

PAL5-02

Plight of the Emissary

A One-Round D&D LIVING GREYHAWK® Theocracy of the Pale Regional Adventure

Version 1.1

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Returning from the County of Urnst, an emissary is abducted in the night while resting in the town of Longfield. The local leadership fears the embarrassment this is sure to cause and desires a rapid yet discreet resolution. Is a group of heroes the answer to their prayers? An outdoor adventure through the Nutherwood for APLs 2 through 8.

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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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.

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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.

To learn more about the *Living Greyhawk* character creation and development, RPGA event sanctioning, and *Dungeons & Dragons Rewards*, visit the RPGA website at www.rpga.com.

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.
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.
Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
If you are running a table of six PCs, add one to that average.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
7	7	9	10	11	

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 the Theocracy of the Pale. Characters native to the Theocracy of the Pale pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters 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 scenario.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character 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 character has at least four ranks in Craft (bowmaking). The player 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*.

Pale Holy Day

Some player characters may wish to give or attend services in-game on Pholtan holy days. For adventures set in the Theocracy of the Pale, a member of the Church of the One True Path may ask the judge at the beginning of an Adventure to determine how many days it is until the next Pholtan Holy day. This is accomplished by rolling a d8, rerolling if the result is 8. If a 7 is rolled, the first day of the adventure is a Pholtan Holy Day. Otherwise, the die result indicates the number of days until the next Pholtan Holy Day. Due to the special nature of the Theocracy of the Pale, on Holy Days, Judges are encouraged (but not required) to work-in a brief scene involving Pholtan worship, possibly including a brief 1-2 minute sermon by a PC if his or her level is at least fifth level and the judge believes that there is time available.

Adventure Background

The Nutherwood

Though the Church of the One True Path rules the Pale with a strict discipline, there are outlying areas that present difficulties. One such area is the Nutherwood, a temperate forest located near the Nyronde border, south of the Phostwood.

The dense growth of the Nutherwood is an excellent source of lumber. Longfield, a farming hamlet lying at the edge of the wood just within the Palish border, is beginning to develop a lumber trade. The roads connecting the Pale, Nyronde, and the County of Urnst pass nearby and caravans passing through the area sometimes stop for a night in Longfield. (Longfield was also the site of COR3-04 *By Cunning and Forced Cause*,

which brought about the end of the Swampwood Beast, the legacy of tragic love and revenge.)

But the Nutherwood is also a haven for bandit gangs who prey on the surrounding lands. Political dissidents and fugitives from the law favor the many well-hidden lairs and fine hunting provided deep within the woods.

Occupants of the Wood

One such band is led by Anellon Frith. Anellon was a rebellious orphan raised in a seminary near Hawkburgh. Never willing to accept the teachings of the Pholtan priests, he was labelled a troublemaker at an early age and disciplined regularly.

At thirteen, he fled the orphanage, becoming a street urchin. Over the next few years he learned the abilities necessary to survive from several minor rogues he befriended. He swore one day he would build his skills to the point where he would be able to exact revenge upon the Church of the One True Path.

Throughout his teen years he recruited a gang of toughs who robbed, extorted, and pillaged the merchants of Hawkburgh. No matter how many times they were apprehended, they always returned to their lifestyle of crime.

One day while they were strong-arming a butcher, there was a terrible accident. As the butcher struggled, he slipped on a scrap of meat and impaled himself, dying instantly. Knowing they would be labelled as murderers and fearing Palish justice, the gang fled to the Nutherwood and has been able to survive by hiding and stealing what supplies they need from nearby Longfield.

The Liberation

Most recently, the Theocracy has begun the liberation of Tenh with their allies, the Faithful Flan. Their holy objective is to drive the forces of Iuz and Stonehold from Tenh and place this once-proud land in the hands of the Faithful Flan as its rightful inheritors. Should the Liberation prove to be successful, it will bring an end to the pagan reign of Duke Labahlah over the Tenha. The Council of Nine (now grown to Ten) welcomes this as the most favorable outcome of their support of the Faithful Flan. It is believed the Pale would attempt to absorb any liberated areas into the Pale though this intent has never officially been stated.

Although Iuz and most of the invaders under his control have abandoned the Tenh, some leaders in Iuz's empire are concerned that should the Pale succeed in Tenh, they would push forward into the Bandit Kingdoms. If the Pale were to push forward into the Bandit Kingdoms, other realms might join them, reversing the circumstances of the Greyhawk Wars and revisit them on Iuz's holdings. To prevent this, Old Wicked has placed agents in the Nutherwood region in order to gain intelligence of and to undermine any treaties under negotiation between the Pale and other realms.

The Agent

The priest Kal Taen has taken it upon himself to oversee the Nutherwood region. A scheming, subversive mastermind, Kal Taen has successfully negotiated, bribed, and forced human and humanoid gangs in the Nutherwood into taking actions against the powers that oppose Iuz.

Evil divinations have revealed Anellon's hatred of the Pale to Kal Taen. The priest also learned through more conventional means that a Palish emissary, Milan Manweiler, is passing through the area.

The Scheme

Milan Manweiler is an up-and-coming emissary of the Pale Diplomatic Corps. He has made a number of successful missions in the lands surrounding the Pale.

Milan's success can be partly attributed to his inexhaustible air of confidence. A well-trained courtier, he is quite at home in the finest palaces and his silver tongue serves him well with the lords and ladies of the foreign courts. Milan is a devout Pholtan, yet his courtly manner gains the confidence of those he deals with.

Milan does have one guilty pleasure. The Happy Hippogriff Inn in Longfield serves an exceptional venison stew. Milan travels the trade routes between Nyrond, the County of Urnst, and the Pale frequently and often schedules his trips through the area to allow for an overnight stay in Longfield.

Kal Taen has observed this behavior and has learned that Milan is returning to the Pale from his latest mission in Radigast City. Kal Taen believes that Milan has negotiated the purchase of food stores to be exchanged in Jedbridge to further the Pale's aims in Tenh. Most would believe this to be impossible, since the County served as a haven for the former Duke of Tenh until recently, but the dedicated diplomat may well be capable of such a task.

In order to prevent Milan's return, Kal Taen has arranged for Anellon Frith and his gang to abduct the diplomat. A few members of Anellon's gang sabotaged Milan's carriage as he returned to the Pale through Midmeadow. Kal Taen, aware of Milan's penchant for the stew, correctly assumed he would travel ahead to Longfield and wait there for his carriage to be repaired. During his stay in Longfield, Anellon and his gang abducted Milan and will turn him over to Kal Taen in a few days at an arranged location in the Nutherwood. Milan has been captured alive, so any information he may have might be extracted.

The Note

As Anellon and his thugs abducted Milan, a lone rogue, named Rolf, was skulking unnoticed in the shadows nearby. He decided to take advantage of the situation by sneaking back into Milan's room and leaving a ransom note in hopes of gaining some profit from the risk the

other gang is taking. He signed the note using the name of a particularly ruthless gang in the area.

Adventure Summary

The adventure is fairly linear, with the encounters taking place at certain times. It begins with the heroes' arrival in Longfield in the morning hours. The abduction has occurred the night before and the local constabulary is wary of any strangers.

Encounter One: Introductions

The heroes meet in Longfield in the Happy Hippogriff. Heroes obviously displaying an affiliation with the Theocracy of the Pale will be treated with respect by the local authorities. Others will be treated with suspicion. The group is assembled in a back room.

Encounter Two: Trials and Tribute

The heroes meet Constable Theodoric and are informed of the situation. Loyal Pholtans will be presented the chance to "bring radiance to this darkest hour". Suspected characters (those who are not loyal to Pholtus or recognized as heroes of the Pale) will be offered the chance to prove their innocence.

Encounter Three: The Stakeout

The heroes are assigned the task of waiting at a clearing near the edge of the Nutherwood where the ransom is to be left. They are to somehow discover the location of the captured emissary using any reasonable and lawful means necessary. The opportunistic rogue arrives and the PCs might subdue him or trail him to his camp.

Encounter Four: Deception

The rogue who left the ransom note is discovered and the heroes uncover the deceit. The rogue knows Milan was taken into the Nutherwood, the general direction he was taken, and that he must be "delivered alive".

Encounter Five: A Wild Night

A fey creature plays a trick on the group.

Encounter Six: A Pack of Trouble

The heroes unknowingly approach an animal too close. The animal is frightened by the intrusion and protects its home with hostility.

Encounter Seven: Flora of the Wood

While searching for signs of the abductors the characters pass near an area infected with a naturally occurring leaf mold. If they disturb this fungus they may suffer poisonous effects.

Encounter Eight: Another Wild Night

The fey creature returns for another trick.

Encounter Nine: Jokers Wild

A fey creature with knowledge of the whereabouts of Milan has taken an interest in the group. The creature has been following the group, playing jokes on them, and will reveal itself when satisfied they are in the forest to rescue the captured human. Assistance will be offered if the heroes can solve a simple puzzle.

Encounter Ten: The Rescue

The heroes discover the hideout of Anellon Frith and his gang. Milan is held in one of the tents.

Conclusion: Back to Town

The heroes return to Longfield to report to the local authorities.

Preparation for Play

In Encounter One the initial attitude of the local authorities toward the heroes is based on whether or not the heroes are obviously affiliated with the Theocracy of the Pale. Ask the players if their characters are displaying holy symbols of Pholtus or other signs of affiliation with the Pale. Examples would be uniforms of the Prelatal Army, Pholtan paladins or clerics, etc. Use your best judgment in determining if the authorities could recognize a PC's affiliations or not.

Make yourself two lists of characters: one of those that are obviously affiliated and another of those that are not. The affiliated characters will be treated differently than the non-affiliated ones. Note that loyal Pholtans travelling incognito and NOT displaying their affiliation would be classified as non-affiliated until they prove otherwise.

Introduction

The Pale Patrol apprehends all of the PCs, either separately or as a group. You may draw a map and put figures out to represent the Pale Patrol, but this is not intended to be a fight. Read or paraphrase the following to the characters:

You are travelling one morning in the southwestern Pale, near the hamlet of Longfield, famous beyond its small size as the place where the terrible, tragic Swampwood Beast used to terrorize the citizens.

A steady rain has fallen for the past several days, but this morning the storm has broken. Perhaps this is a promising portent?

Then, five mounted members of the Pale Patrol approach cautiously with lances lowered in a ready position. Their mounts, sturdy bays and browns, snort misty plumes into the damp air.

"STAND FAST!", one man bellows, apparently the leader. "You have entered a controlled area!"

Surrender your arms and turn toward town. We would have a word with you."

More patrolmen approach from the opposite direction.

Give the PCs a chance to respond. The leader of the patrol, Sergeant Ezerin, will inform the party there has been an incident in Longfield. This is requiring all persons in and about Longfield to be brought in for routine questioning as all are suspect in this matter.

Should any member of the party become hostile towards the patrol, they will use whatever force is necessary to subdue the offender. If any member of the patrol is killed by a PC, the patrol will not hesitate to use lethal force. The second patrol consists of another five riders and if the party should attack the first patrol, two of these riders will immediately ride for Longfield with a description of the party. The other three will join the fight. If the party escapes, they will be labelled as wanted criminals in the Pale. The charge will vary depending on the actions of the party, but should it include the death of even one of the patrolmen, the charge will be one of murder of some type. See the Pale Gazetteer for possible charges and penalties associated with them.

The adventure ends here for any PCs who attack the patrol. They gain 240 xp, but nothing else for the adventure and should lose at least a few TUs, if not their very lives.

Encounter One: Introductions

The characters have been ushered into town toward The Happy Hippogriff. Due to the abduction the night before, Constable Theodoric is distrustful of all newcomers, particularly non-Pholtans. During this encounter, Constable Theodoric speaks with moderate respect to the characters showing obvious allegiance to Pholtus and the Pale, and with a measure of suspicion to the others.

Read or paraphrase the following to the characters:

The guards escort you into Longfield, a small hamlet at the southern edge of the Nutherwood. Modest wooden homes line the wide dirt streets.

You are guided to the main room of The Happy Hippogriff Inn, the only Inn in this small farming community. You are shown into the common room with less politeness than good hospitality would call for, closely watched by the guards all the while.

The leader of the patrol announces proudly, "Constable Theodoric, we found these out near the road. Thought you might want to question 'em. We've seen no others all morning."

"I see," says a man wearing a silver disk on the collar of his purple tunic, marking his rank. An emblem of the Pale Patrol on his right collar marks

his affiliation. "Seat them over there." He points to a long table with benches nearby.

The patrolmen guide you over to the table and urge you to sit down. The constable approaches and stands at the head of the table squinting at you, as if to assess your intentions. After a moment he begins, "I am Theodoric, Constable of Longfield. Who might you be and what brings you to our fair hamlet?"

At this point allow the players to introduce themselves in character. If any character has played COR3-04 *By Cunning and Forced Cause*, the constable will remember him but probably requires a reminder.

🔱 **Constable Theodoric:** Male human Ftr4/Rog1; hp32; see Appendix One: *NPCs*.

Appearance: Theodoric stands 5 feet, 9 inches tall and has a slight build. He is of Oeridian descent. He squints often, perhaps because he's always sizing people up, perhaps merely due to failing eyesight.

Personality: Constable Theodoric enforces a just and thorough law, as would anyone with such responsibility within the Pale. He doesn't think the characters are involved in the abduction but knows they are his best resource in apprehending the lawbreakers.

Motivation: Constable Theodoric is concerned only with the performance of his duties as the keeper of law and order in Longfield. He is motivated by a need to solve this crime and is willing to use the means at his disposal to do so. In this case, those means are the PCs, and he will use them to assist in this matter if at all possible. He is authorized to deputize anyone necessary into the Pale Patrol in the pursuit of his duties as the Constable of Longfield.

🔱 **Sergeant Ezerin:** Male human Ftr3.

🔱 **Mounted Patrol (9):** Male human Ftr1.

Encounter Two: Trials and Tribute

After the players have introduced their characters to Constable Theodoric, read or paraphrase the following to the players:

"You may be wondering why you have been ... detained." The Constable continues, "Last evening, a great shadow was cast o'er Longfield.

"Our proximity to the roads brings us a few travellers wishing to stay the night. Some of these travellers pass through regularly and favor the Happy Hippogriff.

"Our town is also at the edge of the Nutherwood. The wood has provided a plentiful bounty for many families."

The constable continues, "But the woods are not without danger. The wilderness has many dark corners where lawless fugitives lurk. The towns surrounding the wood are plagued by their pillaging.

"Yesterday, this very Inn was hosting Milan Manweiler, an emissary of the Pale Diplomatic Corps, on his return from a mission in Radigast City. Resplendent he was, in his violet jacket, Pholtus's symbol in sterling about his neck.

"Last night under cover of darkness, Mister Manweiler was kidnapped, evidently by a particularly ruthless bandit gang in the wood. A crude ransom note was found in his room early this morning.

"The ransom specifies an amount we are having difficulty assembling. It is to be left in a clearing near the edge of the Nutherwood, yet we are not comforted by the thought of trusting the ruffians to return Mister Manweiler alive.

"You can imagine the situation we are now in. Our status as a safe haven for travellers is in jeopardy, as is our good name with the Church of the One True Path. Yet, we have a plan.

"An elite group such as you" [adjust Theodoric's appraisal based on how 'elite' the PCs look] "might be able to follow undetected whoever comes to collect the ransom. If you lack the art of stealth, then your speed as a small group might prove valuable in gaining the diplomat's release after you discover his location. Whichever proves to work best for your group and its experience should prove most useful.

"Loyal Pholtans," [or, again, as appropriate] "I beseech you. This is a grand opportunity to bring the Blinding Light to the darkest of holes. Those of you who are not loyal to the Pale or followers of the One True Path know you this: You are hereby suspected in this matter, as are all outsiders! You may prove your innocence by assisting the authorities of the Pale, or you may remain here in Longfield until the matter is resolved!

"What say you?"

Of course the players will probably have some questions. Allow them a few minutes to gain some information and make their decisions. The Constable will give them any information he has which may help. The idea here is to get them into the adventure quickly.

Some possible questions and answers are:

Q: Why was Milan Manweiler in Radigast City?

A: That is the business of diplomats and not my concern.

Q: Is there a reward for this?

A: There is the reward of serving the light of Pholtus and knowing you have done the right thing. I'm sure these bandits probably have a reward on their heads, as most in the Nutherwood do, if it is money that drives you to aid those who follow the law.

Q: Is Milan Manweiler a regular?

A: Yes. He stops at the Happy Hippogriff whenever he passes through the area. He always has the venison stew.

Q: Is this a well-known gang?

A: There are many gangs. This one is particularly ruthless. Just last month, they burned the barn of a farmer who failed to pay their extortion, killing his oxen. Yet, they have never been this bold before.

Q: How much is the ransom?

A: One thousand gold glories: a small amount for ones such as yourselves perhaps, but a large sum for those of a farming village such as Longfield.

Q: Why doesn't the town guard hunt the bandits?

A: The guard is trained to enforce the law in the light of Pholtus. They are poorly trained for hunting bandits in the woods. We have sent a courier to summon a member of the Prelatal Army Scouts. In the absence of a group of scouts, I thought you might be able to aid us, as you would be detained here until the resolution of this matter anyway to avoid the possibility of a false friend avoiding justice.

For any PCs who refuse the request of the Constable, the scenario is over. They will be charged 1 TU for the amount of time they are detained in the village, but receive no rewards.

Encounter Three: The Stakeout

The players should be allowed to prepare for the task before them. They have approximately 8 hours to make arrangements while the village gathers the ransom gold.

Longfield is a small village of approximately 100 inhabitants. No single item worth more than 100 gp is available in town.

The characters may wish to search the Happy Hippogriff or the surrounding area. A Search check at DC 15 uncovers a group of booted footprints leaving the inn headed north into the forest. An additional Survival check at DC 7 reveals a group of 5 – 6 booted footprints headed north through the forest. It is apparent one set of the footprints is being partly dragged. These are the tracks of the men who kidnapped Milan. Constable Theodoric will agree with the characters if they decide to follow the trail and you can skip to Encounter Five.

When the characters are prepared, read or paraphrase the following:

Early in the evening, Sergeant Ezerin takes the ransom to the clearing. He asks the characters to hide themselves near the clearing where they can observe the transaction. He believes this to be the best course of action but is unfamiliar with the skills at your disposal. Luna has begun to rise and her fair face will shine brightly on the land tonight.

The clearing is about 100' in diameter. The clearing is bordered by many large trees and even some thick undergrowth suitable for use in hiding.

Sergeant Ezerin leaves the ransom in a satchel in the middle of the clearing. An hour after nightfall, Rolf will attempt to sneak into the clearing, snatch the satchel, and return to his encampment.

Development: Rolf does not expect a trap, being confident the town will give in to the demands in the note. He will take a quick look around the clearing before he enters. Make an opposed Spot check for Rolf against Hide checks from each of the characters attempting to hide. In addition, make another Spot check for each character opposed by Rolf's Hide check, and a Listen check opposed by his Move Silently check. (The concealment of the night allows him to make a Hide check, even though there is no cover in the clearing.) In each case, apply a -4 penalty to Spot for anyone without low-light vision or darkvision.

There are four possible results.

- Rolf detects the PCs but none of the PCs detect him – Rolf will attempt to Move Silently back through the forest, returning an hour later in the hope that the PCs will have left. He will attempt three returns. Allow each character an opposed Listen check against Rolf's Move Silently.
- At least one PC detects Rolf but he does not detect them – The successful characters watch as Rolf emerges confidently from the forest into the clearing and approaches the satchel.
- Rolf and the PCs detect each other – Rolf attempts to flee into the forest and Hide. At APL 6 and 8, he will use the *dust of tracelessness* to aid his retreat.
- Neither side detects the other – Rolf strides confidently into the clearing. Allow the PCs another Spot and Listen check against Rolf's new Hide and Move Silently checks, made at -5 because he moves at full speed into the clearing.

The characters should attempt to either subdue Rolf or trail him unnoticed. If not, you may want to remind them that their primary goal is to discover the location where the emissary is held.

If the characters successfully subdue Rolf, they may attempt to extract the whereabouts of Milan Manweiler. Rolf will first try to Bluff his way out of this, saying that he merely came across an unattended satchel in a

clearing and was curious when the characters jumped out at him. The characters may attempt an Intimidate check, or a Sense Motive check against Rolf's Bluff. If both fail, Rolf will be of no help. If either is successful, Rolf will admit that he wrote the note in hopes of extorting the town. Rolf has the following information if questioned:

- He was lurking in the shadows last night, preparing to break into the Happy Hippogriff when a pair of thugs emerged holding a third man who was bound and gagged. The two larger men hustled the bound man off into the Nutherwood to the north.
- One of the larger men made a comment about it being "... a pity we couldn't hurt him, but at least we won't have to carry him."
- It was dark and difficult to see, but there were two or three others waiting at the edge of the forest.
- The bound man wore a violet jacket and some sort of silver pendant on a chain. He looked rich. This gave Rolf the idea of leaving a ransom note in the room, figuring that the rich man's family would pay.

If they attempt to trail him, make an opposed Listen check for Rolf against a Move Silently check for each of the characters. If Rolf hears them, he will attempt to run to his camp to prepare an ambush.

If the characters lose sight of Rolf and were aware of his presence, they may attempt to find his trail through the Nutherwood. The ground is muddy from the recent rains and the forest is lit by moonlight. This requires a successful Survival check at DC 8. If this fails, they may Search the area at DC 15 to find his camp a few hundred yards away.

An additional Survival check at DC 7 reveals a group of 5 – 6 booted footprints headed north through the forest. It is apparent one set of the footprints is being partly dragged. These are again the trail of Milan and the kidnappers. The characters may choose to follow these instead and you can skip to Encounter 5.

APL 2 - 4 (EL 3)

☛ **Rolf:** Male half-elf Rog3; hp 17; see Appendix One.

APL 6 - 8 (EL 6)

☛ **Rolf:** Male half-elf Rog6; hp 32; see Appendix One.

Troubleshooting: If the PCs miss Rolf entirely and cannot track either the kidnappers or Rolf, then they have to wait for a Prelatal Army Scout to arrive. Assume a typical Scout to be a human Rgr1, Survival +5. The kidnappers' trail is a day older (+1 DC, total 8), while Rolf's is fresh but a single creature (also DC 8).

Development: If the characters follow or chase Rolf back to his camp, go to Encounter Four. If the characters subdue and question Rolf, or simply track the kidnappers directly, skip to Encounter Five.

Rolf is a known thief in the immediate area around Longfield and has a bounty on his head. In addition to salvage rights to his belongings, Constable Theodoric will reward the characters for Rolf's capture or elimination during the adventure conclusion.

Encounter Four: Deception

If Rolf was aware of the characters either by spotting them at the clearing or by hearing them in the forest, he has prepared an ambush. Otherwise the characters have achieved surprise.

If the players have achieved surprise read or paraphrase the following:

You have discovered a small campsite about a mile into the Nutherwood. A single tent is pitched near the campfire. The emissary is nowhere in sight. A lone figure goes about his business in camp. It appears as though you have arrived unnoticed.

If Rolf is aware of the characters, an ambush has been prepared. Read or paraphrase the following:

About a mile into the Nutherwood you come across a deserted campsite. A single tent is pitched near an extinguished fire that still smolders. There is no sign of anyone.

Tactics: It is possible Rolf has eluded the characters and has climbed a tree. If so, he will attempt to drop on the character at the rear of the party, strike once, and duck into the woods. He will repeat this cycle of hiding and sneak attacking for as long as he can.

This is not an auto-surprise. Players get a Spot and Listen check against Rolf's Hide and Move Silently check to notice him in the tree. If PCs are sneaking towards the campsite, Rolf also has to make a Spot and/or Listen check against their Hide and/or Move Silently checks.

If the characters have achieved surprise, allow them to lay plans for an attack. They may maneuver undetected around the camp by keeping a safe distance away. The forest is dense enough and the night is dark enough to conceal their movement based on their Hide and Move Silently skill.

Development: Rolf will fight the party in an attempt to escape. Rolf will surrender if he is reduced to 1/3 or less of his hit point total; he would rather be alive in a New Dawn Camp than dead. If the characters successfully subdue Rolf, he will try to Bluff as described in Encounter Three. The characters may Sense Motive or Intimidate as described in Encounter Three.

APL 2 - 4 (EL 3)

☞ **Rolf:** Male half-elf Rog3; hp 17; see Appendix One.

APL 6 - 8 (EL 6)

☞ **Rolf:** Male half-elf Rog6; hp 32; see Appendix One.

Development: If the PCs get Rolf's information, proceed to Encounter Five. If not, they go back to Longfield and wait for the help of a Prelatal Army tracker. See "Troubleshooting" under Encounter Three for more information.

Rolf is a known thief in the immediate area around Longfield and has a bounty on his head. In addition to salvage rights to his belongings, Constable Theodoric will reward the characters for Rolf's capture or elimination during the adventure conclusion.

Encounter Five: A Wild Night

At this point, the characters have either gained information from Rolf or followed the kidnappers' trail without Rolf's help. Adjust the following descriptions as necessary to reflect the appropriate circumstances.

Read or paraphrase the following to the characters:

It has been a long day and night. The emissary and his captors have a full day's head start and are headed deep within the Nutherwood.

If the characters gained Rolf's information, continue:

You are now his best hope of rescue. Evidently, the captors have some reason to keep him unharmed, but their motives are still unknown. One thing is certain – they have no intention of returning the emissary.

The tracks of the kidnappers are easier to follow in the depths of the forest, where the ground is softer. The DC for the Survival check is 10 (base 10, +1 for multiple creatures, -1 for age of the trail), so even PCs without the Track feat can follow the trail if Rolf points out the head of their trail.

To catch up to Anellon Frith and his gang, the characters will need to travel through the forest for many miles, probably several days, requiring camping in the Nutherwood each night. Anellon's camp is about 40 miles into the woods, so it should take the average party almost three days at 16 miles per day (speed 20 feet).

Unbeknownst to them, a pixie, named Saeae ("sigh-AIR"), has taken note of their presence. He has decided to have some fun at their expense.

Two hours after the characters bed down on their first night camping, Saeae, using *greater invisibility*, sneaks into their camp and spikes the water skins with a fermented sap. When the characters wake in the morning, they will find their water is now an overpoweringly bitter alcohol!

At about an hour past midnight, allow the PCs a Listen check against Saeae's Move Silently check, and a Spot check against his Hide check (probably at +20 for being invisible). Saeae's wings make a little rustling

sound, and he might make a little noise while tinkering with the water skins.

The characters on watch hear distant “mystical giggling, echoing off into the night” as Saeaeer retreats. He will watch from a distance as the characters take their first drink from their water skins in the morning.

All APLs

🔮 **Saeaeer the Pixie (Sprite):** hp 3 (with *Otto's irresistible dance*); see *Monster Manual* page 236.

Troubleshooting: If the PCs do not camp right after capturing Rolf, this encounter should occur on the first night they do camp. If the PCs never camp, choosing instead to risk fatigue, then the judge should use his best judgement to fit this encounter in during their journey.

Encounter Six: A Pack of Trouble

It is a beautiful morning in the Nutherwood. The sunlight filters through the trees, streaking through the morning mist and painting the forest floor in patches. This part of the forest displays none of the creepy quality that characterizes its neighbor to the north, the Phostwood, but it is still far different from the ordered landscape of the Pale plains.

You come upon a spring and may refill your water bags if necessary.

Not long after you set out, you hear a ferocious growl from the underbrush just ahead. A large, canine form emerges from the forest.

A large wolf growls at you menacingly, the hair on its neck raised!

The characters have accidentally disturbed the animals.

Make up a map of forest terrain. The closest animal should be no closer than 20 feet from a PC; others should be far enough away to prevent a mass charge in the first round.

Tactics: The larger wolf will delay in front of the party in the first round, gaining concealment from the dense forest, while the rest of the pack will attack from the sides and rear (distribute as evenly as possible). In the second round, the lead wolf charges. This is a skilled hunting pack that will attempt to flank and trip individual characters.

APL 2 (EL 2)

🐾 **Wolves (2):** hp 16, 13; see *Monster Manual* page 283.

APL 4 - 6 (EL 4)

🐾 **Wolves (4):** hp 16, 13, 13, 13; see *Monster Manual* page 283.

APL 8 (EL 7)

🐾 **Wolves (7):** hp 16, 13, 13, 13, 13, 13, 13; see *Monster Manual* page 283.

Encounter Seven: Flora of the Wood

Read or paraphrase the following:

The day passes quickly. You have made good progress, considering the thick undergrowth of the forest.

Late in the afternoon, you come across a field of broadleaf ferns. About 30 feet into the field you can just make out a pair of legs lying on the ground.

The players should describe a marching order. In the afternoon they approach a field of broadleaf ferns infected with a leaf mold. The mold grows on the underside of the leaf and is difficult to see.

Trap: If they stated that they are moving carefully through the forest, allow the lead character a Spot check (DC 18) to spot the mold. If the lead character has 5 ranks Knowledge (nature), apply a +2 synergy bonus to the Spot check because he is familiar with the appearance of molds.

If the leaf mold is spotted in time, any character may identify its characteristics with a successful Knowledge (nature) check at DC 15.

If the characters are moving rapidly through the forest, they take a -5 penalty to the Spot check.

APL 2 (EL 3)

🍄 **Noxious Leaf Mold:** CR 3; mechanical; touch trigger; no reset; walk around bypass; poison/non-lethal ability damage (10' radius cloud, DC 14 Fortitude save resists, 1d4 Con/1d4 Con); Search DC 18; Disable Device DC n/a (may walk around to avoid); Market value 0 gp

APL 4 (EL 4)

🍄 **Noxious Leaf Mold:** CR 4; mechanical; touch trigger; no reset; walk around bypass; poison/non-lethal ability damage (10' radius cloud, DC 16 Fortitude save resists, 1d4 Con/1d4 Con); Search DC 25; Disable Device DC n/a (may walk around to avoid); Market value 0 gp

APL 6 (EL 5)

🍄 **Noxious Leaf Mold:** CR 5; mechanical; touch trigger; no reset; walk around bypass; poison/non-lethal ability damage (20' radius cloud, DC 18 Fortitude save resists, 1d4 Con/1d4 Con); Search DC 32; Disable Device DC n/a (may walk around to avoid); Market value 0 gp

APL 8 (EL 6)

➤ **Noxious Leaf Mold:** CR 6; mechanical; touch trigger; no reset; walk around bypass; poison/non-lethal ability damage (20' radius cloud, DC 20 Fortitude save resists, 1d6 Con/1d6 Con); Search DC 32; Disable Device DC n/a (may walk around to avoid); Market value 0 gp

Treasure: If the characters enter the field of ferns they find the corpse of a scroll trader. The trader was travelling through the woods trading with the elves when he stumbled into the ferns. Since he was a frail man, the poison overcame him and he died here.

The man carries several items of interest to the group:

APL 2: Loot – 0 gp, Coin – 0 gp, Magic – scroll of levitate, scroll of see invisibility, scroll of web.

APL 4: Loot – 0 gp, Coin – 0 gp, Magic – scroll of eagle's splendor, scroll of gust of wind, scroll of levitate, scroll of see invisibility, scroll of web.

APL 6: Loot – 0 gp, Coin – 0 gp, Magic – scroll of eagle's splendor, scroll of gust of wind, scroll of levitate, scroll of see invisibility, scroll of tongues, scroll of water breathing, scroll of web.

APL 8: Loot – 0 gp, Coin – 0 gp, Magic – scroll of eagle's splendor, scroll of gust of wind, scroll of illusory script, scroll of levitate, scroll of nondetection, scroll of see invisibility, scroll of tongues, scroll of water breathing, scroll of web.

Encounter Eight: Another Wild Night

Unless the PCs are very fast and can reach the kidnappers' camp on the second day, Saeaeer the pixie returns on the second night for another prank. This time he sneaks into camp and sprinkles bread crumbs around one of the character's sleeping bags. Randomly select a victim who is not a member of the dawn watch. At dawn, a pack of chipmunks will be attracted by the breadcrumbs. The victimized character is awakened by the harmless rodents crawling all over and in their sleeping bag feasting on the breadcrumbs. After the chipmunks are shooed away, the characters can easily find the breadcrumbs.

Handle the Listen check the same way as in Encounter Five. Saeaeer enters the camp during the final watch this night. He will again watch from a distance as the characters wake in the morning.

All APLs

♣ **Saeaeer the Pixie (Sprite):** hp 3 (with Otto's irresistible dance); see *Monster Manual* page 236.

Encounter Nine: Jokers Wild

After the characters have shooed away the chipmunks and are on their way, read or paraphrase the following:

A few hours pass. You enter a spectacular stand of old-growth firs towering over you. Ferns grow from the pine needle duff and a brook babbles through the forest just out of sight. The birds in the trees sing a musical symphony.

Just then, a mystical giggling echoes up from the depths of the forest until it seems as if it is right next to you! But there is no sign of the source of laughter.

Suddenly, just ahead, a figure appears in the forest. He is no more than 2 feet tall, and he wears a crimson tunic and breeches of lemon-yellow, but, most amazingly, gossamer wings sprout from his back!

"Good day to you," he begins in his high voice, with an overly deep bow that makes his small antennae sway, "and welcome to the heart of the Nutherford!"

"I trust you have enjoyed the games the past two eves? If you like, I have several more, and a prize! Oh yes, that which I believe you seek is well within your grasp!"

The pixie, Saeaeer, lives in this part of the forest and has been following the characters since they entered the Nutherford. He is a practical joker, as the characters have discovered the past two nights, and is dying to test the characters with some riddles.

He will banter with the group a bit before he offers them the deal below.

Saeaeer will not fight the party. If the characters make a hostile move, Saeaeer will use his abilities to escape into the forest.

He knows where Milan Manweiler is being held. If the characters can answer two of the three riddles, he will guide them to the captors' location. If they answer one right, he will give them directions.

Present the questions below in any order:

Q1: What row of numbers comes next?

(Give the players Player Handout #1)

I

II

2I

12II

11I22I

3I22II

13112221

A1: 1113213211 – Each row of numbers describes the row above. (For example, the fourth line is “one one, one two, and two ones”, which becomes the fifth line, “111221”.)

Q2: A doe has 7 fawns; half of them are male. How can this be possible?

A2: They are all male. Half are male and so is the other half!

Q3: There are two water skins filled with water. How could you put all of this water into a barrel at the same time, without using the skins or any dividers, and still tell which water came from which skin?

A3: Freeze them first. Cut the skins away and put the ice in the barrel. You will be able to tell which water came from which skin.

APL 2 - 8 (EL 0)

🔮 **Saeaeer the Pixie (Sprite):** hp 3 (with *Otto's irresistible dance*); see *Monster Manual* page 236.

There is no experience reward for this encounter.

Development: The PCs continue to Encounter Ten either with Saeaeer leading the way, by following his directions, or by following the trail.

Encounter Ten: The Rescue

If Saeaeer is present, he will excuse himself before melee occurs. Modify the description accordingly.

Through the trees ahead, you can make out a camp with several men about. You can make out the agitated voice of one above the others.

“... said I'd have my revenge and so I have! With the weasel delivered, the Pholtan scum will soon know such lasting pains as I, Anellon Frith, have suffered lo these many years!”

No one seems to respond to this rant.

The ranting man is Anellon Frith and holds the sterling holy symbol that belongs to Milan Manweiler. Milan is not in sight but is tied up in one of the tents.

A few tents surround a campfire. Some of the men are busy roasting a hare while others sit nervously sharpening their weapons.

Make up a map with the clearing being about sixty feet across, and stripped of undergrowth so an *entangle* spell (or similar spells) will not work. Resolve surprise normally, depending on how the PCs choose to approach. Spotting distance is limited to 100 feet.

When the PCs get close enough to actually see the camp, you can describe Anellon (as in the Appendix) and reveal the following scene:

The ranting man clutches an object that momentarily catches the sun's rays, the glare flashing across your eyes. Hanging from a chain, it turns to a different angle and clearly appears to be a symbol of two moons—a holy symbol of Pholtus!

APL 2 (EL 4)

🔪 **Anellon Frith (APL 2):** Male human Rog2; hp 12; see Appendix One.

🔪 **Gangmember (APL 2) (4):** Male human War1; hp 7 each; see Appendix One.

APL 4 (EL 7)

🔪 **Anellon Frith (APL 4):** Male human Rog5; hp 27; see Appendix One.

🔪 **Gangmember (APL 4) (4):** Male human Ftr2; hp 18 each; see Appendix One.

APL 6 (EL 9)

🔪 **Anellon Frith (APL 6):** Male human Rog7; hp 37; see Appendix One.

🔪 **Gangmember (APL 6) (4):** Male human Ftr3; hp 28 each; see Appendix One.

APL 8 (EL 11)

🔪 **Anellon Frith (APL 8):** Male human Rog9; hp 47; see Appendix One.

🔪 **Gangmember (APL 8) (4):** Male human Ftr6; hp 54 each; see Appendix One.

Tactics: The gang members and Anellon will first try to take cover behind trees and drive the characters off with ranged attacks. If melee develops, the gang members will switch to melee weapons. At APL 6 – 8, the gang members will try to use their *potions of bull's strength* before closing. At APL 8, the gang members will additionally prepare by using their *potions of enlarge person*. Anellon will try to maneuver into flanking position (possibly while invisible, using a scroll) to strike using his sneak attack. At most APLs, he can activate a wand or scroll with a successful Use Magic Device check.

Development: If the characters defeat Anellon Frith, Milan is found bound and gagged in a tent. He is unharmed (all nonlethal damage healed) but fatigued and hungry.

🔮 **Milan Manweiler:** Male human (Oeridian) Exp6; hp 20.

If the characters search the tent, they find a note describing the terms of the agreement between Anellon and Kal Taen. Give the players Player Handout #2. A

Knowledge (religion) check at DC 10 reveals the emblem to be the symbol of Iuz.

The PCs might want to wait for Kal Taen to arrive at the appointed time, but he does not show up. A well-worded *divination* alerts him that things have gone wrong. Chasing the Iuzians is outside the scope of this scenario.

Anellon Frith and his gang are wanted for the murder of the butcher in Hawkburgh. In addition to salvage rights on their equipment, the Pale Patrol will reward the characters for the capture of Anellon Frith and his gang. This would occur in the conclusion.

Proceed to the Conclusion.

Conclusion

The characters may have captured or killed Rolf and or Anellon and his gang. Rolf, Anellon, and his gang members are all known fugitives. If the characters can prove they have defeated these individuals to Constable Theodoric he will reward them the bounties they have earned. Proof may come in the form of an accurate description and any item recovered. This reward is earned regardless of the outcome.

Treasure:

Rolf:

APL 2 - 4: There is a 25 gp bounty for Rolf's capture or elimination.

APL 6 - 8: There is a 50 gp bounty for Rolf's capture or elimination.

Anellon and his gang:

APL 2: There is a 25 gp bounty for the capture of each gang member. There is a 75 gp bounty for the capture of Anellon Frith.

APL 4: There is a 50 gp bounty for the capture of each gang member. There is a 150 gp bounty for the capture of Anellon Frith.

APL 6: There is a 75 gp bounty for the capture of each gang member. There is a 225 gp bounty for the capture of Anellon Frith.

APL 8: There is an 80 gp bounty for the capture of each gang member. There is a 300 gp bounty for the capture of Anellon Frith.

There are two possible conclusions: either the characters rescue Milan Manweiler and return him to Longfield, or they fail to do so.

Rescued:

If the characters successfully rescue Milan Manweiler, read or paraphrase the following:

Travelling back through the Nutherwood with Milan Manweiler takes 3 days [or the appropriate amount of time for the party's speed]. *Finally, the forest ends and Longfield is in sight.*

You are greeted near the Happy Hippogriff by Constable Theodoric. "Pholtus beams brightly upon you, my fellows." He smiles as he sees you have safely returned the emissary. "I thank you, loyal Palites, for your service this day. Those of you who once were suspected are hereby deemed innocent in this matter!"

"You are all invited to celebrate with us this evening! The Happy Hippogriff will host all. I hear tell a certain venison stew is on the menu!"

That night, a celebration feast is served at the Happy Hippogriff. The Constable informs the characters they have provided a great service to the village and are forever welcomed. The characters receive the Favor of the Pale Diplomatic Corps.

Treasure:

APL 2 - 8: Favor of the Pale Diplomatic Corps

Not Rescued:

If the characters fail to rescue Milan Manweiler read or paraphrase the following:

The dismal trip back through the Nutherwood lasts three [or more or fewer] *quiet, uneventful days. Finally, you reach the edge of the forest and catch sight of Longfield.*

You are met near the Happy Hippogriff by the Constable and Sergeant Ezerin.

At this point, have the players describe the events of the last few days. Then read or paraphrase the following:

The Constable listens, a frown forming on his face, as you tell of your failed rescue attempt. As you finish he responds, "The emissary is lost then. Darkness has won this day.

"In light of your efforts I hereby find you innocent in this matter. You are free to go."

He sighs deeply, then turns to the sergeant, solemnly stating, "Have two of your men prepare their mounts and meet me in my office in one hour. They will carry my report of these events to Hawkburgh."

The constable will reward the characters any bounties they have earned.

The End

Experience Point Summary

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

Encounter Three or Four

Discover the rogue who left the phony ransom note. Players receive experience only once, even if the rogue escapes at Encounter Three and is encountered again in Four.

APL2 90 xp

APL4 90 xp

APL6 180 xp

APL8 180 xp

Encounter Six

Defeat the animals.

APL2 60 xp

APL4 120 xp

APL6 120 xp

APL8 210 xp

Encounter Seven

Bypass or survive the noxious leaf mold.

APL2 90 xp

APL4 120 xp

APL6 150 xp

APL8 180 xp

Encounter Ten

Defeat the gang of Anellon Frith:

APL2 120 xp

APL4 210 xp

APL6 270 xp

APL8 330 xp

Story Awards

Discover and report that agents of Iuz were behind the kidnapping:

APL2 20 xp

APL4 30 xp

APL6 40 xp

APL8 50 xp

Successfully rescue Milan Manweiler and return him safely to Longfield:

APL2 50 xp

APL4 75 xp

APL6 100 xp

APL8 125 xp

Discretionary roleplaying award

APL2 0-20 xp

APL4 0-30 xp

APL6 0-40 xp

APL8 0-50 xp

Total possible experience:

APL2 450 xp

APL4 675 xp

APL6 900 xp

APL8 1125 xp

Treasure Summary

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

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

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

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

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

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

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

Encounter Three: The Stakeout or Four: Deception

APL 2 – 4: L: 67 gp; C: 0 gp; M: 2 *potions of jump* (4 gp each per PC), 2 *potions of mage armor* (4 gp each), 2 *potions of cure light wounds* (4 gp each).

APL 6 - 8: L: 67 gp; C: 0 gp; M: *potion of cure light wounds* (4 gp per PC), *potion of cure moderate wounds* (25 gp), *potion of jump* (4 gp), *potion of mage armor* (4 gp), *dust of tracelessness* (21 gp).

Encounter Seven: Flora of the Wood

APL 2: L: 0 gp; C: 0 gp; M: *scroll of levitate* (13 gp per PC), *scroll of see invisibility* (13 gp), *scroll of web* (13 gp).

APL 4: L: 0 gp; C: 0 gp; M: *scroll of eagle's splendor* (13 gp per PC), *scroll of gust of wind* (13 gp), *scroll of levitate* (13 gp), *scroll of see invisibility* (13 gp), *scroll of web* (13 gp).

APL 6: L: 0 gp; C: 0 gp; M: *scroll of eagle's splendor* (13 gp per PC), *scroll of gust of wind* (13 gp), *scroll of levitate* (13 gp), *scroll of see invisibility* (13 gp), *scroll of tongues* (31 gp), *scroll of water breathing* (31 gp), *scroll of web* (13 gp).

APL 8: L: 0 gp; C: 0 gp; M: *scroll of eagle's splendor* (13 gp per PC), *scroll of gust of wind* (13 gp), *scroll of illusory script* (35 gp), *scroll of levitate* (13 gp), *scroll of nondetection* (35 gp), *scroll of see invisibility* (13 gp), *scroll of tongues* (31 gp), *scroll of water breathing* (31 gp), *scroll of web* (13 gp).

Encounter Ten: The Rescue

APL 2: L: 137 gp; C: 0 gp; M: 2 *sleep arrows* (11 gp each per PC), 5 *potions of cure light wounds* (4 gp each), 2 *scrolls of magic missile* (2 gp each).

APL 4: L: 318 gp; C: 0 gp; M: 2 *sleep arrows* (11 gp each per PC), 5 *potions of cure light wounds* (4 gp each), 2 *scrolls of magic missile* (2 gp each), *scroll of invisibility* (13 gp).

APL 6: L: 304 gp; C: 0 gp; M: +1 *studded leather armor* (98 gp per PC), 2 *sleep arrows* (11 gp each), 2 *scrolls of magic missile* (2 gp each), 5 *potions of cure light wounds* (4 gp each), *scroll of invisibility* (13 gp), *scroll of lightning bolt* (31 gp), 4 *potions of bull's strength* (25 gp each).

APL 8: L: 304 gp; C: 0 gp; M: +1 *studded leather armor of light fortification* (348 gp per PC), 2 *sleep arrows* (11 gp each), 2 *scrolls of magic missile* (2 gp each), 5 *potions of cure light wounds* (4 gp each), *scroll of invisibility* (13 gp), *scroll of lightning bolt* (31 gp), *Quaal's feather token (whip)* (42 gp), 4 *potions of bull's strength* (25 gp each), 4 *potions of enlarge person* (21 gp each).

Conclusion

Rewards for apprehending the criminals

APL 2: L: 0 gp; C: 33 gp; M: 0 gp

APL 4: L: 0 gp; C: 62 gp; M: 0 gp

APL 6: L: 0 gp; C: 96 gp; M: 0 gp

APL 8: L: 0 gp; C: 111 gp; M: 0 gp

Total Possible Treasure

APL 2: L: 204 gp; C: 33 gp; M: 109 gp. Total: 346 gp.

APL 4: L: 385 gp; C: 62 gp; M: 148 gp. Total: 595 gp.

APL 6: L: 371 gp; C: 96 gp; M: 473 gp. Total: 940 gp (cap 900 gp).

APL 8: L: 371 gp; C: 111 gp; M: 919 gp. Total: 1401 gp (cap 1,300 gp).

Special

Favor of the Pale Diplomatic Corps: You have provided a great service to the Pale Diplomatic Corps. For this they are grateful. This provides the character access to a *circlet of persuasion*. After any regional event the character may contact the Pale Diplomatic Corps to purchase the circlet as described in the DMG.

Items for the Adventure Record

Favor of the Pale Diplomatic Corps: You have provided a great service to the Pale Diplomatic Corps. For this they are grateful. This provides the character access to a *circlet of persuasion*. After any regional event the character may contact the Pale Diplomatic Corps to purchase the circlet as described in the *Dungeon Master's Guide*.

Item Access

APL 2 – 4:

- Sleep arrow (Regional; DMG; 132 gp)

APL 6 (all of APL 2 – 4 plus the following):

- Dust of Tracelessness (Adventure; DMG; 250 gp)

APL 8 (all of APL 2 – 6 plus the following):

- Quaal's Feather Token (whip) (Adventure; DMG; 500 gp)

- +1 Studded Leather Armor of Light Fortification
(Adventure; DMG; 4175 gp)

Appendix One: NPCs

Encounter One

Constable Theodoric: Male human (Oeridian) Ftr4/Rog1; CR 5; Medium humanoid (human); HD 4d10+1d6; hp 32; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); BAB +4; Grap +8; Atk/Full Atk +9 melee (1d8+8/19-20, longsword) or +7 ranged (1d8/x3, longbow); SA Sneak attack +1d6; SQ —; AL LG; SV Fort +4, Ref +6, Will +3; Str 18, Dex 16, Con 11, Int 16, Wis 15, Cha 11.

Skills and Feats: Diplomacy +4, Gather Information +4, Handle Animal +2, Intimidate +4, Listen +4, Ride +5, Search +11, Sense Motive +6, Spot +8, Survival +5; Alertness, Combat Reflexes, Improved Initiative, Track, Weapon Focus (longsword), Weapon Specialization (longsword).

Languages: Common, Flan, Old Oeridian, Nyronese.

Possessions: Studded leather, longsword, longbow, 20 arrows, dagger, explorer's outfit, 50 ft. hemp rope, quill, manacles, 5 sheets of parchment, signal whistle, vial of ink.

Appearance: Theodoric stands 5 feet, 9 inches tall and has a slight build. He is of Oeridian descent. He squints often, perhaps because he's always sizing people up, perhaps merely due to failing eyesight.

Personality: Constable Theodoric enforces a just and thorough law, as would anyone with such responsibility within the Pale. He doesn't think the characters are involved in the abduction but knows they are his best resource in apprehending the lawbreakers.

Encounters Three/Four

APL 2 - 4

Rolf: Male half-elf Rog2; CR 2; Medium humanoid (elf); HD 2d6+2; hp 11; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13; BAB/Grp: +1/+2; Atk/Full Atk: +3 melee (1d6+1/19-20, masterwork shortsword) or +3 melee (1d4+1/19-20, masterwork dagger) or +4 ranged (1d4+1/19-20, dagger); SA Sneak attack +1d6; SQ Evasion, half-elf traits, trapfinding; AL CN; SV Fort +1, Ref +6, Will +1; Str 12, Dex 16, Con 12, Int 14, Wis 12, Cha 8.

Skills and Feats: Balance +10, Disable Device +7, Escape Artist +8, Hide +8, Knowledge (local – Nyron and her environs) +7, Listen +7, Move Silently +8, Open Lock +8, Spot +7, Tumble +8; Dodge.

Languages: Common, Elven, Flan, Orc.

Possessions: Masterwork studded leather, masterwork dagger, 5 daggers, masterwork shortsword, 50' silk rope, 2 *potions of cure light wounds*, 2 *potions of jump*, and 2 *potions of mage armor*.

Appearance: A wiry, weasel-faced half-elf with keen grey eyes, disheveled auburn hair, and a nasal voice.

APL 6 - 8

Rolf: Male half-elf Rog6; CR 6; Medium humanoid (elf); HD 6d6+6; hp 32; Init +7; Spd 30 ft.; AC 16, touch 13, flat-footed 16; BAB/Grp: +4/+5; Atk/Full Atk: +6 melee (1d6+1/19-20, masterwork shortsword) or +6 melee (1d4+1/19-20, masterwork dagger) or +7 ranged (1d4+1/19-20, dagger); SA Sneak Attack +3d6; SQ Evasion, half-elf traits, trap sense +2, trapfinding, uncanny dodge; AL CN; SV Fort +3, Ref +8, Will +3; Str 12, Dex 17, Con 12, Int 14, Wis 12, Cha 8.

Skills and Feats: Balance +14, Disable Device +11, Escape Artist +12, Hide +12, Knowledge (local – Nyron and her environs) +11, Listen +13, Move Silently +12, Open Lock +12, Spot +13, Tumble +12; Alertness, Dodge, Improved Initiative.

Languages: Common, Elven, Flan, Orc.

Possessions: Masterwork studded leather, masterwork dagger, 5 daggers, masterwork shortsword, 50' silk rope, *potions of cure light wounds*, *potions of cure moderate wounds*, *potions of jump*, and *potions of mage armor*, *dust of tracelessness* (1 use).

Appearance: A wiry, weasel-faced half-elf with keen grey eyes, disheveled auburn hair, and a nasal voice.

Encounter Ten

APL 2

Anellon Frith (APL 2): Male human (Flan) Rog2; CR 2; Medium humanoid (human); HD 2d6+2; hp 12; Init +7; Spd 30 ft.; AC 16, touch 13, flat-footed 13; BAB/Grp: +1/+2; Atk +2 melee (1d6+1/19-20, shortsword) or +2 melee (1d4+1/19-20, dagger) or +5 ranged (1d6+1/x3, masterwork composite shortbow [+1 Str bonus]); Full Atk +0 melee (1d6+1/19-20, shortsword) and +0 melee (1d4/19-20, dagger) or +2 melee (1d6+1/19-20, shortsword) or +2 melee (1d4+1/19-20, dagger) or +5 ranged (1d6+1/x3, masterwork composite shortbow [+1 Str bonus]); SA Sneak attack +1d6; SQ Evasion, trapfinding; AL CE; SV Fort +1, Ref +6, Will +0; Str 12, Dex 16, Con 12, Int 10, Wis 10, Cha 14.

Skills and Feats: Balance +10, Escape Artist +5, Hide +8, Intimidate +7, Move Silently +8, Open Lock +8, Sleight of Hand +8, Tumble +8, Use Magic Device +7,

Use Rope +8; Improved Initiative, Two-Weapon Fighting.

Languages: Common.

Possessions: Masterwork studded leather, dagger, masterwork composite shortbow (+1 Str bonus), 20 arrows, 2 *sleep arrows*, short sword, 2 *scrolls of magic missile*, *potion of cure light wounds*.

Appearance: Handsome in a slightly crazed way, with dark eyes, long wavy hair, and a small beard on his chin. His lip curls in a permanent smirk. His hands and forearms are covered in dozens of self-inflicted scars.

Gangmember (APL 2): Male Human Warr1; CR 1/2; Medium Humanoid (human); HD 1d8+1; hp 7; Init +1; Spd 20 ft.; AC 17, touch 11, flat-footed 16; BAB/Grp: +1/+3; Atk or Full Atk +4 melee (1d8+2/x3, battleaxe) or +2 ranged (1d8/19-20, light crossbow); AL CE; SV Fort +3, Ref +1, Will +0; Str 14, Dex 12, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +1, Ride +5, Swim -4; Power Attack, Weapon Focus (battleaxe).

Languages: Common.

Possessions: Breastplate, light wooden shield, battleaxe, light crossbow, 10 bolts, dagger, *potion of cure light wounds*.

APL 4

Anellon Frith (APL 4): Male human (Flan) Rog5; CR 5; Medium humanoid (human); HD 5d6+5; hp 27; Init +7; Spd 30 ft.; AC 16 (17 when fighting two-handed), touch 13, flat-footed 16 (uncanny dodge); BAB/Grp: +3/+4; Atk +5 melee (1d6+1/19-20, masterwork shortsword) or +4 melee (1d4+1/19-20, dagger) or +7 ranged (1d6+1/x3, masterwork composite shortbow [+1 Str bonus]); Full Atk +3 melee (1d6+1/19-20, masterwork shortsword) and +2 melee (1d4/19-20, dagger) or +5 melee (1d6+1/19-20, masterwork shortsword) or +4 melee (1d4+1/19-20, dagger) or +7 ranged (1d6+1/x3, masterwork composite shortbow [+1 Str bonus]); SA Sneak attack +3d6; SQ Evasion, trapsense +1, trapfinding, uncanny dodge; AL CE; SV Fort +2, Ref +7, Will +1; Str 12, Dex 17, Con 12, Int 10, Wis 10, Cha 14.

Skills and Feats: Balance +13, Escape Artist +5, Hide +11, Intimidate +10, Move Silently +11, Open Lock +11, Sleight of Hand +11, Tumble +11, Use Magic Device +10, Use Rope +11; Improved Initiative, Two-Weapon Defense, Two-Weapon Fighting.

Languages: Common.

Possessions: Masterwork studded leather, dagger, masterwork composite shortbow (+1 Str bonus), 20 arrows, 2 *sleep arrows*, masterwork short sword, 2 *scrolls of magic missile*, *potion of cure light wounds*, *scroll of invisibility*.

Appearance: see APL 2.

Gangmember (APL 4): Male Human Ftr2; CR 2; Medium Humanoid (human); HD 2d10+4; hp 20; Init +2; Spd 20 ft.; AC 19, touch 12, flat-footed 17; BAB/Grp: +2/+5; Atk or Full Atk +7 melee (1d8+3/x3, masterwork battleaxe) or +4 ranged (1d8/19-20, light crossbow); AL CE; SV Fort +5, Ref +2, Will +0; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +3, Ride +7, Swim -2; Cleave, Improved Bull Rush, Power Attack, Weapon Focus (battleaxe).

Languages: Common.

Possessions: Masterwork breastplate, heavy steel shield, masterwork battleaxe, light crossbow, 10 bolts, dagger, *potion of cure light wounds*.

APL 6

Anellon Frith (APL 6): Male human (Flan) Rog7; CR 7; Medium humanoid (human); HD 7d6+7; hp 37; Init +7; Spd 30 ft.; AC 17 (18 when fighting two-handed), touch 13, flat-footed 17 (uncanny dodge); BAB/Grp: +5/+6; Atk +7 melee (1d6+1/19-20, masterwork shortsword) or +6 melee (1d4+1/19-20, dagger) or +10 ranged (1d6+1/x3, masterwork composite shortbow [+1 Str bonus]); Full Atk +5 melee (1d6+1/19-20, masterwork shortsword) and +4 melee (1d4/19-20, dagger) or +7 melee (1d6+1/19-20, masterwork shortsword) or +6 melee (1d4+1/19-20, dagger) or +10 ranged (1d6+1/x3, masterwork composite shortbow [+1 Str bonus]); SA Sneak attack +4d6; SQ Evasion, trapsense +2, trapfinding, uncanny dodge; AL CE; SV Fort +3, Ref +8, Will +2; Str 12, Dex 17, Con 12, Int 10, Wis 10, Cha 14.

Skills and Feats: Balance +15, Escape Artist +5, Hide +13, Intimidate +12, Move Silently +13, Open Lock +13, Sleight of Hand +13, Tumble +13, Use Magic Device +12, Use Rope +13; Improved Initiative, Quick Draw, Two-Weapon Defense, Two-Weapon Fighting.

Languages: Common.

Possessions: +1 *studded leather*, dagger, masterwork composite shortbow (+1 Str bonus), 20 arrows, 2 *sleep arrows*, masterwork short sword, 2 *scrolls of magic missile*, *potion of cure light wounds*, *scroll of invisibility*, *scroll of lightning bolt*.

Appearance: see APL 2.

Gangmember (APL 6): Male Human Ftr3; CR 3; Medium Humanoid (human); HD 3d10+6; hp 28; Init +2; Spd 20 ft.; AC 19, touch 12, flat-footed 17; BAB/Grp: +3/+6; Atk or Full Atk +8 melee (1d8+3/x3, masterwork battleaxe) or +5 ranged (1d8/19-20, light crossbow); AL CE; SV Fort +5, Ref +3, Will +1; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +4, Ride +8, Swim -1; Cleave, Improved Bull Rush, Improved Overrun, Power Attack, Weapon Focus (battleaxe).

Languages: Common.

Possessions: Masterwork breastplate, heavy steel shield, masterwork battleaxe, light crossbow, 10 bolts, dagger, *potion of cure light wounds*, *potion of bull's strength*.

APL 8

Anellon Frith (APL 8): Male human (Flan) Rog9; CR 9; Medium humanoid (human); HD 9d6+9; hp 47; Init +8; Spd 30 ft.; AC 18 (19 when fighting two-handed), touch 14, flat-footed 18 (uncanny dodge); BAB/Grp: +6/+7; Atk +8 melee (1d6+2/19-20, +1 *shortsword*) or +7 melee (1d4+1/19-20, dagger) or +11 ranged (1d6+1/x3, masterwork composite shortbow [+1 Str bonus]); Full Atk +6/+1 melee (1d6+2/19-20, +1 *shortsword*) and +5 melee (1d4/19-20, dagger) or +8/+3 melee (1d6+2/19-20, +1 *shortsword*) or +7/+2 melee (1d4+1/19-20, dagger) or +11/+6 ranged (1d6+1/x3, masterwork composite shortbow [+1 Str bonus]); SA Sneak attack +5d6; SQ Evasion, trapsense +3, trapfinding, improved uncanny dodge; AL CE; SV Fort +4, Ref +10, Will +3; Str 12, Dex 18, Con 12, Int 10, Wis 10, Cha 14.

Skills and Feats: Balance +18, Escape Artist +6, Hide +16, Intimidate +14, Move Silently +16, Open Lock +16, Sleight of Hand +16, Tumble +16, Use Magic Device +16, Use Rope +16; Improved Initiative, Magical Aptitude, Quick Draw, Two-Weapon Defense, Two-Weapon Fighting.

Languages: Common.

Possessions: +1 *studded leather armor of light fortification*, dagger, masterwork composite shortbow (+1 Str bonus), 20 arrows, 2 *sleep arrows*, masterwork short sword, 2 *scrolls of magic missile*, *potion of cure light wounds*, *scroll of invisibility*, *scroll of lightning bolt*, Quaal's feather token (*whip*).

Appearance: see APL 2.

Gangmember (APL 8): Male Human Ftr6; CR 6; Medium Humanoid (human); HD 6d10+12; hp 52; Init +2; Spd 20 ft.; AC 19, touch 12, flat-footed 17; BAB/Grp: +6/+9; Atk +11 melee (1d8+5/x3, masterwork battleaxe) or +8 ranged (1d8/19-20, light crossbow); Full Atk +11/+6 melee (1d8+5/x3, masterwork battleaxe) or +8 ranged (1d8/19-20, light crossbow); AL CE; SV Fort +7, Ref +4, Will +2; Str 17, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +7, Ride +11, Swim +2; Cleave, Combat Reflexes, Dodge, Improved Bull Rush, Improved Overrun, Power Attack, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Languages: Common.

Possessions: Masterwork breastplate, heavy steel shield, masterwork battleaxe, light crossbow, 10 bolts,

dagger, *potion of cure light wounds*, *potion of bull's strength*, *potion of enlarge person*.

Player Handout #1

Saeer's puzzle

Surely the mind of a pixie works in strange ways.

What row of numbers comes next?

I

II

2I

I2II

III22I

3I22II

I3II222I

Player Handout #2

Letter in tent:

Master Frith,

I am quite pleased you have seen fit to assist my cause in the matter of the cursed Milan Manweiler. Should you and your cohorts be successful in this endeavor, you shall find yourselves handsomely rewarded.

I must reiterate the importance of delivering the agent alive. It is imperative that my superiors are able to gain whatever information the Palish scum may have. Know that I hold you personally responsible for his well-being.

I shall meet you at the prearranged location within the forest five days after you have taken the prisoner.

Regards,

Kal Jaen

