



Zombie Elves

An adventure for justified massacre

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There are no news from the friendly elven tree-village in the forest after their big summer solstice celebration. Moreover, some concerned and brave human villagers who wne to investigate, have never returned. Something mysterious is happening, as some claim that the village is engulfed in a thick layer of chilly fog and unnatural silence . . .

- 1 - Entrance:** At the top of the platform the atmosphere is foggy and there is a chill in the air coupled with a foul smell. No visibility beyond 15". Silence hangs everywhere.
- 2 - Elven quarters:** Spiderwebs and dust lie everywhere. A number of Giant Spiders which lurk in the trees above are waiting for the right moment to attack. A locked chest contains a green emerald (which activates the bridge at P15).
- 3 -** This platform is completely empty. No signs of battle or destruction.
- 4 - Foyer:** The silence breaks by the the attacking screams of human zombies.
- 5 -** On this platform lie several dead elves. They are mutilated and half-eaten.
- 6 -** An empty platform with a trail of blood and gore leading to P13.
- 7 - Common Hall:** In this platform there is a huge pile of half-eaten body parts and bones scattered all around. Roll for morale; failure means a penalty on attack and gamage rolls. Check for morale again after a successful combat
- 8 - Temple:** Two elves lie dead amongst a pile of zombies. Each carries 1 healing potion and 1 flask of holy water.
- 9 - Armory:** Several weapon stands lie broken or turned over. There are 2 longswords, 3 spears and 2 long bows of elven design, as well as 60 arrows in three quivers (GM decides if and how many are magical as well as their abilities).
- 10 - Guestroom:** In this room there are dead bodies of gnomes and half-elves. The bodies are unspoiled. However, they are zombies in the making who will try to surprise the PCs as soon as they turn their backs.
- 11 - Tavern:** This platform is full of tables and chairs filled with spiderwebs and dust. Glasses with wine are still on the tables. Several casks are stacked on the eastern side of the platform. However the wine has turned to **poison**.
- 12 -** Elven Zombies guard this platform and will attack the PCs on sight.
- 13 - Music School:** There are several bodies of young elves lying around among broken musical instruments and torn books.
- 14 -** Elven Zombies guard this platform and will attack the PCs on sight.
- 15 -** Two bridge poles without a bridge stand here, facing the mother tree. Their tops are carved in a way that it seems that they are slots for something (two green emeralds which activate a magical bridge to P16).
- 16 - Throne Room:** The zombie elf king and queen, along with their guards stand in this platform. They are gathered around the trunk of the mother tree, which is rotten black, emanating a green aura. If the PCs restore the tree (see P24) before killing the zombies, then the king and queen will be restored as well, but the guards will not. When the tree is restored the PCs will see a glimpse of a skeletal ghost screaming in agony before retreating in the trunk and feel a strong tremor coming from the roots.
- 17 -** Empty elven platform with a blood trail leading to P18.
- 18 -** Elven Zombies guard this platform and will attack the PCs on sight.
- 19 - Elven Quarters:** There is a young elf hiding here. It will follow the PCs and provide clues about the missing bridge if needed, but will not fight.
- 20 -** This platform contains a fountain with crystal clear water, which if drunk will restore some of the hit points of the players (once for each).
- 21 -** Elven Zombies guard this platform and will attack the PCs on sight. One holds a (spell)book which has a scroll in it (see P24).
- 22 - Elven Quarters:** A trapped and locked chest contains 1 green emerald (which activates the bridge at P15).
- 23 - Elven Quarters:** A hidden spot on the wall contains minor treasure.
- 24 - Wizard's Study:** In this room there is a log of the wizard's research on the problem. According to it someone has to put holy water in the wound of the tree which can be found in the central platform of the mother tree and then speak the words in the scroll that the wizard has prepared.

Aftermath (Optional): The tremor was caused by the opening of a gate on the tree's trunk which leads underground. If alive, the elven king and queen admit that the tree was keeping the tomb of a great evil shut. Obviously something breached into the tomb, letting the spirit free. They urge the PCs to destroy it or seal the tomb again, before the spirit gathers its formal strength and the surrounding lands fall into darkness, fear and misery once again . . .