

HIG2-01



THE SHADOWS PART

A One-Round D&D[®] LIVING GREYHAWK[®]

Highfolk Regional Adventure

Version 1

by Chris Tulach

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The Furyondy garrison at Ironstead has enlisted your aid to hunt down the remaining evil commanders that escaped at the Battle of Shadowkeep. Now that the winter begins to yield to spring, you can widen your search efforts. Your trail, however, leads off into a seldom-traveled part of the southern Vesve Forest. In the Deepmarsh, you narrow your search, confident that your quarry will be found soon...or something will find you. The Mystery of F.M.A., Part 4 (the final chapter). An adventure for characters level 3-8.

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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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time being around three hours. The rest of the time is spent in preparation before game play, reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

First, print this scenario. This scenario was created to support double-sided printing, but printing it single sided works as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before running the event. Take time to review any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *DUNGEON MASTER's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It's also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

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

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

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for both the players and the DM to keep track of who is playing what character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and non-player character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

SCORING

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

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

This is a LIVING GREYHAWK adventure. As a LIVING™ adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Website (www.wizards.com/rpga), and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK Gazetteer.

LIVING GREYHAWK LEVELS OF PLAY

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

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

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

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

By following these four steps, you have determined the modified APL. Throughout this adventure, APLs categorize the level of challenge that the characters face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in the Highfolk. All characters pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp.

ADVENTURE SUMMARY AND BACKGROUND

Last year, in Sunsebb, a combined force of Highfolk adventurers, elven warriors, human woodsmen, and Furyondyan troops from Ironstead assaulted a lair of evil lying within the Badlands, in the southern Vesve Forest. The fortress, called Shadowkeep, was a hive of evil, and served as a base of operations for scouting missions in the southern Vesve for Iuz's troops. Lying in the twisted and poisonous Badlands, it had escaped detection until a group of adventurers brought notice of its existence to the Highfolk Town Council and the Ironstead garrison. The assault was successful; several prisoners were freed, and the forces of evil were routed; many were slain, but a few fled off into the shadows to plot again.

Throughout the winter, the Furyondy garrison has hired on adventurers to take up the task of rounding up some of those stragglers that are still assumed to be in the

area. However, during the cold months the weather limited the effectiveness of the scouting efforts. With winter passing, attempts to locate some of the important evil commanders are beginning again in earnest.

The characters have been hired on to help find some of the evil forces that ran from the Battle of Shadowkeep. In particular, the Ironstead garrison is looking for a small group of grugach (wild elves) that were present at the battle. Lord Kashafen Tamarel of Flameflower (Lord of the High Elves of the Vesve) is particularly interested in finding out what grugach were doing aiding Iuz's forces. The characters have been tasked to seek out these grugach, and bring them in for questioning.

The few grugach that did flee the battle fled to the north and east of the Badlands, hoping to get back into Iuz's territory and report what they had seen. However, their travels led them into Deepmarsh, a boggy wetland area of the Vesve just north of the Badlands. There, they were captured by lizardfolk from the Hssery'nesth Rrensheliss (Keepers of the Balance in Draconic) tribe. There, the lizardfolk began sacrificing the elves in hopes of gaining the attentions of the Protector, a mysterious figure who apparently watches over the remaining tribes of lizardfolk. So far, the Protector has not answered their summons, and the lizardfolk are in desperate need of help.

Near their small village, the tribe has a lake which they draw their fresh water from, and use the tributary that flows into it to trade with the other lizardfolk tribes that remain. It is much less dangerous and more navigable to use the river than travel through the marsh. Recently, the lake has gained a new inhabitant (a hydra) that is using the lake as a source of new food, and has found an underwater cave to use as its lair. The lizardfolk have attempted to draw water and fish from the lake, but the hydra is wily, and lies in the lake, with its heads in the tall reeds, searching out food. Many lizardfolk have died attempting to fish or bring water back for the tribe.

The lizardfolk, seeing this as their own failing for not being devout enough in their worship of the Protector, are using the grugach as sacrifices to their deity. They know that the Protector enjoys elven bodies, and hope that their sacrifices will help them receive some guidance on their problem.

In the meantime, the lizardfolk are looking for alternate routes through the marsh that are both safe and relatively quick to the two other tribes of lizardfolk in Deepmarsh. The party's trail leads them into the marsh, as they continue their search for the grugach.

The characters, having been on the trail of the grugach for several days now, head into Deepmarsh. After a few hours of travel through the marsh, they come upon a group of lizardfolk fighting one (or more) shambling mounds. It is very obvious that the lizardfolk are losing, and if the characters help, another lizardfolk force arrives just as the battle is finishing, and escorts the characters and the remaining lizardfolk back to the village. If the characters do not help, or attack the lizardfolk, the second group of lizardfolk takes the characters prisoner, and proceeds back to the village.

Upon entering the village, the characters see the execution of a grugach elf by one of the lizardfolk. They are told that he is a sacrifice for the Protector, to aid them in their current plight. They do not discuss their problems with the characters at this time. Captured characters are taken to a holding area. They also discover that one grugach still remains captive.

Eventually, an audience is granted with the chief of the tribe, Kahempess the Long. Here, he meets with his advisors to determine what to do with the characters (if the characters assisted the lizardfolk) or prisoners (if they attacked the lizardfolk or did nothing). They wish to determine whether or not their aid should be enlisted to help with their plight. Elves in the party are seen as potential sacrifices in either case.

Unless the characters are particularly stupid, the chief asks (or demands, if they are prisoners) for their help in solving the mystery. They tell the characters what they know about the "great water serpent", and give them a guide to go with them to the lake.

At the lake, the characters can find several clues of the creature's passing. The hydra does not initially reveal itself; only after a long time of searching does it make its initial attack. The first attack reveals that the beast makes its home somewhere in the water, but the true nature of the hydra is still in doubt (as the characters only see one of its heads).

After a time, the characters either decide to go into the lake to find the hydra, or it attacks them in full force again on the surface. Either way, the characters may discover the underwater cave where the hydra makes its lair, and find some treasure stored with the bones of many victims.

When the characters return to the camp, they are praised for their success, or asked immediately to leave for their failure. If they were considered prisoners of the lizardfolk, the elves in the party are taken away for execution. If successful (and they were not taken prisoner), the characters can bargain for the release of the remaining grugach, and possibly trade with the shaman of the tribe. As they prepare to leave, the Protector, speaking through the form of a wolf, addresses the characters, and offers a "gift" to sorcerers in the party.

On their way back to Ironstead, with the grugach prisoner in tow, an unseen hunter kills the prisoner with a single arrow, as it begins to change form into its true nature, an aranea. The man reveals himself to the characters as the Hunter in the Shadows, and tells the characters that the grugach was "tainted" and "smelt of the Old One". He goes on to explain who he is, and the nature of his true quarry - F.M.A. He departs as quickly as he appeared, and the characters continue on to Ironstead, armed with the truth of the mystery of F.M.A.

THE LIZARDFOLK

Much of this adventure revolves around the characters' interaction with a tribe of lizardfolk. These humanoids do not act as "humans in lizard costumes"; they have a distinct culture of their own, and have views of the world that might be radically different than many of the

"standard races". Here are a few points to keep in mind when portraying the lizardfolk:

- **The lizardfolk are distrustful of warm-blooded humanoid.** In addition to being ignorant of the ways of the "standard races" these particular "Vesve" lizardfolk have suffered at the hands of humans, orcs, and worse. They have been attacked by Iuz's troops many times.
- **The lizardfolk value actions over words.** Promises mean little to these people, unless backed up by action. It takes much for an outsider to earn the trust of these humanoids.
- **The Keepers of the Balance (the tribe encountered in this scenario) believe in living in harmony with nature.** Therefore, they do not use anything they can't find in their environment; all of their housing, weapons, and tools are made of animal and plant material. Weapons are made of wood and bone, and dwellings are made of a sort of mulch mound (much like a crocodilian would use for a nest).
- **The lizardfolk are reptilian.** They are cold-blooded, which means that changes in temperature affect them greatly. This particular tribe has only been active for a few short weeks; during the winter, they retreat to their homes for a sort of hibernation.
- **Their reptilian nature extends to their values.** Those that are of no use are nothing more than a waste of flesh; while this tribe seeks to find a place for those of little use; it is not uncommon for a dissenter or layabout to be killed, as their presence could be infectious to others. All need to work hard to ensure the survival of the tribe.
- **Lizardfolk society is highly patriarchal.** The females hold no positions of authority within the tribes. When dealing with outsiders, lizardfolk talk to males almost exclusively, ignoring women unless insulted by them, or a serious breach of etiquette is made. Some lizardfolk are notable exceptions, such as Rehhessk (see *Encounter 1*), who values the thoughts and actions of women.
- **All of the Vesve tribes of lizardfolk (3 remain) worship the Protector, a god-like, mysterious figure that speaks to them through the plants and animals of the forest.** The Protector calls the lizardfolk his "children", and the lizardfolk know they are his favorites. They regularly make sacrifices of elves, when they can (the Protector has told them that he enjoys to devour elves). The lizardfolk feel an unexplainable familial bond with the Protector.

INTRODUCTION

Your feet are covered with muck and filth as you begin plodding through Deepmarsh, in the southern Vesve Forest. Tall reeds begin to replace forest undergrowth as the ground becomes less and less firm, and the trees thin out. Up until this point, you were thankful that spring had come, and the weather was

getting warmer, but now, you wish the marsh were colder to stifle the smell. You've been in the employ of Helmennd Fannen, the garrison commander of the Furyondy forces at Ironstead for a few days now, and you're already regretting your assignment.

After the Battle of Shadowkeep, a few short months ago in Sunsebb, a task force was created by the Ironstead garrison and Lord Kashafen Tamarel (the Lord of the High Elves of the Vesve) to seek out enemy commanders that had fled from the battle. The winter chill made the search difficult, but now that Coldeven has begun, the weather has improved enough to broaden the search efforts. You have been specifically tasked to find out the location of a small band of four grugach that fled the battle scene. The leaders of the good forces of the Vesve are curious as to the reason for their involvement alongside Iuz's forces. You volunteered to help out, and you were banded together with other adventurers to find and deliver these grugach to Ironstead.

That was six days ago. Now, at the beginning of the month of Coldeven, you follow the leads that local woodsmen and elven hunting parties have given you. Grugach were seen entering Deepmarsh a couple of months ago. If you have to head any farther east than the marsh, you'll be in Iuz's territory, and most likely will have to end your search. This is your final destination; either you find these grugach somewhere in here, or you come back empty handed.

The players should introduce their characters to each other at this time, keeping in mind that they have been traveling together for about a week now. Each character has been paid 25 solars (gp) in advance for their services (and provisions). Make sure you have the players give their character's marching order and watch schedule at this time as well. Also, it should be noted that any mounts the characters have were left behind at the last woodsmen's home they passed, on their way into the marsh.

When everyone is ready, proceed to *Encounter 1*.

ENCOUNTER 1: STRANGE FOES, UNLIKELY ALLIES

After another hour or so of slow, tiring travel on foot, you hear cries and shouts in a strange tongue coming from up ahead, through a stand of gnarled swamp trees, about a good bowshot away. A battle is being fought!

If the characters elect to avoid the battle entirely, then they encounter the second group of lizardfolk; proceed to *Encounter 2*. If the characters proceed towards the battle, read the following (remember to alter the numbers based on the APL of the party):

Ahead, you see a startling sight. A bulbous mass of reeking vegetation is flailing vine-like appendages at a group of lizard humanoids. The bodies of many of the lizard creatures are strewn about in the muck, and there are only a few of the humanoids still standing. A large lizard creature, with a greataxe made of bone, strikes the creature hard, and the vegetable mass drops one of the humanoids to the ground, its ire now focused on the axe wielder.

The characters now have a choice. They can help out the remaining lizardfolk fight off the shambling mound(s), they can do nothing, or they can kill the remaining lizardfolk.

FIGHTING THE MOUND(S)

If the characters choose to fight the shambling mound or mounds, use *Map 1* to set up the fight. The lizardfolk continue to fight until wounded; they then withdraw. The exception to this is Rehhesk (the lizardfolk with the greataxe); he fights until he falls. The shambling mounds flee if reduced to 10 hp or less, slipping back into the slime from which they emerged.

APL 4 (EL 6)

☛ **Shambling Mound:** hp 60; see the *Monster Manual* page 162.

☛ **Lizardfolk (2):** hp 10, 12; see the *Monster Manual*, page 128.

☛ **Rehhesk:** Male lizardfolk Rgr2; hp 33 (currently 12); see Appendix I.

APL 6 (EL 8)

At this APL, there are two shambling mounds. Three lizardfolk are fighting on each one.

☛ **Shambling Mounds (2):** hp 68, 56; see the *Monster Manual*.

☛ **Lizardfolk (5):** hp 10, 10, 11, 11, 12; see the *Monster Manual*, page 128.

☛ **Rehhesk:** Male lizardfolk Rgr2; hp 33 (currently 12); see Appendix I.

APL 8 (EL 10)

At this APL, there are four shambling mounds. Three lizardfolk are fighting each one.

☛ **Shambling Mounds (2):** hp 68, 56, 52, 50; see the *Monster Manual*.

☛ **Lizardfolk (11):** hp 10, 10, 10, 11, 11, 11, 11, 11, 12, 12, 13; see the *Monster Manual*.

☛ **Rehhesk:** Male lizardfolk Rgr2; hp 33 (currently 12); see Appendix I.

FIGHTING THE LIZARDFOLK

If, for some reason, the characters decide to fight the lizardfolk, the shambling mound(s) continue to attack the lizardfolk until all are down, and then turn their attentions on the characters. The shambling mounds flee

if reduced to 10 hp or less, slipping back into the slime from which they emerged. Use the combat statistics for the appropriate APL above.

DOING NOTHING

If the characters just sit and watch what happens, the shambling mound(s) make short work of the remaining lizardfolk; even Rehhesk falls to their crushing blows. The mound(s) then take fallen lizardfolk away to be eaten, disappearing beneath the swampy water.

AFTER THE BATTLE

As soon as the battle is over, and before the characters have a good chance to recover, another group of lizardfolk emerges from the marsh. Go right to *Encounter 2*.

ENCOUNTER 2: HERE COMES THE CAVALRY

Immediately upon conclusion of the battle, another group of lizardfolk emerges from the marshy muck. You notice that their numbers are many as they approach your group.

If the characters aided the lizardfolk, read the following:

The lizardfolk, covered in greenish-brown mud and water plants, look over each of you with a feral gaze. One of them, bearing a shortspear in his hand, points his spear and speaks in a strange language.

The lizardfolk that is speaking is the tribe's shaman, and he is speaking Draconic to the characters. If the characters can understand Draconic, they understand what he says.

"What are the hairyfolk doing here? Explain yourselves!"

If Rehhesk is still alive, he speaks on the characters' behalf, telling the shaman (Issthuk) of the deeds of the characters, and how they rescued him from almost certain doom. Issthuk, then tells the characters (in Draconic) to come with them, back to his tribe's village. If the characters don't understand, he waves them along, and has several other lizardfolk move behind them and prod them into moving. The party takes a more-or-less overland route, as the lizardfolk are well aware that most outsiders are not nearly as good of swimmers as lizardfolk.

If the characters did nothing, or attacked the lizardfolk, read the same text as above, but the lizardfolk move in to take the characters captive. If the characters resist, and fight the lizardfolk, use the following statistics:

APL 4 (EL 9)

☛ **Lizardfolk (8):** hp 10, 10, 11, 11, 11, 11, 12, 12; see the *Monster Manual*.

➤ **Issthuk:** Male lizardfolk Clr7 (Semuanya via the Protector); hp 66; see Appendix I.

APL 6-8 (EL 11)

➤ **Lizardfolk (16):** hp 9, 9, 10, 10, 10, 10, 11, 11, 11, 11, 11, 11, 12, 12, 13; see the *Monster Manual*.

➤ **Issthuk:** Male lizardfolk Clr7 (Semuanya via the Protector); hp 66; see Appendix I.

WE'VE WON?

If the characters attack the second party, the lizardfolk retreat if they lose their shaman, or over half of their forces. In that situation, the adventure is over. The characters find no more traces of the grugach, and must return back to Ironstead with news only of failure. This is also the case if the party decides to flee from the second group. Go to *Conclusion*.

ALRIGHT, WE'RE COMING WITH YOU!

If the characters decide to come along with the lizardfolk, either as captives or guests, proceed to *Encounter 3*. The walk to the lizardfolk camp takes half a day, though uneventful.

ENCOUNTER 3: THE VILLAGE OF THE HSSERY'NESTH RRENSHELIS TRIBE

The lizardfolk lead you by land to a higher ground in the marsh, covered with well over a dozen mounds of grass and mud. You see several other lizardfolk, males, females, and children, stare at you with lidless eyes as you walk through what seems to be their village. Over to your left, a part of a mound begins to move, and you see a male lizardfolk push open a patch of grassy sod; you surmise that must function as a sort of door.

You hear shouts of a struggle up ahead, and rounding a bend in the trail, see a tied-up male elf, most likely either wood or grugach, writhing on the ground. You hear sounds of "No! No!" in what must be the grugach dialect, as one of the lizardfolk brings down a two-bladed bone axe on his neck, severing his head in one blow. Both the body and the head, now a bloody mess, are taken away to some unseen location by the two lizardfolk that were holding him down during the ordeal.

The characters may wish to ask or demand to know what's just happened, but the shaman is flippant with them.

(Draconic)"He was a sacrifice to the Protector. Any more questions, and you will be our next sacrifice."

If the characters saved the lizardfolk and Rehheesk accompanies the party, he tries to assure them of their safety.

(Draconic)"Do not worry. Such a fate will not befall you."

The characters get no such assurances if Rehheesk is not with them, or if they did not aid him.

Modify the description below based on the characters actions.

The lizardfolk take you to one of the mounds, pull out the dirt-and-grass door, and motion for you to enter. The shaman motions for you to enter the mound. Inside, it smells rather nauseating, as if your head was stuck in the mire outside the village. It is also quite dark, warm, and damp. Small holes of afternoon light pierce through the roof, but it's not even as bright as a single candle. You reason that the pinpricks must be for air. The shaman moves the door in position to close it. He pauses for a moment and says in draconic, "Wait here. We will be back for you soon. Do not try to leave; powerful magics guard this place." The door is closed, and you are left in darkness.

The characters may attempt to investigate their surroundings. The only way out (beyond digging for quite a while) is through the door. The door itself contains a glyph of warding, which can be revealed by *detect magic*. The glyph detects as faint abjuration magic. It can be dispelled by successfully casting *dispel magic* (DC 18), and can be disarmed by *Disable Device* with a DC of 28. If triggered, it sends a 3d8 damage acid blast (Reflex save at DC 17 for half damage) to all within 5 feet of the door. At the threshold, another acid blast glyph has been placed over the doorway, firing downward. Also, an *alarm spell* has been placed on the area of ground immediately in front of the doorway outside. The alarm can be dispelled by successfully casting *dispel magic* (DC 14). If triggered, bells sound, immediately alerting the village. In addition, two lizardfolk (use statistics from *Encounter 1*) guard the area outside of the mound.

Even though it may be possible (or easy) to escape, the characters may not want to try it. It should be fairly obvious to them that this situation is just temporary, and raising the ire of the lizardfolk may not be a good idea. If they choose to escape, and are successful, they find no other traces of the grugach until they decide to confront the lizardfolk again, at which time they are extremely agitated over the characters' behavior.

ENCOUNTER 4: MEETING WITH THE CHIEF

After a short while of waiting in the dark, read the following:

You sit for a short while in the mound, pondering what fate might befall you. Finally, the mound door opens, and the shaman that led you here motions for you to leave the pungent hole for the cooler air outside.

You are led without word to the edge of the village, opposite where you first arrived. Through a stand of leafless, twisted dysimar trees, you are lead into a small clearing. There, you see

several lizardfolk depositing the remains of the grugach you saw earlier; the now lifeless body bears numerous wounds that appear to be some sort of strange glyphs.

Standing over the dead elf is a huge male lizardfolk, covered in a long hair pelt. On the ground near him lays a huge bone greataxe and a longbow. In his hand is a smaller axe. He bends down and picks up the severed head of the grugach by his hair; with a single blow of his axe, he cuts the hair from the head, letting the rest fall back to the marshy earth. He puts the hair on a belt made of some unknown material.

Finishing his task, he motions for the shaman to come forward. The shaman looks at your group and says in his tongue, "Move forward! Chief Hassiseth will speak with you now!"

The reaction of the chief to the party depends upon their actions during the fight with the shambling mounds. If the characters helped save the lizardfolk, then Chief Hassiseth is a bit more respectful and willing to listen to the characters reason for being here. If the characters did not aid the lizardfolk (or attacked them), he is very upset; his anger borders on rage. Read the following, making sure to modify his emotions based on the characters prior actions:

In your words (the Common language), the chief speaks. "I am Hassiseth, Chief of the Hsery'nesth Rrensheliss; in your speak, the Keepers of the Balance. The honor has been passed to me from Serrath, one of the recently fallen. My deeds are great, and you are not worthy of hearing their recounting. Why have you come to our place? What evil do you wish to sow among my people? I demand answers, and I demand them now!"

Hassiseth's tone is even more venomous if the characters did not aid the lizardfolk. He expects answers, and the truth. The chief listens to the characters, but only for a minute or so. After a short time (give the players two real-time minutes if they saved the lizardfolk, one if they did not), Hassiseth interrupts.

"I have heard enough prattle!"

He then asks a couple more questions of the characters:

- **"Why should I trust any of your kind?"** (Allow one minute, or less if the characters were not helpful to the lizardfolk)
- **"Many of the other tribes have fallen to the evil of the warmhairs. This place is forbidden to those not of the scales. As I cannot trust your oaths, what would you do to show me you will not talk of this place to the evil in the east?"** (Hassiseth lets the characters speak for some time on this; he is most interested in the response)
- **"Why did you slay (or not aid) my brothers?"** (Only a quick response is tolerated; only asked if the characters did not help the lizardfolk in the beginning)

Take some time to judge the characters tone, responses, and respect for Hassiseth's station. If the characters were helpful to the lizardfolk, and commit no grievous errors,

then go to Impressive!, below. If the characters did not help the lizardfolk, but behaved well in Hassiseth's presence, go to Let's Make a Deal, below. If the characters behaved poorly (but saved the lizardfolk), go to Get Out of Here!, below. Finally, if the characters really botched it with the chief, and did not aid the lizardfolk, go to I Will Have an Elf!, below. One item of note: during this encounter, the characters do not gain any more information on the Protector than listed below.

IMPRESSIVE!

The shaman and the chief softly confer with each other as the other lizardfolk look on at the edge of the clearing. After a few more moments, Chief Hassiseth speaks again.

"I have heard much of your deeds from Rehhesk, one of our most expert scouts. You have not dishonored yourselves here; I allow you to leave, if you so desire. You will be welcome among my people. However, I would ask for your aid. The Protector is testing us, trying to show us a better path. Perhaps this is his doing, bringing you to us.

We have a lake near here that we draw fresh water and use as a starting point for our journeys to other lands of the scale. When the air was colder, sapping our strength, many of our people did not return from the lake. Serrath, our wise chief before me, took a hunting party to the lake to find the missing. He was attacked and killed by a great serpent, which hunted in the tall reeds around the lake. The rest returned, and told us of a serpent as long and wide as the trees to the west, with teeth as daggers, and eyes full of hate. Since then, I have claimed leadership of this tribe, and my words with Istthuk, our shaman, have led to much wisdom.

We caught a number of your kind, the ones you call elves, and brought them back here. It is our custom to offer the elves as a sacrifice to the Protector in times of great need. The Protector enjoys the taste of them, it is said. We have sacrificed all but one now, and yet the Protector does not hear our call. He takes the offerings, but has not aided us; he must be testing us. Perhaps the way is through you."

Note that the chief never actually tells the characters what needs to be done; he just assumes they know. If the characters accept, he tells them,

"I will give you the scout, Rehhesk, to show you to the lake. Bring something back to show your deed when it is done."

If they do not accept, Hassiseth is upset, but allows the characters to leave.

If the characters mentioned they were searching for grugach (and described them as elves, since the chief does not know the difference between the subraces), or if they make mention of the remaining elf after hearing Hassiseth's problem, read the following:

"As a sign of trust, I will give you the last sacrifice. You may do with him what you will. He can stay here until you are ready to depart."

LET'S MAKE A DEAL

The shaman and the chief softly confer with each other as the other lizardfolk look on at the edge of the clearing. After a few more moments, Chief Hassiseth speaks again.

"You speak well in my presence; I am certain fear guides you. Yet your ways still have no honor. The treachery of your people is well known to us. Prove yourselves worthy, and I may forgive your transgressions.

We have a lake near here that we draw fresh water and use as a starting point for our journeys to other lands of the scale. When the air was colder, sapping our strength, many of our people did not return from the lake. Serrath, our wise chief before me, took a hunting party to the lake to find the missing. He was attacked and killed by a great serpent, which hunted in the tall reeds around the lake. The rest returned, and told us of a serpent as long and wide as the trees to the west, with teeth as daggers, and eyes full of hate. Since then, I have claimed leadership of this tribe, and my words with Isthuk, our shaman, have led to much wisdom.

We caught a number of your kind, the ones you call elves, and brought them back here. It is our custom to offer the elves as a sacrifice to the Protector in times of great need. The Protector enjoys the taste of them, it is said. We have sacrificed all but one now, and yet the Protector does not hear our call. He takes the offerings, but has not aided us; he must be testing us.

Go to the lake, and see if the serpent still lies in wait. If you leave, we will hunt you down, and prepare you for sacrifice. Bring back the serpent's head, and I will show you mercy."

The chief gives them directions to the lake (which is not far from the village). If they do not accept, Hassiseth orders them to surrender one of their elves (or another, if no elves are present) for sacrifice, and leave immediately. In that circumstance, go to I Will Have an Elf!

If the characters mentioned they were searching for grugach (and described them as elves, since the chief does not know the difference between the subraces), or if they make mention of the remaining elf after hearing Hassiseth's problem, read the following:

"The elf is our sacrifice. What we do is sacred. I will speak of this no more."

GET OUT OF HERE!

The shaman and the chief softly confer with each other as the other lizardfolk look on at the edge of the clearing. After a few more moments, Chief Hassiseth speaks again.

"I have heard much of your deeds from Rehhekk, one of our most expert scouts. Yet you still show no respect to me. The way must still lie with sacrifice to the Protector. Elf blood will end menace of the lake serpent! Leave now, before I let my anger overcome me!"

As the characters are leaving, they spot Rehhekk (if he is still alive). He does not speak to them; he only speaks if the characters initiate conversation. If the characters ask Rehhekk (in Draconic) where the lake is located, he tells them. In addition, he tells the characters about the

"problem" that Chief Hassiseth is in, and of the fact that only one elf remains (paraphrase from the chief's words above). Rehhekk does not accompany the characters to the lake under any circumstance.

The characters may decide to take their own initiative and investigate the lake themselves. Otherwise, if they leave, the adventure is over for them. Go directly to the Conclusion.

I WILL HAVE AN ELF!

The shaman and the chief softly confer with each other as the other lizardfolk look on at the edge of the clearing. After a few more moments, Chief Hassiseth speaks again.

"For hairyfolk such as yourselves, there can only be one solution to our problem. We need another sacrifice."

If there is an elf in the party, Hassiseth selects that character. He then tells the rest to leave immediately. If there are multiple elves, randomly choose one of them. If there are no elves, the chief selects a sacrifice in the following order: half-elf, halfling, human, gnome, dwarf, and half-orc.

Obviously, most parties are not going to let one of their companions be sacrificed by the lizardfolk. In this case, combat begins. The characters, the shaman, and the chief are in the middle of a 40-foot diameter clearing, with lizardfolk positioned all around the outer edge of the clearing.

ALL APLS (EL 11)

➤ **Chief Hassiseth:** Male lizardfolk Ftr8; hp 101; see Appendix I.

➤ **Isthuk:** Male lizardfolk Clr7 (Semuanya via the Protector); hp 66; see Appendix I.

➤ **Lizardfolk (11):** hp 10, 10, 11, 11, 11, 11, 12, 12; see the *Monster Manual*.

Tactics: Hassiseth picks up his greataxe off the ground, and chops into the nearest elf (or qualifying sacrifice). His goal is to drop the sacrifice, and then force the rest of the characters to leave the area. Istthuk (the shaman) uses spells to support the chief, while the other lizardfolk move in, and attempt to drive the characters away. They are not above killing all the characters, if the situation escalates.

If the characters leave (either with or without the character to be sacrificed), the adventure is over (go to Conclusion). If a hero is sacrificed, there are no remains. The character is permanently dead.

USING THE VILLAGE AS A BASE CAMP

If the characters wish, they may come back and use the lizardfolk village to rest the night, and head (or head back) to the lake in the morning. They are given the accommodations of a mound similar to the one in which

they first stayed, except no traps exist on the entryway or door.

The chief is not willing to see the characters until they are successful.

ENCOUNTER 5: THE SERPENT AND THE LAKE

Eventually, the characters should head to the lake to take a look at things. Consult Map 2 for a layout of the lake area. The reeds along the majority of the shoreline are high, well over four feet tall. In addition, even though the lake is only about 400 feet across, it drops off steeply from the shore, descending to a depth of 60 feet. This makes the perfect hiding spot for the hydra that now lives here. In addition, an underwater tunnel leads to a natural cave, with an air pocket and a solid earthen surface. This is where the hydra makes his lair.

The hydra is a cunning predator, keeping itself totally submerged except for its heads. Most of these remain just above the surface of the lake (just enough for nostrils to breathe), near the shore. One or two heads snake out from the shoreline into the reeds, looking for prey. When the characters reach the lake, one of these heads is very close to them, prepared to strike.

If Rehhekk is with the characters, he insists on guiding them to the lakeshore. In either case, the characters should have a marching order established on their way to the lake. Read the following as the characters approach (be sure to modify the description as appropriate):

You make your way through the mire to the nearby lake. The ground near the lake is muddy, but solid, and high reeds grow over four feet along the shoreline. The lake seems rather calm as you look out upon it; dead branches and patches of greenish film float on its surface. From here, you can see a small river flow away to the north; that must be the route the lizardfolk take to the other tribes. It is then you hear a rustling sound, just off to the left!

This is a large frog, hopping away from the scene. Roll Spot checks (DC 25) for each of the characters (and for Rehhekk). If any succeed, let those players know their hero notices something very large moving near them. They get to act during the surprise round. Just as the characters realize what it is, read the following:

From out of the reeds very close to you, a huge serpent with a crested neck as wide as a small oak rises from the muck, a mouthful of razor-sharp teeth bared and ready for its next meal!

If Rehhekk is there, he gets attacked. Otherwise, the lead hero gets attacked. Any hero that failed the Spot check is surprised, and does not get to initially react.

APL 4 (EL 7)

🐉 **Eight-headed hydra:** hp 88; see *Monster Manual*, page 122.

APL 6 (EL 9)

🐉 **Ten-headed hydra:** hp 120; see *Monster Manual*, page 122.

APL 8 (EL 11)

🐉 **Twelve-headed hydra:** hp 144; see *Monster Manual*.

Tactics: This hydra is quite cunning, even for having a low Intelligence. Only one of the hydra's heads is visible during this combat (the others slip beneath the surface during the attack); the hydra's body is submerged just offshore. The hydra attempts to grab a hero or Rehhekk (provoking an attack of opportunity), and pull them down into the water to either drown the character, or finish them off in its lair. Be sure to review the Grapple rules on page 137 of the *Player's Handbook*. If the hydra wins the grapple check then on its next action, it attempts to pull its victim down into the depths. If it does not get a hold, or the victim breaks free before it can pull them under, then it leaves, retreating into the lake. Otherwise, the hydra dives into the lake, holding its victim under the water for 40 rounds in an attempt to drown its victim. If that isn't enough to finish off the victim, then it takes them back to its lair to deliver the killing blows with all heads.

Regardless, the hydra does not reveal its full form unless severely threatened. In that case, it fights to the death, wherever it is located, using all of the heads. The characters may decipher the real nature of the beast if a hero gets dragged under, makes a Spot check (DC 20) (to notice that the creature has a huge mass of appendages), and survives to tell the tale.

The characters may also get a clue if they manage to slay the head, and then watch it get pulled back into the water as if part of a larger creature.

After this encounter takes place, and the characters either go after the hydra or search around for more clues, move on to Encounter 6.

ENCOUNTER 6: CLUES AND THE FINAL CONFRONTATION

SEARCHING ABOUT

After the initial attack, the characters may wish to take a good look around the lake. Once again, consult Map 2. The following information can be gleaned from the lake and the shore:

- A successful Knowledge (nature) roll (DC 10) reveals this lake is exceptionally unusual in the swamp-like

Deepmarsh. Very few actual lakes are found in this area of the Vesve.

- A Wilderness Lore check (DC 10) on the condition of the lake brings up more interesting clues. The lake itself is relatively clean, and supports a wide variety of wildlife. It is also apparent that the lake is quite deep as well.
- Heroes that possess the Track feat can find (Wilderness Lore, DC 10) numerous “belly-tracks” in the mud near the lakeshore, which go out about 10 feet from the lake into the reeds. The tracks appear to be made from some large snakelike creature.
- A Knowledge (nature) roll (DC 14) tells the characters that the only known snakes that could make tracks this big would be large constrictor snakes, possibly of dire size.
- The river leading further into Deepmarsh reveals nothing extraordinary.

DOWN IN THE WATER

Reeds cover most of the area near the shoreline, extending inland 10-20 feet. At the shore, the water is shallow, but not more than five feet or so from it, there is a massive drop off to the bottom (about 40 feet). The lake deepens towards the center, reaching a depth of just over 60 feet. Heroes diving in need to make a successful Swim check (DC 10) each round, to move about under the surface. Each hour any given character spends swimming they are required to make a successful Swim check (DC 20) or take 1d6 points of subdual damage due to fatigue. Use the map, and ask players where their characters are looking.

The water, as can be expected, is quite murky, and magical forms of light such as a *light* or *continual flame* spell only illuminate a five-foot radius area. *Daylight*, or similar spells, illuminates a ten-foot radius area. On the western side of the lake, submerged in 40 feet of water, is a very large tunnel (about 30 feet across) leading west. It requires a successful Search check (DC 12) if a hero is in the general vicinity of the tunnel (within 10 feet or so of it); no Search check is required if the hero is looking right in the area (they automatically find it). No vegetation or other obstructions are blocking the tunnel; a successful Wilderness Lore check (DC 10) tells of recent use.

LAIR OF THE HYDRA

The underwater tunnel continues for 80 feet, sloping downward, until it begins to curve slightly upward in the last 10 feet. The underwater passage terminates in a cave 100 feet long, 60 feet wide, and 50 feet high.

Approximately half of the cave is a pool of lake water; the eastern half is dry ground. Read the following to the characters when they arrive (the following description assumes the characters have some light source; modify this as appropriate):

The underwater tunnel you swam through opens into a dark cave. The western half of the cave is lake water, but the eastern

half looks like muddy ground. Piles of bones are scattered across the mud, and you can make out what looks like a chest back in the recesses of the cave. A large grassy area is near the chest.

The crushed bones are mostly of lizardfolk and other swamp animals (large frogs, deer, alligators, etc.), although a Heal skill check (DC 25) reveals that some of the bones are human, elven, and orcish. There is also a large quantity of dung all about, and a mound of grass the hydra uses as a bed.

The Chest

The wooden chest is old and muddy, but sturdy. It resembles a small trunk. There is a lock on the chest of average quality (Open Locks skill check, DC 20). No traps are on the lock, but a trap can be found inside (Search checks on the outside do not reveal it).

Trap: Inside is only one item - a Heward's handy haversack. Within the haversack, however, a *potion of haste* can be found. Once the magic item is removed, the trap is sprung. The weight of the haversack held down the trigger, which is a pressure-sensitive area directly beneath the magic item. One or more rounds after the haversack is removed, a cloud of poison gas spews forth, affecting everyone within a 10-foot by 10-foot area.

Note: These traps are presented in the format found in *Song and Silence*. Possession of this book is not necessary to read the formats below.

APL 4 (EL 5)

✚**Ungol Dust Vapor Trap:** CR 5; mechanical; location trigger; manual reset; gas; multiple targets (all targets in a 10-ft. by 10-ft. room); never-miss; onset delay (2 rounds); poison (ungol dust, Fortitude save [DC 15] resists, 1 Cha/1d6 Cha + 1 Cha [permanent drain]); Search (DC 20); Disable Device (DC 16).

APL 6 (EL 7)

✚**Burnt Othur Vapor Trap:** CR 7; mechanical; location trigger; repair reset; gas; multiple targets (all targets in a 10-ft. by 10-ft. area); never-miss; onset delay (3 rounds); poison (burnt othur fumes, Fortitude save [DC 18] resists, 1 Con [permanent drain]/3d6 Con); Search (DC 21); Disable Device (DC 21).

APL 8 (EL 9)

✚**Incendiary Cloud Trap:** CR 9; magic device; location trigger (alarm); manual reset; spell effect (incendiary cloud, 15th-level wizard, Reflex save [DC 22] half damage, 4d6/round for 15 rounds); Search (DC 33); Disable Device (DC 33).

THE HYDRA ATTACK

If the characters spend too long at the lake (more than an hour or so), or follow the hydra back to its lair, a final confrontation takes place. The hydra attacks in full force;

if it is at the lake surface, it flees when reduced to 10 hp or less. In its lair, it fights to the death.

Keep in mind that each head has a number of hit points equal to the hydra's normal hit point total divided by the number of heads. At APL 4, this is 11 hp; at APLs 6 and 8, it's 12. If the head that attacked in *Encounter 5* was severed, make sure to account for that in the final combat.

APL 4 (EL 7)

➤ **Eight-headed hydra:** hp 88; see *Monster Manual*.

APL 6 (EL 9)

➤ **Ten-headed hydra:** hp 105; see *Monster Manual*.

APL 8 (EL 11)

➤ **Twelve-headed hydra:** hp 126; see *Monster Manual*.

Tactics: The hydra concentrates its attacks, biting only 1 or 2 characters each round until they fall. If the hydra is fought on the surface of the lake, it may attempt to use the same tactics as outlined in *Encounter 5*. In the cave, the hydra attacks characters still in the water, if possible.

Treasure from the hydra's lair:

- Heward's handy haversack
- Potion of haste

ENCOUNTER 7: ENTER THE PROTECTOR

Eventually, the characters report back to the lizardfolk with the details of their quest. They can either seek out the chief, or (if they speak Draconic) send for him when they arrive. The characters are to meet with him at the sacrifice glade again. The shaman, Issthuk, accompanies him to the meeting with the characters, as well as eight other lizardfolk.

The characters can inform Hassisseth of their tale. He listens intently to their story, and after taking a few moments to consider things with the shaman, speaks to the characters.

COMPLETE SUCCESS

Read the following if the initial encounter with the chief was Impressive!:

"You have done well, fierce warriors. The Protector must have sent you to aid us. I now know that he must have been testing us, seeing if we would allow you hairyfolk to help us when our own tribesmen could not. I tell you that I did not believe you could do this when you arrived; you have shown your honor by deed, and I will show mine by sparing you and allowing the elf to go with you.

You may stay here for another skyjourney if you wish. We will feast tonight in the Protector's honor, to give thanks for the

wisdom he shows in bringing you to us. You may feast alongside us, if you wish."

The characters are free to leave at any time, but before they leave the camp, they encounter an agent of the Protector. Go to *Blessed Visitor*, below.

In addition, if the characters can communicate with the shaman, he attempts to trade with the characters. He produces a rod constructed out of a hard, black wood carved in the shape of an adder (it is a *rod of energy substitution (acid)*). He wishes to conduct a trade with the characters. He is looking for a magic weapon made of bone or wood (anything metal tipped, such as spears or arrows, is not acceptable) for himself or one of the warriors of his tribe. Issthuk tells the characters that he has no such use for the rod, but it is magical, and he only wishes to trade magic for magic. The only way in which the rod can be traded is if one of the characters trades a magic weapon made of bone or wood for the rod. It is given to the trading character only.

The elf, a male grugach that does not speak to the characters, is given over to the characters whenever they are ready to leave. He is not, however, all he appears to be. The characters learn more about his true nature in *Encounter 8*.

SUCCESS

Read the following if the initial encounter with the chief was *Let's Make a Deal*, or if the characters managed to defeat the hydra after being told to leave:

"You have done well, fierce warriors. The Protector must have sent you to aid us. I now know that he must have been testing us, seeing if we would allow you hairyfolk to help us when our own tribesmen could not. I tell you that I did not believe you could do this when you arrived; you have shown your honor by this deed. I allow you to leave this place."

The characters may wish to bargain for the release of the grugach. If they wish to do this, it requires negotiation on the part of the characters. The chief allows the characters an opportunity to make their case. After stating their desire, have the primary speaker roll a Diplomacy check (DC 20). If other characters tried to help convince, allow them to assist the primary speaker (Diplomacy check, DC 10, to give a +2 bonus to the primary speaker's roll). If the characters were asked to leave, and returned victorious anyway, they may still try and convince the chief. The Diplomacy check is more difficult though (DC 25). Under no circumstances are the characters able to trade with the shaman.

The elf, a male grugach that does not speak to the characters, is given over to the characters whenever they are ready to leave. He is not, however, all he appears to be. He does detect as evil (a faint aura). The characters learn more about his true nature in *Encounter 8*.

FAILURE

If the characters fail to neutralize the threat, and admit their failure to Hassisseth, he glowers at them, with a predatory look on his face. Go back to I Will Have an Elf! Encounter 4.

If the characters decide to leave without telling Hassisseth of their failure, a hunting party is dispatched with the chief in the lead (the same group as listed under Encounter 4). Adjudicate the group's flight through the swamp, and whether or not they are able to evade the hunting party (the lizardfolk should catch up with them unless they are using Hide/Move Silently or covering their trail). Keep in mind that the lizardfolk know this area of Deepmarsh intimately.

BLESSED VISITOR

This encounter only happens if the characters had a complete success, as described above. An interloper has been watching the conversation between the characters and the chief. After the discussion is over, read the following to the players before the characters leave the meeting:

As you finish your discussion with the chief of the Hssery'nesth Rrensheliss, a form moves in from the outskirts of the clearing. Walking just into view, a grey wolf glares at your gathering with an eerie green glow in its eyes. The other lizardfolk begin to move in, and Chief Hassisseth gets his bone axe at the ready. Issthuk puts his hand in the air, halting all actions by the lizardfolk; the chief complies, and holds his advance. The wolf then speaks to you in the Common tongue, its voice seeming ethereal, but strong and deep. "I am the voice of the Ancient Protector. When I speak, I speak for all of my children. I am the bird in the sky, the hare under the ferns, the great oak reaching for the light. I am the forest. My most favored children know this, and so do others who have lived long in the woods.

Hassisseth, you are strong in our ways. You shall retain leadership of the tribe. You have passed the challenge I have put before you.

As for the ones who aided you, I thank you for helping my favored ones. You interest me; I do think our paths may cross again."

If there are no sorcerers in the party, the greenish glow fades from the wolf's eyes, and it flees from the circle. The lizardfolk are in awe with what has just happened, but after a short time, they return to their village.

However, if there are sorcerers in the group, the following occurs before the wolf's eyes lose their glow:

The strange wolf sniffs the air, and speaks once more. "I smell the blood of sorcerers here. Step closer to me."

If no one steps forward, the wolf's eye glow fades, and it departs. However, if the sorcerer(s) step forward, continue:

"Share in my secrets, if you will. My power is great, and if you wish it, I shall give you a small glimpse of the centuries of magic

within my being. It is but a small debt that you owe for such a great gift."

Any sorcerer that accepts feels a wave of magic power wash over them. The wolf's greenish gaze intensifies, and the sorcerer hears the wolf's voice in his/her mind. If the sorcerer is not an elf (or half-elf) from a Vesve clan, read the following:

"I give you a key to unlock the power within you, to transcend the limitations that others of your blood possess. With this gift, the bond of eldritch secrets grows stronger between us."

The accepting sorcerer receives the Boon of the Ancient Protector. A certificate is issued to each character with the Boon; the first selection should be checked.

If the hero is an elf (or half-elf) from a Vesve clan, then read the following:

"The bond between your people and I is as old as our forest. I have great power; and you may choose the form in which it manifests in you. I can gift you with the potential to grow beyond the limits of many of your kind, or I can unmake one of the spells within you so that you may learn another. With this gift, the bond of eldritch secrets grows stronger between us."

The elf (or half-elf) cannot refuse to make a choice. Let the player see the Boon of the Ancient Protector certificate and make their choice. Each hero that qualifies receives a certificate.

Treasure from trading with Issthuk:

- Rod of lesser substitution (acid): This rod is carved out of a hard, black wood in the shape of an adder.

ENCOUNTER 8: THE SHADOWS PART

This encounter happens if the characters have the "rugach" with them when they depart from the Deepmarsh. If the characters did not take the rugach from the lizardfolk village, go to the Conclusion. Otherwise, read the following:

After traveling through the Deepmarsh for the better part of the day, the sticky, unstable ground finally yields to the great forest that surrounds it. Your captive, a tall, filthy, and gangly male rugach (or wild elf) speaks not a word. You follow game trails through the woods, skirting the Deepmarsh and continuing on south towards Ironstead.

The characters are being watched as they continue down the trail. A former Knight of the High Forest, now turned revenant, watches them from a tree as they pass by. His interest is not in the characters themselves, but in the captive they possess.

Roll each of the characters' Spot skills against a DC of 40 (that is Hunter in the Shadows' Hide check). If they

manage to spot him, inform the character(s) that there is something up in a tree near their position. They may feel free to act, but go directly to initiative (other characters that do not see him do not roll) to determine who goes first. In either case, Hunter in the Shadows' first action is to fire a +2 bane vs. shapechangers frost arrow (damage is 1d8 + 3d6 + 10) at the grugach. If the characters somehow prevent this from happening, Hunter in the Shadows leaves, allowing the characters to take the "grugach" back to Ironstead. Otherwise, if Hunter in the Shadows hits with the arrow (roll for damage, but only for effect - he kills the "grugach") read the following:

From out of a treetop, the twang of a bow can be heard. You quickly turn to see the grugach slump to the ground as an arrow covered in ice protrudes from his forehead. A humanoid jumps down from a nearby tree, its form blending almost invisibly with the surrounding vegetation.

Glancing at your captive, you realize two things in the blink of an eye: that archer's shot was both deadly and magical, and the grugach is not all he seems to be. You notice large fangs and a strange coarse hair all over his body.

The cloaked creature stands at the path, motionless. It is obvious that the creature is ready for battle; beautiful elven blades hang from both hips, and the black bow held in its hands is extraordinarily ornate.

The Hunter in the Shadows has just slain the "grugach" (which happened to be an aranea) and now waits for the characters to hail him. If the characters begin to fight him, the Hunter in the Shadows obliges, fighting the characters to the last man, and attempting to escape if nearly destroyed. Obviously, if this is the case, he does not impart any of the information listed below.

If the characters hail him, read the following:

The creature takes a gloved hand to his hood and flips it open. The twisted, leathery, corpselike face of an elven man stares at you with lifeless, unblinking eyes. In a voice as cracked and dry as his lifeless skin, he speaks.

"You are fortunate. That was no grugach you were escorting. The creature bears the taint of the Old One, and the legacy of spiders. It would have killed many, once it had the chance."

His cold eyes meet each of yours as he takes a few steps towards you and puts his bow back over his shoulder. "I was once as you now are, full of life and proud. I was a Knight. I was a hero. Now I have become this...thing you see before you. My thoughts are now only of vengeance against he who put me in this state - the betrayer of elf, man, and nature; the traitor whose heart blackened and died long before mine; the murderer who took the life of his own blood. I will have my rest when at last his vile heart stops beating its poisonous bile through his wretched form. I will seek retribution against the one known as Azrin, but for this I need others. Thus, I give this gift to you to bring to the forts of man and courts of elves. Do with it, as you will.

I was a hero, once, young and brave. In the days before the Greyhawk Wars, we fought against the orcs and other, more terrible, evils in these woods. I earned great respect as a protector of the Vesve, my home and heart. My success, however, was

nothing compared to the greatest among us - a Knight of the High Forest named Azrin Crystalbow. He slew a whole clan of Jebli orcs without sustaining a single wound, and bested the Scourge of Verbeeg Hill, a red dragon who had threatened that town with complete destruction 70 years ago. I fought with him against the Scourge. He was so much my friend that we were as brothers.

During the Greyhawk Wars, the forces of the Old One crept in throughout my home, and our missions turned to infiltration, assassination, and sabotage. As we were retreating from a successful run through Izlen, our flanks were overwhelmed by fiery demons summoned from the Boneheart that discovered us. All were killed or taken away save myself. I watched as the horrors ripped into our men, and I watched as the creatures carried away Azrin, back into the foul plague-ridden town from whence they came.

I did all I could to try and save him. All my efforts failed. He was lost. My despair overtook me, and for a time, I was not myself.

Eventually, I returned to service with the Knights. The war was over. We had stopped the Old One's disease from spreading, but not before he claimed most of the far eastern wood under his terrible crown.

One day, not long ago, startling news reached my ears. Azrin had been found! I met him in Quaalsten a few days later, but after spending several days with my oldest friend, I realized that something was amiss. The others told me that he had been changed from his horrible captivity in Old Wicked's lands, but I knew better. This was not Azrin. It was...someone else. Only I knew, because only I knew Azrin's most guarded secret - he had a twin brother, a brother that had long ago, turned to evil.

I thought for days on how to confront him, what to say, and how to prepare myself for the inevitable conflict. Then, one night as I lay sleeping, Azrin crept into my room. I realized what was happening only moments too late. He said to me, just as my life was draining onto his cold, dark blade, 'you know, but no one can know. My brother told me of you before his painful end; told me that you were the only one. Your death entombs the secret forever, and begins the rotting of your precious wood.'

At that moment, I asked the dark powers to let me continue, let me rise again to defeat this deceitful maggot. For some time, all was dark, as I pleaded and begged for vengeance. My wish was granted, and now I walk the forest without breath, searching for the one who stole Azrin's name. He calls himself Field Marshal Azrin now, and commands foul creatures in the unholy name of Iuz. I am called only Hunter in the Shadows now, and I will not rest until he is mine."

At that moment, he disappears right in front of your eyes. No movement, no stirring in the underbush, no parting of leaves along the forest path. Hunter in the Shadows is gone, but he has left you with a secret that parts the shadow of mystery surrounding F.M.A.

The characters are unable to find any more traces of Hunter in the Shadows. Characters that have Knowledge (arcana) (DC 22) or rangers with favored enemy (shapechangers) (Intelligence check, DC 12), can confirm that the arrow-shot creature is indeed an aranea.

THE "GRUGACH"

☛ **Aranea:** hp 14; see *Monster Manual*.

HUNTER IN THE SHADOWS

☛ **Hunter in the Shadows:** Male elf-revenant Rgr12; hp 100; see Appendix I.

CONCLUSION

SUCCESS

If the characters bring back the information imparted by Hunter in the Shadows to Ironstead, they are successful. Helmend Fannen listens to their recounting, and asks the characters to take the tale to the Rangers of the Vesve in Quaalsten. Helmend contacts both Mayor Ersteader of Highfolk and Lord Kashafen Tamarel of Flameflower. After having an audience with both Elrenn Walthair (the Lord Marshal of the Vesve) and High Lady of the Glen Alysins Thanemantle (high priestess of the temple to Ehlonna), the characters may head back home. Read the following to the players:

Though your journey started as a hunt for evil, it ended in a vision of the truth. Now, armed with the knowledge of the enemy, Field Marshal Azrin, the search is on to bring this treacherous villain to justice, before he brings the Vesve to its knees.

Each hero whose region is Highfolk, Furyondy, or Veluna receives the Favor of Helmend Fannen, Commander of Ironstead. Characters from other regions do not receive this favor.

FAILURE

If the characters fail to bring in the "grugach" in, and do not receive information from Hunter in the Shadows, Helmend commends them for their search efforts, and dismisses them. The search is called off a few weeks later; it appears that the last vestiges of evil have fled for home territory.

DISASTER

If the characters bring back the "grugach" (obviously, without the information imparted by Hunter in the Shadows), then he is taken away for questioning. Helmend Fannen commends them for their efforts, and a small feast is held in the characters' honor.

A few weeks after the "grugach" is brought in, Furyondy soldiers start disappearing. Then, one night about one and a half months after the characters' triumph, the bodies of twelve soldiers and two high-ranking officers of the Ironstead garrison are found. The "grugach" is nowhere to be found.

PASSWORD

At the conclusion of this event, you should give all the players the password to this scenario. Tell them to write it on their adventure logs, and inform them that it can be used to unlock the adventure summary document that will be found on the Highfolk website (www.highfolk.oerth.com), approximately two months from the conclusion of the premiere of this scenario. The password for this scenario is **deepmarsh** (all lower case).

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 to each character.

Encounter 1

Defeating the shambling mounds

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

Encounter 5 or 6

Defeating the hydra

APL 4	210 XP
APL 6	270 XP
APL 8	330 XP

Encounter 6

Defeating or bypassing the trap

APL 4	90 XP
APL 6	210 XP
APL 8	330 XP

Discretionary Award

Give out this award however you see fit - roleplaying, accomplishing goals, performing heroic actions, etc.

APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

Maximum Possible XP Award

APL 4	600 XP
APL 6	900 XP
APL 8	1200 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 treasurer.

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 (that is., 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 piece 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 treasures from each encounter add it up and that is 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.

TREASURE KEY:

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

Encounter 6

M: Heward's handy haversack and a potion of haste.

APL 4: L: 0 gp; C: 0 gp; M: 265 gp per character

APL 6: L: 0 gp; C: 0 gp; M: 265 gp per character

APL 8: L: 0 gp; C: 0 gp; M: 265 gp per character

Total Possible Treasure

APL 4: 265 gp

APL 6: 265 gp

APL 8: 265 gp

Encounter 7

- *Rod of lesser substitution (acid)* (Value 2700 gp, Uses 3/day, Tradable? Yes, Rarity Unusual, Weight 5 lbs.): This rod is carved out of a hard, black wood in the shape of an adder. It was obtained by trading with the lizardfolk tribe known as the Keepers of the Balance.

Metamagic feat rods hold the essence of a metamagic feat but do not change the spell slot of the spell they alter. The rod described here is use-activated (but casting spells in a threatened area stills draws an attack of opportunity).

A caster may only use one metamagic rod on any given spell, but it is permissible to combine a rod with the character's personal metamagic feats. In this case, only those latter feats (if any) adjust the spell slot of the spell being cast.

Possession of a metamagic rod does not confer the associated feat on the owner, only the ability to use the given feat a specified number of times per day. For instance, having a rod of substitution does not count as having Energy Substitution toward gaining the Energy Admixture feat. A sorcerer still must take a full-round action when using a metamagic rod, as if using a metamagic feat he possesses.

Substitution: The user may cast up to three spells of up to 3rd level, per day as though using the appropriate Energy Substitution feat.

Energy Substitution [Metamagic]

You can modify a spell that uses one type of energy to use another type of energy.

Prerequisite: Any other metamagic feat, 5 ranks in Knowledge (arcane).

Benefit: Choose one type of energy: acid, cold, electricity, fire, or sonic. You can modify a spell with an energy designator to use the chosen type of energy instead. A substituted spell works normally in all respects except the damage dealt.

A substituted spell uses a spell slot of the spell's normal level, modified by any other metamagic feats.

- **Boon of the Ancient Protector** (Value 0 gp, Tradable? No, Rarity Unusual): The entity known to the lizardfolk of the Vesve Forest as the "Protector" has forged a link with you and your sorcerous heritage. You do owe the entity a favor for receiving this glimpse of his/her eldritch power. You must currently possess at least one level of sorcerer upon receipt of this certificate. One of the following applies:

[] Gain the ability to select the Extra Spell feat from *Tome and Blood*, page 40. You do not receive this feat for free, and must meet all qualifications for the feat in order to select it. All non-elves and elves that do not draw lineage from the elven clans living in the Vesve Forest receive this boon; elves and half-elves from the Vesve may select this boon if they so wish.

Extra Spell [General]

You can learn one more spell.

Prerequisites: Spellcaster level 3rd+.

Benefit: You learn one additional spell at any level up to one level lower than the highest-level spell you can cast. Thus, a 4th-level sorcerer gains a new 0-level or 1st-level spell, expanding his repertoire.

Special: You can gain this feat multiple times. Each time, you learn a new spell at any level up to one lower than the highest-level spell you can cast.

[] Ability to "forget" one of your learned spells, and replace it with a different spell. You lose the known spell

immediately, and cannot gain the new spell until your next gain in level. At that time, you may fill the "dead" slot with a different spell of the same spell level. Note that you must "forget" your spell immediately; thus, it must be a spell that is currently known upon receipt of this certificate. Only elves or half-elves that draw lineage from the elven clans living in the Vesve Forest may select this boon.

Encounter 8

- Favor of Helmend Fannen (Value 0 gp, Tradable? No, Rarity Unusual): Helmend Fannen, Commander of the Ironstead garrison and leader of the Furyondy forces in the Vesve Forest, has taken note of your exceptional service. He has offered you the unique opportunity to train under some of his most puissant men-at-arms and cavalry. The expenditure of one Time Unit (for training purposes) allows you the opportunity to select one of the following feats from *Sword and Fist* or *Defenders of the Faith*:

Expert Tactician, Hold the Line, Improved Shield Bash, Power Lunge, Shield Charge, or Shield Expert.

The feat can only be selected at the appropriate character level (3rd, 6th, etc.), and you must meet all qualifications for the feat in order to select it. You may only select one feat from the above list. This favor is only valid for Highfolk, Furyondy, and Veluna regional characters.

Region at time of certification _____
Feat selected _____

APPENDIX I: NPCS

☛ **Rehhekk:** Male lizardfolk Rgr2; Medium-size humanoid (aquatic, reptilian); HD 2d8+2d10+8; hp 33 (currently 12); Init +0; Spd 30 ft.; AC 15 (touch 10, flat-footed 15); Atks +5 melee (1d12+3/x3, greataxe) and +3 melee (1d4+3, bite); SA Favored enemy (beasts); SQ Favored enemy (beasts); AL NG; SV Fort +5, Ref +3, Will +1; Str 17, Dex 10, Con 14, Int 10, Wis 12, Cha 12.

Skills and Feats: Balance +4, Intuit Direction +6, Jump +9, Listen +6, Spot +6, Swim +11, Wilderness Lore +6; Multiattack, Power Attack, Track.

Possessions: bone greataxe.

Personality Traits: Proud, honest, serious.

☛ **Issthuk:** Male lizardfolk Clr7 (Semuanya via the Protector); Medium-size humanoid (aquatic, reptilian); HD 9d8+18; hp 66; Init +0; Spd 30 ft.; AC 15 (touch 10, flat-footed 15); Atks +8/+3 melee (1d8+3/x3, shortspear) and +6 melee (1d4+2, bite); SA Spells; SQ Turn undead; AL N; SV Fort +7, Ref +5, Will +9; Str 14, Dex 10, Con 14, Int 10, Wis 18, Cha 10.

Skills and Feats: Balance +4, Concentration +9, Jump +8, Knowledge (nature) +5, Listen +6, Spot +6, Swim +10; Combat Casting, Empower Spell, Multiattack, Power Attack.

Possessions: shortspear.

Spells Prepared (6/5+1/4+1/3+1/2+1; base DC = 14 + spell level): 0 – create water (2), detect poison, guidance, light, resistance; 1st – cause fear, endure elements, entangle*, magic weapon, random action, shield of faith; 2nd – animal messenger, barkskin*, bull's strength, hold person, sound burst; 3rd – dispel magic, dominate animal*, searing light, summon monster III; 4th – control plants*, empowered sound burst, poison.

*Domain spell; *Domains:* Animal (May cast *animal friendship* once per day, Knowledge (nature) is a class skill); Plant (Rebuke or command plant creatures as an evil cleric rebukes or commands undead. Use these abilities a total number of times per day equal to 3 + Charisma bonus, Knowledge (nature) is a class skill).

Personality Traits: Careful, traditional, wise.

Chief Hassisseth: Male lizardfolk Ftr8; Medium-size humanoid (aquatic, reptilian); HD 2d8+8d10+40; hp 101; Init +0; Spd 30 ft.; AC 15 (touch 10, flat-footed 15); Atks +14/+9 melee (1d12+6/19-20/x3, greataxe) and +11 melee (1d4+4, bite), or +10/+5 ranged (1d8+4/x3, composite longbow); AL N; SV Fort +10, Ref +5, Will +3; Str 18, Dex 10, Con 18, Int 10, Wis 12, Cha 14.

Skills and Feats: Balance +9, Jump +18, Swim +17; Cleave, Endurance, Great Cleave, Improved Critical (greataxe), Multiattack, Power Attack, Sunder, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Possessions: masterwork bone greataxe, masterwork mighty composite longbow (+4), 20 masterwork bone arrows.

Personality Traits: Haughty, honorable, desperate (to do the right thing for his tribe).

☛ **Hunter in the Shadows:** Male elf-revenant Rgr12; Medium-size undead; HD 12d12; hp 100; Init +5 (Dex); Spd 30 ft.; AC 24 (touch 15, flat-footed 19); Atks +17/+12/+7 melee (2d6+7/15-20, sylvan scimitar) and +15/+15 melee (1d4+5/19-20, +1 dagger of speed) or +21/+16/+11 ranged (1d8+8/x3, +2 mighty composite longbow (+4) with +2 arrows); SA Favored enemies (demons +3, undead +2, dragons +1), spells, vengeful strike, paralyzing glare; SQ Immune to sleep spells and effects, +2 racial bonus on saves against Enchantment spells and effects, low-light vision, damage reduction 5/+1, turning immunity, regeneration (3), immunities, find the guilty, undead; SR 15; AL N; SV Fort +8, Ref +9, Will +7; Str 18, Dex 20, Con -, Int 12, Wis 16, Cha 14.

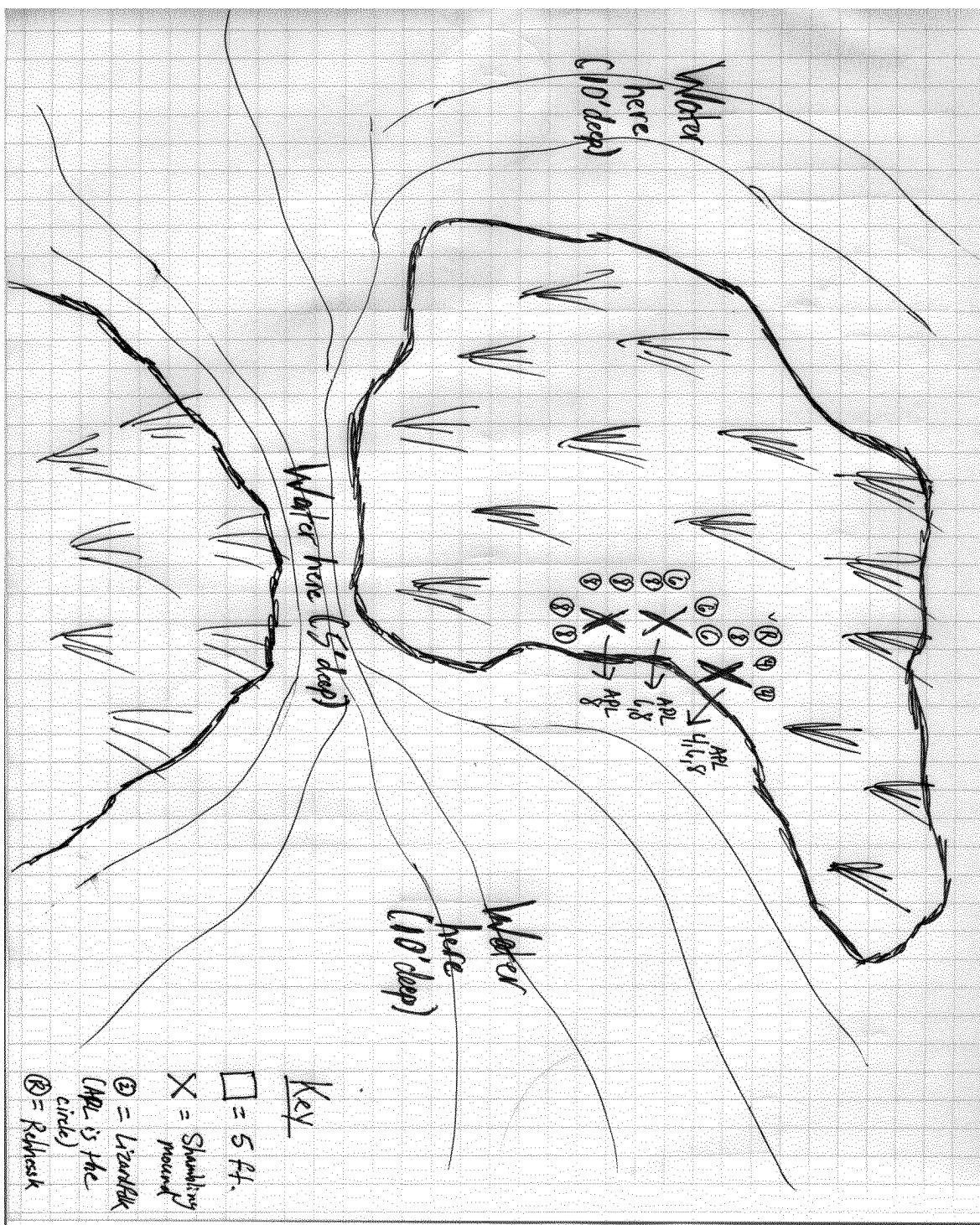
Skills and Feats: Climb +14, Hide +20, Knowledge (nature) +11, Move Silently +20, Spot +20, Wilderness Lore +13; Cleave (from sylvan scimitar), Improved Critical (scimitar), Point Blank Shot, Power Attack, Precise Shot, Rapid Shot.

Possessions: +3 mithral shirt of spell resistance (SR 15), +2 ring of protection, sylvan scimitar, +1 dagger of speed, +2 mighty composite longbow, 20 +2 arrows, gloves of arrow snaring, ring of invisibility.

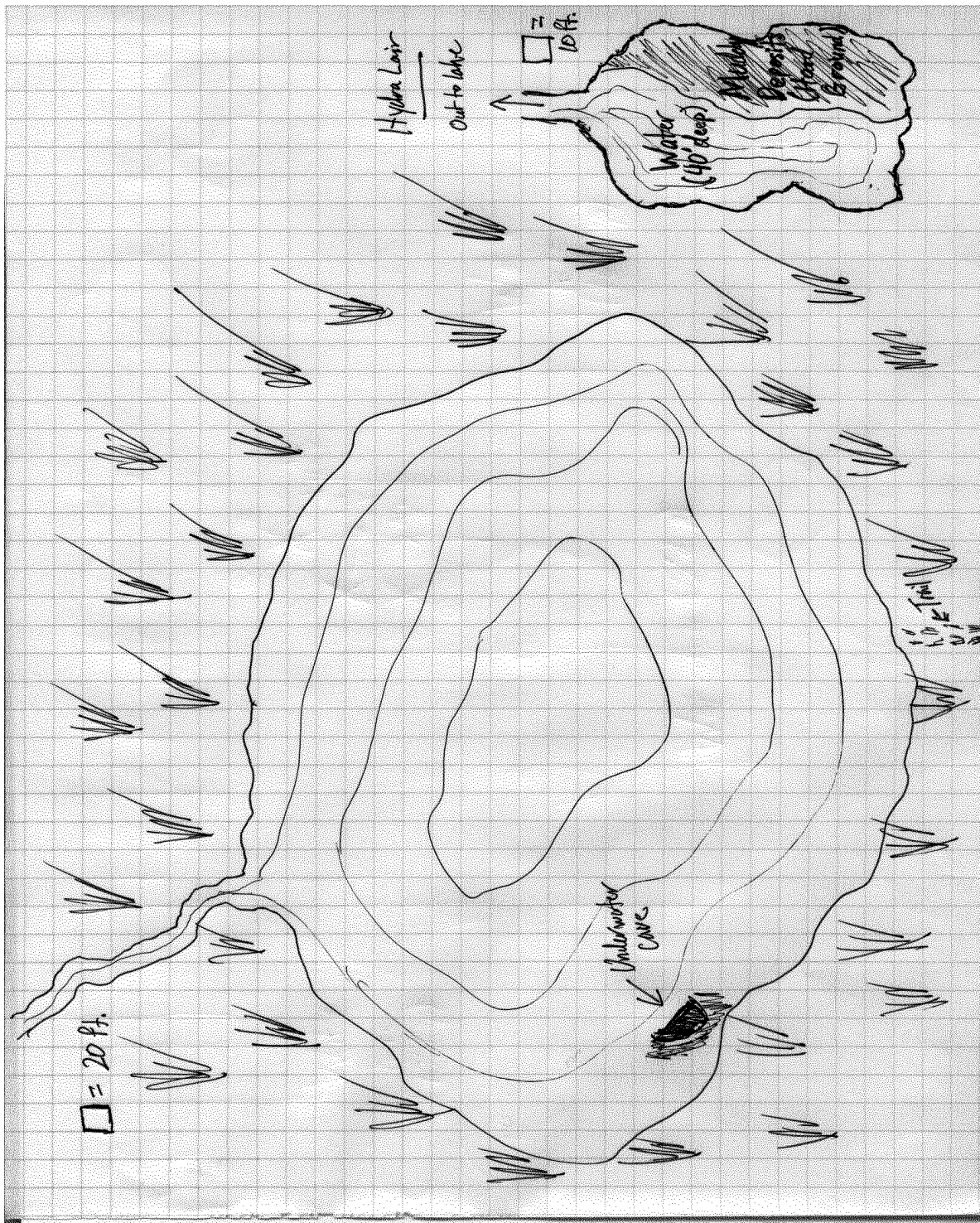
Spells Prepared (2/2/2; base DC = 13 + spell level): 1st – entangle, pass without trace; 2nd – snare, speak with plants; 3rd – summon nature's ally III, tree shape.

Personality Traits: Distant, humorless, unfeeling.

Map 1



Map 2



DMS APPENDIX: REVENANT

Revenant

Revenants are undead avengers, returned from the grave to track down and kill their murderers. They exist only for revenge against their killer and any who aided him.

A revenant looks like a decaying and ravaged version of the murdered person at the time of their death: skin drawn tightly against the bones, open wounds, clammy flesh, and eyes grown lifeless until facing their killer, when they blaze with unnatural light. Revenants are sometimes created even when a body had been completely destroyed by its killers, indicating that the magic that brings revenants to life can also reform their bodies. In such cases, the revenant will lack any magic items that were left with its original body.

A revenant possesses most of the abilities it had in life, including weapon use and magical abilities. Its alignment changes to neutral, which can threaten the class abilities of certain characters. Clerics and paladins who had positive energy powers, such as spells, change to users of negative energy, rebuking undead and inflicting wounds. A cleric can still pray for spells from his deity, though all such prayer occurs at midnight. Revenant wizards may have difficulty accessing their spellbooks; revenant sorcerers have no such problems. Revenants can speak all their original languages, though they seldom converse.

Revenants ordinarily ignore those who were not involved in their death unless they are guarding the guilty party. They often desire revenge against accomplices to the deed, but make revenge against such accomplices secondary to their primary mission.

A revenant that has completed its mission of revenge crumbles on the spot and the spirit moves on to its next destination. A revenant that cannot accomplish its mission decays slowly. Around six months, a revenant can no longer hold itself together, and crumbles into dust. The spirit departs forever, its quest a failure.

Creating a Revenant

"Revenant" is a template that can be added to any humanoid creature type (referred to hereafter as the "base creature"). It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Increase to d12.

Special Attacks: A revenant retains all the special attacks of the base creature and also gains the abilities described below.

Vengeful Strike (Ex): Any melee attack the revenant makes against its killer inflicts an additional +1d10 damage.

Paralyzing Glare (Ex): The first time a revenant confronts its killer, its killer must make a Will save (DC 10 + 1/2 the revenant's Hit Dice or levels + revenant's Charisma modifier) or be paralyzed for 2d4 rounds.

Special Qualities: A revenant retains all the special qualities of the base creature and also gains undead qualities and those listed below.

Damage Reduction (Su): Revenants have damage reduction 5/+1.

Turning Immunity (Ex): A revenant cannot be turned or rebuked by clerics and paladins.

Regeneration (Ex): Fire inflicts lethal damage upon a revenant. All other damage regenerates at a rate of 3 hit points per round.

Immunities (Ex): Revenants are immune to acid, gas, cold, electricity, polymorph, and mind-influencing attacks.

Find the Guilty (Ex): So long as a revenant and its killer are on the same plane of existence, the revenant will know which directions its killer can be found in and how far away he is. Depending on the magical abilities of the base creature, this extraordinary sense may even work across planar boundaries.

Abilities: A revenant gains +4 to its Strength and +2 to its Charisma, but has no Constitution score since it is undead.

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: As base creature +1

Treasure: As base creature or none

Alignment: Always neutral

Advancement: –

ENLISTING THE ICONIC

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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