8, Handle Animal +12, Heal +14, Knowledge (Nature) +15, Listen +12, Ride +7, Spot +12, Survival +16 (+18 in natural outdoor environment); Animal Affinity, Self Sufficient.

Possessions: Leather armor, club, dirty clothes, component pouch.

Spells Prepared: (0 – Ebrin doesn't have any spells prepared, he's been out cold for over a day.)

ENCOUNTER 2

Tiny Mammal Swarm: CR 2; Tiny Animal (Swarm); HD 4d8; hp 13; Init +2; Spd 15 ft, climb 15 ft; AC 14 (touch 14, flat-footed 12 [+2 size, +2 Dex]; Base Atk +3; Grp -; Atk Swarm (1d6); Full Atk Swarm (1d6); SA distraction; SQ low-light vision, scent, swarm traits; AL N; SV Fort +4; Ref +6; Will +2; Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +10, Hide +14, Listen +6, Spot +7, Swim +10; Alertness, Weapon Finesse.

Damage Reduction (Ex): A swarm of Tiny creatures takes half damage from piercing and slashing weapons.

Distraction (Ex): Any living creature that begins its turn with a swarm in its square must succeed on a DC 12 Fortitude save or be nauseated for 1 round.

ENCOUNTER 7

Zombie Sheep: CR 1/2; Medium Undead; HD 2d12+3; hp 16; Init -1; Spd 30 ft; AC 11 (touch 9, flat-footed 11 [-1 Dex, +2 natural]; Base Atk +1; Grp +2; Atk +2 melee (1d6+1, head butt); Full Atk +2 melee (1d6+1, head butt); SA -; SQ Single Actions Only, DR 5/slashing, undead

traits; AL NE; SV Fort +0; Ref -1; Will +3; Str 12, Dex 8, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Toughness.

ENCOUNTER 8

Krug: Male Half-Orc Brb2/Ftr1: CR 3; Medium humanoid (Half-Orc); HD 2d12+1d10+6; hp 30; Init +2; Spd 30 ft; AC 15 (touch 12, flat-footed 13) [+2 Dex, +3 armor]; Base Atk +3; Grp +7; Atk +8 melee (1d8+6, Greatclub); Full Atk +8 melee (1d8+6, Greatclub); SA -; SQ Rage 1/day, uncanny dodge; AL N; SV Fort +7; Ref +2; Will +1; Str 18, Dex 14, Con 14, Int 6, Wis 8, Cha 9.

Skills and Feats: Survival +4, Handle Animal +5, Ride +3; Iron Will, Power Attack, Weapon Focus (Greatclub).

Possessions: Greatclub, Studded Leather, Burlap Sack, Backpack, Piece of String, Chicken Feathers, Chalk, Dead Squirrel, Rotting Head of Cabbage.

Fluffy (Awakened Celestial Rabbit): Tiny Magical Beast (augmented animal); CR 0; HD 2d8; hp 12; Init +3; Spd 30 ft.; AC 14 (touch 12, flat footed 12) [+2 Size, +2 Dex]; Base Atk +1; Grp -11; Atk -; Full Atk -; SA Smite evil 1/day; SQ Darkvision 60', Low light vision, Evasion, Energy Resistance (Acid, Cold and Electricity) 5; AL NG; SV Fort +0; Ref +7; Will +1; Str 4, Dex 15, Con 10, Int 12, Wis 12, Cha 10.

Skills and Feats: Hide +4, Jump +14, Listen +12, Move Silently +4, Spot +3; Alertness^B, Lightning Reflexes.

ENCOUNTER 9

Firgrin: Male Human Rog2/Clr3: CR 5; Medium humanoid (human); HD 2d6+3d8+5; hp 30; Init +6; Spd 30 ft; AC 18 (touch 13, flat-footed 16) [+2 Dex, +5 armor, +1 shield, +1 deflection]; Base Atk +2; Grp +3; Atk +3 melee (1d8+1, masterwork flail); Full Atk +3 melee (1d8+1, masterwork flail); SA ~~Smite 1/day~~, sneak attack +1d6; SQ Evasion, trapfinding, ~~rebuke undead~~; AL LE; SV Fort +4; Ref +5; Will +5; Str 12, Dex 14, Con 12, Int 10, Wis 15, Cha 15.

Skills and Feats: Bluff +10 Concentration +3, Diplomacy +9, Disguise +9, Intimidate +11, Knowledge (Religion) +5, Listen +7, Open Lock +7, Sense Motive +7, Spot +7, Tumble +6;

Dodge, Improved Initiative, Persuasive, Weapon Focus (Flail)^B.

Possessions: *Ring of protection +1*, Masterwork Chain Shirt, Masterwork Light Wooden Shield, Masterwork Heavy Flail, Thieves Tools, Holy Symbol of Hextor (silver with gems – total worth 138 gp).

Spells Prepared (0 – Firgrin is currently out of favor with his deity and has no spells.)

Domains: War and Destruction (Firgrin is currently out of favor with his deity and has no access to his domains. (That is why Smite and Rebuke undead special abilities are listed but struck out.)

Appendix 2: DM's Map of Veluna



Appendix 3: Player Handout

Adventurers Wanted

I am in need of some people to undertake a simple errand. It involves a trip to the Ironwood, but I would expect little danger. If you are interested, bring this note to my secretary – she will be waiting by the gates to the Temple Ward at 5 bells in two days time from the time of this post, and will escort you up to my study.

Thank you,

Erinstalie, Acolyte of the College of the Divine

(Stamped with the symbol of the College of the Divine)