

HIG4–03

Axes in the Night

A One-Round D&D LIVING GREYHAWK[®]
Highfolk Regional Adventure

Version 1.0

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Oh no!! Seraphina, the loveable halfling doll maker, has been accused of murder. What foul creature could be behind this frame-up, or did she really do it? Are you ready to solve the mystery? An adventure for APLs 2 through 6.

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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INTRODUCTION

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario. The rest of the time is spent in preparation before game play, 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 you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work 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 you run your game. Be sure to familiarize yourself with 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 is 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 as 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. As well, 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 the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, 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.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is

for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

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. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. 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 Web site, 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 PCs participating in the adventure. To determine the Average Party Level (APL):

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

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

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

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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 the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being 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 two 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. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) 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.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Highfolk. Characters native to Highfolk pay one Time Unit per round, all others pay two Time Units per round. Additionally, characters with home region of "Highfolk" may do other things at the end of this adventure, spending Time Units as per RUP-2 guidelines. Adventurer's Standard Upkeep costs 12 gp per TU spent. Rich Upkeep costs 50 gp per TU spent. Luxury Upkeep costs 100 gp per TU spent.

ADVENTURE SUMMARY AND BACKGROUND

Seraphina is a somewhat well-known halfling doll maker who lives in the town of Highfolk. She has amazed hundreds of little children and adults alike with her likenesses of grugach and the Mayor, as well as countless other dolls and games. The silly middle-aged woman seems to be in all the places she should very well not be, having found herself captured by a tribe of grugach, as well as other misplaced adventures.

It seems that this day is no exception. She is wanted for murder most foul. Several children of Highfolk are now orphans, their parents murdered in their sleep. What is worse is that no one knows how it was done or why, the only clue left at each murder a doll: one of Seraphina's dolls.

Seraphina is now on the run from the law. The heroes are hired by one of the orphans of the victims, pleading her case that Seraphina could never do such a horrible thing.

And indeed, she could not. Seraphina is one of the sweetest personalities that Highfolk has ever known. Her older half sister, however, is a nut case. Born with not quite as much talent as her younger sister, Milfy struggled with her own doll making business. She is extremely jealous of her sister, so jealous that this half-fiend halfling has made it her mission to see her sister suffer.

Three years ago, she set up her plan. It was three years ago that Seraphina started selling grugach dolls, which were a big hit in Highfolk (HIG1-04 *Of Elven Make*). This was the first time in a long time that Milfy had visited her sister, and some "good" times were had by both. Seraphina was left feeling more connected with her sister than ever, while Milfy left with several grugach dolls Seraphina had made her.

Milfy then waited for an opportune time to strike. Three years later passed, with the city of Highfolk in disarray over the siege of Quaalsten, the fall of Flameflower and Iuz's oncoming forces. Not only would they not have the time or patience to deal with a little murderer, but she might be linked in with Iuz while she's at it. And so, she picked several families to knock off, all with children that Seraphina had spoken highly of, and resold the now retired dolls to the children. Possessing these dolls she gave them, she chopped at the parents' faces with tiny axes until they were dead, and left the doll there as a "calling card".

Seven families have been destroyed in seven days. Paxana has put out a call for Seraphina's arrest, but the halfling has yet to be found, and Milfy could not be

happier. Soon her sister will be hanged, or even better, rot in the roots, and her mind will be at complete ease.

Yet not is all good for our villainess. A young girl, with the help of her older cousin, puts out her own call for "fame and fortune" on the posts. She hopes that adventurers will come to heed her call, to find out who the real culprit may be and to stop any more killings from occurring.

Almireal's gang of orphan kids (first seen in HIG4-01 *Demon Spawn*) are on the trail of this fiendish halfling, and yet, they are in need of great assistance. They made up the list to give to Mervin, and are trailing the heroes at all times. The heroes first make it to Paxana's office, where they get a writ to examine houses as well as get more information.

From then on, it is up to the heroes on where they go. They may visit the children where they are staying for some more information, go investigate the houses, and investigate Seraphina's shop and home. All clues lead to the same thing: Milfy is the murderer, and she is hiding in the Leaping Deer Inn. When the heroes find her, she is already in battle with one of Almireal's men.

After her capture, Paxana thanks them, and the heroes are off on their way.

INTRODUCTION

When the call had gone out for adventurers to come post haste to the Vesve's Tankard of Highfolk, no one could have imagined that it would be from a little girl and her teenage cousin. "Come one and all. Fame and fortune to be had, damsels to rescue, kingdoms to be won!" was just part of the message you had seen plastered on some of the walls throughout the town. Yet, many were to leave empty-handed. As they saw it was just for a little girl, they shook their heads and walked off.

An odd introduction for an adventure, it must be said. If the player believes that he too shall walk, then that is the end of the adventure for him.

To those who decided to stay, the young human man of teen years smiles and whispers a polite "thank you". The little girl, perhaps only five or six, stands up on her chair and announces in a squeaky voice:

"Thank you!! Pwease save Sewaphina!!"

She then sits down again, and takes out a small pouch in her pocket.

ENCOUNTER 1: “PWEASE SAVE SEWAPHINA!”

Now may be a good time to wonder who Seraphina is and what has happened to her. The little girl, who still remains nameless, is much too busy counting out copper coins from her pouch to answer these questions. She believes that her little speech is enough to sway any decent adventurer to her cause.

There are a number of ways to clue in the most clueless adventurer. First of all, there’s a plethora of people in the bar, including the Owner and the head barmistress, Celenthi. There is, of course, the cousin to the little girl. He, however, is almost a mute, and is hard to hear. There are other personalities in the town to ask, including Paxana. The most obvious is probably asking the little girl.

Asking the Little Girl (Lilyen)

Lilyen speaks with a lisp, unable to properly pronounce her Rs and Ls.

- ☛ What is your name?
“My name is Lilyen Fairstrike.”
- ☛ Who’s Seraphina?
“She’s the greatest dollmaker in the whole wide world!!”
- ☛ What’s wrong with her?
“They think she killed my parents, but I don’t think she did.”
- ☛ What happened?
Lilyen goes silent for a long moment, then shakes her head. “I don’t wanna talk ‘bout it.”
- ☛ Where is she now?
“I dunno, but that lady Paxana person is looking for her.”
- ☛ Do you know who the other children are?
“Mervin does. He’s my cousin, right there.” She points to the young man that whispered only moments ago.
- ☛ Will I get paid?
“I’m counting out your money right now!”

Asking the Cousin (Mervin)

Mervin is a very quiet young individual, who speaks only when spoken to. Even then, his voice is barely above a

whisper. An illness he had long ago injured his vocal cords, and thus he cannot speak very well.

- ☛ What is your name?
“Mervin Fairstrike,” the boy says quietly.
 - ☛ Who is Seraphina?
“She’s pretty popular around here. I’m surprised you never heard of her. Well, I suppose, since you’re all grown up and such. Seraphina’s a halfling, and she makes dolls and games that everyone loves.”
 - ☛ What is wrong with her?
“She’s being accused of murdering my aunt and uncle, as well as six other pairs of parents.”
 - ☛ What happened? How do they know it was her?
“I’m not too sure on the details, but you can ask Constable Paxana about it. She’s the one who’s looking for her. All I know is that people have been murdered in their sleep, and one of Seraphina’s dolls was left at the scene of the crime.”
 - ☛ Why did you summon all these people here?
“Lilyen thinks Seraphina is innocent. I doubt a woman like that could ever do such a thing. My cousin just doesn’t want to see her get hurt.”
 - ☛ Who are the other victims? Where can I find them?
“Certainly.” He pulls out a sheet of parchment and sets it nicely on the table. “I’ve made a list of all the children of the victims and where they live, just for you. I meant to go around looking for them, but as you can tell, I’m not very good with speaking..”
- He gives the heroes **Player Handout 1**. This list was actually not made by him, but by one of Almireal’s agents.
- ☛ Will I get paid for this?
“My little cousin has her heart set on paying you. But it’s not very much. Only ten copper.”

Questioning the Patrons of the Bar

Another source of information are the people in the Vesve’s Tankard. There are a few of them around: **Brietta Vailee** (female halfling seamstress), as well as **The Owner** (male elf) of the Tankard and **Celenthi** (female elf Clr4). All of them have something to say about Seraphina.

Brietta Vailee

"I cannot and WILL not believe that Seraphina is a murderer! If anyone, I think her sister is to blame."

"Now, don't you be accusing people!" one of the patrons butts in. "How do you know she even HAS a sister?"

"Seraphina and I are best friends. Of COURSE she'd tell me everything."

Brietta is telling the truth, though it is only a half truth. Seraphina does not know that Milfy hates her with a passion, and so Brietta can only speculate the truth.

If asked about Milfy's whereabouts, she tells the heroes that she does now know where Milfy lives. Seraphina had not seen Milfy for three years, when Milfy made an appearance during the Brewfest festival and visited her sister for a while. She knows that they are half sisters, Milfy being the older and sharing the same father.

The Owner

"Appearances CAN be deceiving. That's why it's always best to keep on your toes. However, I believe that Seraphina is innocent." His lips turn into a wide grin. "Even if she wanted to hurt a fly, she could never figure out how. She's always had a few screws loose, if you know what I mean."

Celenthi

"I came here after the whole grugach fiasco, after the former barmistress here died." Her voice trails off, and she gives you all a sad smile. "That was three years ago. Time does fly. However, I heard that the dolls found at the scene of the crime were grugach dolls, correct? I've heard that she stopped making them three years ago, even though they were so popular."

Bards and Locals

The heroes may also use Bardic Knowledge, Knowledge (local) or Gather Information, all at DC 20, to hear these rumors. Members of the Town Militia may add a +2 to their checks:

- ☛ Seven pairs of parents have been murdered during the past seven nights.
- ☛ The last murder was one night ago.
- ☛ At each of the scenes was a grugach doll. There was no other evidence.
- ☛ These dolls were very popular three years ago, and were made by the halfling dollmaker Seraphina.

- ☛ All investigations into the matter have wound up inconclusive, and Seraphina is the prime suspect. However, she has been missing for the past seven days.
- ☛ Paxana has issued a warrant out for her arrest.

If and when the mission is accepted by the heroes, Mervin thanks them again and hands them each their copper piece.

ENCOUNTER TWO: "WADY PAXANA"

The heroes may decide that they want to visit constable **Paxana Eventhil** (female half-elf Rog4/Ftr5) about this matter. Heroes of Highfolk know that they can find her at the Home Guard Headquarters.

Asking to seek a counsel with constable Paxana has proven a daunting task. She appears to be quite busy, with people running in and out of her office every few moments. You have been asked to sit and wait for a time for when she can have you. Hopefully you have enough patience to wait this out.

After a few more moments of hustle and bustle, Paxana peeks her head out the door and tells you to come in.

Some of you may be familiar with the constable's office, others may have met her for the first time. This isn't the first time that her office has been in so much disarray. Not only the office, but the constable herself is on the verge of a nervous breakdown. She kicks some papers out of the way to make a path to her desk.

"Sorry. Who are you? What do you want? Make it snappy, will you? I've a meeting with Elwin in five minutes, and he yells at me for being late."

Elwin is a no-nonsense, tough-as-nails veteran of the Greyhawk Wars, and leads the section of the Home Guard known as the Defense Force. He focuses his efforts on protection against exterior threats, and thankfully, has seen little action in this regard over the years since he left the Furyondy army. His relationship with Paxana, the constable, is cool; both have different leadership styles that often clash.

After the heroes introduce themselves and mention Seraphina's case:

- ☛ She indeed has a warrant out for Seraphina's arrest.
- ☛ They have been not been able to spend as much time on the case as she wants to. Personally, she believes the halfling doll maker to be innocent. However,

her disappearance and dolls at the scenes of the crimes does not bode well for her.

- When Seraphina is found, she will be placed in the jail until the Home Guard finds time to investigate further. However, at this time, there is so much happening in Highfolk right now that she cannot work solely on this case.
- The bodies have been buried in an undisclosed location.
- If the heroes wish to find Seraphina and prove her innocence (or guilt), they are free to. Paxana would have just one of many great weights lifted off her shoulders with the help, and would be grateful.
- Paxana will give the heroes writs to investigate the scenes of the crimes, and tells them that the Fifth District has already searched the homes.

"If and when you find her, as well as the evidence we need to convict or free her, let me know. Just be careful. Now.. if you'll excuse me." She nods politely and makes a dash for her door, already late for her meeting.

The heroes have many choices they can make on where to go to next. They may visit the children of the victims (Encounter three) or investigate the homes (Encounter four). Should they try to investigate Seraphina's own shop before they get enough clues, the shop is closed (refer to section A of Encounter five).

ENCOUNTER THREE: "MY FWIENDS"

The children, according to **Player Handout 1**, are mostly in different areas of the city.

- Hladgrun is staying with Aramaia near the Elven district.
- Finyra is staying in her home with her Aunt.
- Bibiana, Belicia and Xanadros are staying in the Sacred Home of the Forestmistress.

Also refer to **DM Handout 1** for the children's personalities and backgrounds, should you need it.

Hladgrun and Aramaia

Young Aramaia's place near the Elven District's borders is far from quaint and cozy. Towering an amazing three stories, the wooden home looks more like a castle or a temple than an actual house. Beautiful floral bushes seem to hug the house protectively.

An older elven woman is on the porch, sitting on a rocking chair and working on some knitting. When she detects your presence, she stands solemnly, but does not come out to greet you.

"Can I help you?"

This older woman is **Byrta Shephen**, a servant to the family who has been with them for many years. She is rather protective of Aramaia (and now Hladgrun).

If the PCs mention the deaths at all, she says:

"Well, you'd best be off with you. Young miss does not know that her parents are dead. I've told her they're off to Ratik and won't be back for a while. I just haven't had the heart to tell her."

- We would like to see the girls.

"I'm doubtful that you can see the girls now. They're busy playing upstairs, and I don't want any outside help. Don't want you telling Aramaia that her parents won't be coming back. That's MY job."

- What can you tell us about Seraphina?

"She was a nice halfling, very nice. She made Aramaia so many of those dolls that she has in her room. I don't believe that she could have killed them, but..." The old woman shakes her head and sighs. "There's just no evidence in her favor."

- Can we investigate the murder scene?

"Well, it's upstairs as well. The place has already been investigated quite nicely. They found one of Aramaia's dolls on the ground by the bodies, and that's pretty much it."

- What can you tell us about the parents?

"Missus always liked being the belle of the ball, if you can call it that. Master was always away on business. He owns a furrier shop nearby. Makes a lot of money come Winter. Unfortunately for my poor little Aramaia, they didn't really pay much attention to her. But I don't really know of anyone who would be their enemies."

- What can you tell us of Aramaia?

"She's such a sweet little thing, if not a little bossy. I don't blame her though. She's been sheltered all her life. I doubt she knows there's a war going on."

- What can you tell us of Hladgrun?

"Ah, she's also a sweet little thing. Her parents moved here a few years ago. Don't know why. She knows that her parents are gone, but I made her promise not to tell Aramaia what's happened. They're best friends, met each other in Seraphina's shop."

If the heroes threaten or use diplomacy to get their way in, Byrta reluctantly allows it, but insists on coming in with them.

The murder scene is a large bedroom with an extravagant bed and set up. Byrta must unlock the door before they enter. The sheets have already been replaced and floor thoroughly washed. The doll has been burned before the authorities could have investigated it. No clues remain of the murder here.

The girls' room is upstairs as well.

Byrta knocks on the door. *"Aramaia, Hladgrun. You have some visitors."*

The door opens to reveal a very small, young dwarven girl with a doll in her hand. Behind her is another young girl, elven with long blonde hair. Several dolls, some cloth, some made of glass, are scattered about on the floor.

The elven girl, Aramaia, looks up and asks sweetly, "Are you here for my parents? I'm sorry, but they're on business right now."

Aramaia does not know the truth about her parents' disappearance. However, Hladgrun does, and has promised Byrta that she would keep the secret safe with her.

Should the PCs mention the deaths of Aramaia's parents, she is quite shocked and demands them to leave, not believing them. If they do not leave, she asks Byrta to take care of them for her.

Any mention of death also brings Hladgrun to tears. Anyone who brings Hladgrun to tears is also asked by Aramaia to leave the premises.

Asking Aramaia

- ☛ Who are you?
"My name is Aramaia, and this is Hladgrun. She's my playmate."
- ☛ Are these all your dolls? Who made them for you?
"Some of them are Hladgrun's, but most of them are mine. A nice halfling lady named Seraphina made them all for us. But I hear she's missing. Have you seen her anywhere?"
- ☛ Where are your parents?

"Byrta says they're off on a business trip to Ratik. They should be back soon. If you have a question, you should ask her. I don't really know the ins and outs of the business as of yet."

- ☛ May we see the dolls?
"Well, I don't suppose why not... Help yourself, but please don't break it."

Some dolls are cloth, some are glass, others are wooden. Most have the same thing in common: a small solid heart is burned into the soles of the doll's feet. These are all Seraphina's dolls, and it is her maker's mark.

Asking Hladgrun

- ☛ Who are you?
"My name," she mumbles and looks away, "is Hladgrun."
- ☛ Where are your parents?
"They..." She shakes her head and starts sniffing.
- If the PCs are not careful, Hladgrun starts crying, and they are asked to leave.
- ☛ Why are you here?
"I'm... visiting. Aramaia and I are friends."
- ☛ What do you think of Seraphina?
"I love her dolls. She's so nice to me."

Finyra

As Finyra and her home are in the Elven district, it is forbidden to go there after dark unless the party is made up of all elves and/or half-elves or unless they have a writ from Paxana.

Walking through the elven district is like walking through chaos. Elves and half-elves everywhere around you argue over some of the silliest things, and you can just feel the tension hover over them in the air, so thick that you can cut it with an axe.

Highfolk is all in a hub bub ever since the rules that no non-elves could live in the Elven district. There is mass overcrowding and the atmosphere has gotten far moodier.

Two young male half-elves and a female half-elf are playing some sort of game on the porch of your next destination. An elven woman stands over them, arms

crossed, lips pursed and ready to yell should the need arise.

Felgana is Finyra's aunt (father's side). The two others playing with her are her older brothers, Aien and Elrei.

Felgana demands to know what the heroes are doing here. She is not a very nice woman, and believes that this house is now hers and the adventurers could be here to take it away from her. She refuses to answer any questions until the heroes can persuade her that they are indeed here with permission (diplomacy, showing her the writ, etc).

In any case, she is not a very helpful woman. Asking her questions only gets the following information:

- ☛ Roselyn and Quintath (her brother) were murdered in their beds five nights ago.
- ☛ Aien and Elrei are taking it in stride. Finyra is quite younger and does not seem to understand all that is going on.
- ☛ Finyra is a nasty little girl who acts more like a boy. Her parents introduced her to dolls to try to make her more feminine, but instead she just plays war with them.
- ☛ Helgana does NOT like Seraphina, and hopes she burns in the Abyss for her brother's murder.
- ☛ Under NO circumstances does she allow the PCs into the house.

Talking to the boys gives the following information:

- ☛ Finyra enjoys playing war with the dolls, but does not know the first thing about death. She thinks her parents are just gone away for a while.
- ☛ Finyra used to go to Seraphina's shop all the time to talk with her. But a week ago, Seraphina said that she was going on a trip, so she could not visit.
- ☛ They don't believe that Seraphina could be the prime suspect of the case.

Talking to Finyra

- ☛ Where are your parents?
"Aien and Elrei keep saying they're not coming back, but they lie a lot, so I don't believe them."
- ☛ Where is Seraphina now?
"Last I saw her, she was packing up and leaving to go somewhere. That was.." She counts on her fingers, seven in all. "Seven days ago. She said she'd be back soon!"
- ☛ What do you think of her?

"She's really nice, and I always come over to visit her in her store when she makes dolls. It's kinda interesting to watch, you know. She said that every craftsman has a mark they put on their stuff." Finyra looks shifty-eyed over at her aunt, and when she isn't looking, she pulls out a small grugach cloth doll. "They say that this was made by Seraphina, and it was found by my parents' bed, but..." She turns it over and presents the soles of the doll's feet. "Seraphina's dolls have hearts on their feet. This one doesn't. Someone else sold it to me."

- ☛ Who sold it to you?
"A very mean-looking halfling lady who said she was Seraphina's sister. She sold it to me because I lost my grugach doll a long time ago, and Seraphina wasn't making anymore."
- ☛ Can you tell me anything else about the mean halfling lady?
"Well, Seraphina DID tell me she has a sister named Milfy, but she doesn't know where she lives. I guess that was Milfy?"

Finyra does not know anything more about Milfy, other than what Seraphina has said: that she is her sister and they had lost touch with each other long ago. Finyra bought the doll from Milfy the day after Seraphina packed her bags and left Highfolk.

Should the PCs sneak inside the house (without Felgana knowing), they find a room with many dolls inside of it (Finyra's room), as well as wooden swords and play bows. Investigating the dolls, they also find that all of the dolls have Seraphina's mark on them: a heart on each of the soles of their feet.

Felgana, the aunt, is currently living in the parents' bedroom. Apparently, she has no qualms living in the room of the murder, and has made it her room easily. No evidence is inside this room at all.

Sacred Home

The Sacred Home of the Forest Mistress is Highfolk's temple of Ehlonna. Three of the orphans of Milfy's murders are staying here and are being taken care of by a kindly priest named Mezgoth.

When the PCs arrive, **Mezgoth** (male human clr5) thanks them for their interest in this case, and answers any questions that he can answer. He can take them to the children if they so desire, but urges great discretion when they do so. He does not want them to get any more upset than they already are.

- What can you tell me of Bibiana?
"Young Bibiana has only known hardship for most of her young life. Her father passed on and her mother abandoned her, and she soon came to know the life of a thief. However, Seraphina found some foster parents for her, and they have grown up to be a somewhat loving family."
- What can you tell me of Belicia?
"She was such a happy child before her parents were murdered. Bibiana only had eyes for Seraphina's dolls, and she wanted to be a dollmaker just like Seraphina was. Now, the children can't stop her from crying."
- What can you tell me of Xanadros?
"All is not right with Xanadros. He lost his sister when he was very young, and became quite moody and morose. Seraphina has taught him a little joy, and in her memory, he had decided to become a doll maker. However, with his parents' death, he has gone back to his former mood. I also used to be his former teacher."
- What can you tell me of the murders?
"It is most unfortunate that such a tragedy can occur. Not once, but seven times. Seven nights in a week has brought much pain to the children. I'm not sure how much anyone can take."
- What can you tell me of Seraphina?
"She was and still remains a sweet woman. I have prayed to Ehlonna to give her guidance. Personally, I do not believe she is the murderer. However, I could be wrong."

Should the PCs ask to see the children, he brings them back into a larger room of the temple. There are ten cots, five on each side of the room. Many children are playing with different toys, none of which are dolls. Some of these children are victims of the oncoming war that Iuz is bringing down on the Vale. Mezgoth points to each of the children that the heroes wish to speak with.

Bibiana

This young halfling girl has a look of perpetual defiance upon her face. With arms crossed and body leaning against the wall, she watches the other children play without saying a word.

- Who are you?
"Name's Bibiana," she says in a bored voice. "Why do you wanna know?"

- What can you tell us about the murder?
"You're here about the murder?" Her eyes perk up and she stands up straight. "Are you here to take me with you?"

Bibiana is insistent on her helping the group. She just does not want to take "no" for an answer.

- What can you tell us of Seraphina?
"She's too much of a loon to be an actual murderer. Really. She's nice and all that, but a little light in the head. I KNOW she didn't do it, and I have some information for you if you let me go with you."

This information is the location and disposition of Milfy, Seraphina's sister. She is the only person in the module with this information.

Should the PCs actually allow Bibiana to go with them, she is very surprised. *"I didn't think you had it in you. Well, I'll stay here. The only thing worse than an orphan is a dead orphan."*

- It was very dark, and something small was on the bed when she heard her parents screamed. The thing was the size of a doll.
- Bibiana was too late to save her mother. Her father had already been murdered, and she had heard her mother's scream.
- The thing, which turned out to be a grugach, fell to the ground. Beside it was a tiny bloodied axe.
- She felt a horrible presence in the room, and thought she heard some feminine laughter. It did NOT sound like Seraphina. It instead sounded like the woman who she bought this doll from, a different halfling.
- Through some "contacts" she has in the "Highfolk underworld", she learned that this woman's name is Milfy, that she is Seraphina's sister, and that she is staying in the The Leaping Deer.
- Bibiana wishes to confront her, but is tied up at the moment with all these children.
- Her contact is **Almireal** (male elf com1), an elven boy with his own street gang. The boy is already on the case, and may be helping the group already.

☛ Bibiana; hp 7; See Appendix 1.

Xanadros

Xanadros is a very sullen and angry human lad who does not wish to speak with anyone. Like Bibiana, he is

uninterested in the other children, and rather just plays with a wooden halfling doll all by himself.

Should the heroes question him, he says nothing. If they are insistent on him speaking, he angrily lashes out at them, both physically and mentally.

Only someone who is gentle and patient enough with him will get any response: ***“Everyone that I love is always taken away from me: my sister, my parents, and now Seraphina. I don’t wanna talk about it...”***

Xanadros has a journal that Seraphina gave him to cheer him up on his bluest days. Only if the heroes mention that he might have something to help Seraphina does he snap out of his reverie, and hands it to them. (Player Handout 2)

Belicia

Belicia is a sweet and very young girl, who would look very happy if only she had not been through this hardship. At any moment, she looks ready to cry. She knows no information except that Seraphina is very nice to her, and she wants to be like her when she grows up. If asked about the grugach doll, she got one from a “scary halfling lady” (Milfy).

ENCOUNTER FOUR: “HOUSES OF DEATH”

The Fifth District has investigated each of the victim’s houses, though not with a fine-toothed comb.

Hladgrun’s Home

This is the home of the dwarves who were murdered. The house is 40 feet by 50 feet and consists of three rooms: a bedroom, a kitchen and a living room. There is a small 10-foot by 10 foot out house beside the home.

This home is, by far, the bloodiest that the heroes see. It was quite hard for Milfy to murder the dwarves because of their great constitution. Blood is caked in the master bed and all over the floor where the bodies eventually lay, leaving an imprint of their bodies for all to see. There is also the imprint of the doll beside them.

Nothing else of import is in this home.

Aramaia’s Home

This is a very beautiful and large home very close to the elven district. The home is a whopping 75 feet by 75 feet, with several rooms, including a master bedroom, two smaller bedrooms (one for Aramaia, one for Hladgrun), servants’ quarters (for Byrta), a bathroom, kitchen and living room.

The murder scene is a large bedroom upstairs with an extravagant bed and set up. Byrta must unlock the door before they enter. The sheets have already been

replaced and floor thoroughly washed. The doll has been burned before the authorities could have investigated it. No clues remain of the murder here.

See **Encounter Three** for more details on the home.

Byrta is very apprehensive of allowing people inside after the murder, as Aramaia does not know that her parents are dead.

Finyra’s Home

The inhabitants continue to live in here, despite the murder. The aunt believes it necessary for the children’s growth, though secretly she just loves the house and does not want it to “go to waste”.

See **Encounter Three** for more details on the home.

Under no circumstances does Felgana want the PCs inside the house.

Should the PCs sneak inside the house (without Felgana knowing), they find a room with many dolls inside of it (Finyra’s room), as well as wooden swords and play bows. Investigating the dolls, they also find that all of the dolls have Seraphina’s mark on them: a heart on each of the soles of their feet.

Felgana, the aunt, is currently living in the parents’ bedroom. Apparently, she has no qualms living in the room of the murder, and has made it her room easily. No evidence is inside this room at all.

Bibiana’s Home

Bibiana’s foster parents’ home is a bit on the cozy side, a nice 60 by 60 feet of living space. There are two bedrooms: the master bedroom and Bibiana’s own room, both connected by a door. There is also a kitchen and a bath.

Not much remains here of the murder, except for the dried blood and a boot imprints of the doll, as well as one of Milfy’s hired goons who remains hidden in the closet.

The boot imprint has no heart, indicating that this is not one of Seraphina’s dolls.

APL 2 (EL 5)

🗡️ **Assassin**; hp 22; See Appendix 1.

APL 4 (EL 7)

🗡️ **Assassin**; hp 30; See Appendix 1.

APL 6 (EL 9)

🗡️ **Assassin**; hp 38; See Appendix 1.

Tactics: The assassin is hiding in the closet of the master bedroom when the PCs arrive. His tactics depend on the number of the PCs entering the bedroom. If the number is small (one or two) he will attempt to use his *wand of*

charm person to eliminate the number of threats to himself. He will then try gain the aid of any charmed PCs in subduing any non-charmed PCs. Should a larger number of PCs enter the room, he will attack immediately trying to gain surprise for a sneak attack, preferably attacking from the cover of the closet doorway. If there are a large number of foes in the hall, he will use his elemental gem to block access to the room. At APL 6, the rogue will use his spring attack feat to move into the room, attack, and then retreat into the closet.

Treasure: Should the PCs defeat the fanatic assassin they may claim any of his gear that he has not used.

APL 2: L: 27 gp; M: *wand of charm person* – 63 gp, *elixir of fire breath* – 92 gp.

APL 4: L: 1 gp; M: *wand of charm person* – 63 gp, *elixir of fire breath* – 92 gp, *+1 rapier* – 194 gp, *elemental gem [earth]* – 188 gp.

APL 6: L: 1 gp; M: *wand of charm person* – 63 gp, *elixir of fire breath* – 92 gp, *+2 rapier* – 694 gp, *elemental gem [earth]* – 188 gp.

Questioning the Attacker

- ☛ He works for Milfy, a halfling doll maker.
- ☛ The name he gives is Trudor.
- ☛ He was to lie in wait for someone to come, as his mistress knew that someone was on to her.
- ☛ What connection she has with Seraphina is unknown to him.

Belicia's Home

For a large family, Belicia's house is rather small. The whole house is only 40 feet by 40 feet, with two bedrooms and a kitchen. A small outhouse is out back. A queen size bed and a smaller bed are in the master bedroom, and three beds are in the smaller.

This house has yet to be cleaned out. There is still a lot of blood on the floor and the bed sheets of the master bed. The doll has been taken. However, with a **Search** check (DC 15), the heroes can find a tiny bloodied axe hiding underneath the bed. They can also find little tracks (doll's tracks) running from the master bed to the smaller bed, and then back. The doll ran off to hide the axe, then back to the master bed.

The boot imprints have no heart on its soles, indicating that this is not one of Seraphina's dolls.

Xanadros' Home

Xanadros' home is right next to a warehouse on Tannery Row. The owner of that warehouse owned the home, and now that the inhabitants are dead, it is being used as a storage facility. Everything that Xanadros did not take with him to the Sacred Home has been destroyed.

If the heroes feel the need to speak with the owner, **Ches Dreyfuss** (male human exp3), they may request an audience with him.

Here are the things that Ches knows:

- ☛ Xanadros' father, Vidan, worked in the warehouse.
- ☛ A strange figure was visiting him as he worked late. Ches could not tell what it was, except that it was small and had a feminine voice.
- ☛ "I have something for Xanadros," she said, and proceeded to give him a package.
- ☛ She ran off soon after that.

Before Seraphina left, she gave Ches a journal to give to Xanadros to help him feel better. Xanadros still has that journal.

Lilyen's Home

Lilyen's home was the first home to be hit by this disaster, and it was also the "test" home. However, it is not in Highfolk, but out a half day's away in the Vale.

It is a modest barn setting, with a small house (40 by 40 feet) and a larger barn with an animal pen. Lilyen's uncle has sold all the animals, and he will be in the process of refurbishing it once the war has simmered down. Until then, it remains abandoned and unused. All of the evidence in the case has been stripped clean by the uncle and the Fifth District.

ENCOUNTER FIVE: DESPERATELY SEEKING SERAPHINA

Gilly the Great, the other owner of the shop, is not there until the heroes have seeked out at least five other areas.

Should the heroes attempt to break in to the shop, Gilly has great security devices hooked up (ie magical traps) that turn naughty thieves different colors or do small amounts of damage (d4).

Whatever happens, the heroes are not allowed entry until they visit five destinations.

Gilly the Great

"Sweet sweet candy, oh how I love you so," you hear someone's raspy voice say from behind a door. Following some directions, you have found yourself in the Merchant's district of Highfolk, just before a sign labeled "Gilly the Great's Great Comeback Candy and Dolls". Small words are etched underneath the sign: "co-owned by Seraphina."

Gilfred G. Gallios, gnome merchant extraordinaire, has teamed up with Seraphina to make their own candy and doll shop. Gilfred (first seen in *Of Elven Make* along with Seraphina) lost his previous shop due to poor sales, but co-owning a store with Seraphina has proven to be a wonderful business venture. Most of the children go for the dolls, but the candy is a wonderful addition.

Gilfred, unfortunately, is not the friendliest of gnomes. While Seraphina is well suited for her job, Gilfred is just plain obnoxious and arrogant. He believes he is the greatest being to ever cross Oerth, and is quite vocal about his beliefs. While Seraphina has been away, poor Gilfred has had such a bad time trying to keep the kids interested in their wares.

When the PCs come around, he is up to his knees in frustration. Sales are down, Seraphina is off on vacation for a long while, and someone or something is haunting him. Namely, Milfy. He is quite unreceptive to the PCs, though can be convinced to talk through some gentle speech.

"What... whaddy want?!" As the door is opened, you find an old crooked gnome stooped over something in his gnarled hands. Crumpled candy wrappers crunch under your feet, which makes the gnome growl under his breath. "Quit wrecking my store!! Whaddy want?!!" Dolls of all shapes and sizes lay crookedly on shelves surrounding the wall, and the smell in the room is a little pungent. No one must have visited this store in a long time.

☛ Who are you?

"Haven't you heard of me?! I'm Gilly the Great, the greatest thing Highfolk has seen in a long long time!! I make everything under the sun: metal things, candy, turkey dinners." He grumbles, "The only thing I can't do is make dolls."

☛ These aren't your dolls?

"No. They're Seraphina's dolls. She.. works for me. Yeah, that's it. Though she might claim that we co-own the store together!"

☛ What's wrong with you?

"What's wrong with ME? What's wrong with YOU?! Why aren't you buying anything?! I haven't had a sale in days!!!" His right eye twitches slightly and his whole body shakes.

☛ Where's Seraphina?

"She went off without me a while ago. Like.. seven or eight days ago. Said she needed a vacation." His big nose scrunches up.

☛ Where did she go?

"Am I s'posed to keep tabs on the woman?! Constable Paxana asked me the same question, and I have no idea why!! Some other halfling chic asked me too. But if you must know, I can.. perhaps.. sell you some information."

Good old Gilfred is hinting that the PCs should buy one of his goods. Feel free to make up any kind of candy or doll that you want. The price for Gilly's information is 50 gp. After one of the PCs buys something:

Gilfred leans in and whispers, "You didn't hear this from me, but Seraphina said she needed a vacation to find her wild side. Seemed that three years ago she found herself lost in the woods and was captured by some grugach. She wanted to find them again and thank them for not killing her, or something weird to that extent. I couldn't stop her or anything. She was due for some vacation anyway."

☛ Have you heard about the murders?

"Murders? Obviously not."

☛ Have you told anyone else about Seraphina?

"Nah. I told Paxana and that halfling that I didn't know where she went." He shrugs. "They didn't buy anything."

☛ Do you live here?

"Both Seraphina and I live here."

Once the heroes have exhausted their questions, Gilfred adds:

"Listen, but I DO have some problems with these dolls. I keep having nightmares and see these damn dolls actually MOVE. With blinding RED EYES. I think... I think they want to KILL me."

This is no nightmare. After her murders each night, Milfy has a little fun with Gilfred and haunts him with possessed dolls.

Seraphina's Room

Seraphina's room is above the shop, a small 20 by 20 feet of one space. A small bed is in the corner of the room with a kitchenette on the opposite corner. There are dolls in various stages of construction everywhere. All of the almost finished ones have the same maker's marks on the soles of their feet: little hearts.

Upon a **Search** check (DC 15), the heroes can find a letter from Seraphina to Milfy that is unfinished (**Player Handout 3**). Seraphina asks Milfy how she is and when she is coming home.

ENCOUNTER SIX: "I'VE GOT YOU NOW!!"

Milfy is hiding up in the The Leaping Deer Inn, in one of the rooms there. If the bartender is asked, he tells the heroes that someone else was here to see the halfling: a young elven man. He came in three minutes ago, and has not left yet. The bartender gives the heroes the room number should they ask for it, as he does not trust *"that wild-eyed halfling."*

In truth, one of Almireal's men (an older much more experience youth) has gone to deal with the menace.

Once the PCs have made it to the room, read the following:

A fierce battle is raging in this room. Battle cries and swords clash together, a man calls for the fiend to stop. But there is no stopping, only more fighting.

Once they open the door:

A young elven man lies on the floor, bleeding from several wounds. Standing over him is a small halfling, whose red eyes flash as they see your presence. Murder is in her strange red eyes. "More against me?! Well, fine then!!! Let's see if you live to see the day!!!"

APL 2 (EL 5)

☛ Milfy: hp 27; See Appendix 1.

APL 4 (EL 7)

☛ Milfy: hp 37; See Appendix 1.

APL 6 (EL 9)

☛ Milfy: hp 50; See Appendix 1.

Tactics: Milfy is a vile little halfling, but she is also a cowardly one. She prefers not to enter combat, instead using her Use Magic Device skill and the numerous wands she has acquired to summon combatants in her stead. She summons, and while the creature fights for her, she will use the *staff of animation* to animate her rope (as per the *animate rope* spell). She also uses the numerous alchemical items at her disposal to make the job easier for her summoned guardians. She does not hesitate to heal herself (at APLs 4 and 6) if she has the

time. She also does not hesitate to attempt flight from her persuers.

Once the battle is over, they have a chance to talk to Fyneth and Milfy (should either be alive).

Fyneth

- ☛ His name is Fyneth, and he is one of the older members of Almireal's gang (129 years old).
- ☛ He and his companions have been after Milfy since her second murder.
- ☛ They found her by following her ethereal aura to the The Leaping Deer. One of the members spotted as she passed by.
- ☛ They kept an eye of her and on the heroes, and concluded from their own ideas that she was guilty.
- ☛ Unfortunately for him, Milfy got the drop on him, rather than the other way around.

Milfy

- ☛ Who are you?
"Milfy."
- ☛ Why did you commit those murders?
"Because it's FUN. And because I hate my stupid little half-sister so very VERY much."
- ☛ Where is Seraphina?
"Away. Long gone." She smiles.
- ☛ Why do you hate her so much?
"I was always better than her with everything I did, except for one thing. Her doll making was far better than mine. So... I decided I wanted a little fun. Possession is my specialty, and I wanted to ruin her reputation a bit by killing her little friends' parents." She shrugs. "Simple, no?"
- ☛ Are you the one giving Gilly the nightmares?
"He's an accomplice of hers, is he not?" The halfling laughs. "He deserves it."

Even captured, Milfy is quite arrogant. She fully believes that she can get out of this if she wants to. Perhaps if she bid her time more, it would happen.

The smart thing to do is to turn Milfy in to the authorities.

Development: Should the PCs capture Milfy prior to encountering the assassin, Paxana encourages the party to continue gathering evidence be fully investigating each of the murder sites.

Treasure: While Milfy has no treasure for the PCs to claim, those who turn her, or her body with proof of her guilt, over to Paxana earn both an influence point

with the Church of Ehlonna and the favor of the Helping Hands of Ehlonna.

CONCLUSION

It is a much easier time to get into Paxana's office now that you have apprehended the criminal. Shortly after your arrival, Paxana led you into her office and sat you down, expecting a full report.

After giving details of your report:

Paxana's face is one of surprise and anguish. "If a fiend like that can exist in Highfolk unnoticed, then there's a lot more we need to be worried about. Thank you, always, for your effort. But I wonder, whatever happened to Seraphina?"

What has happened to Seraphina remains a mystery to be told, but not this day. The sun sets on Highfolk town yet again, but will soon rise to another adventure.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the bonus experience award. Award the total value (objectives plus roleplaying) to each character. Different characters can receive different bonus awards within the range allowed by the maximum.

Encounter Five

Defeating the "assassin"

APL 2: 150 xp; APL 4: 210 xp; APL 6: 270 xp.

Encounter Six

Defeating Milfy

APL 2: 120 xp; APL 4: 180 xp; APL 6: 240 xp.

Discretionary Roleplaying

APL 2: 90 xp; APL 4: 135 xp; APL 6: 180 xp.

Total Possible Experience

Experience totals

APL 2	360 XP
APL 4	525 XP
APL 6	690 XP

Treasure Summary

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

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

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

L = Looted gear from enemy (calculated at 50% of book price); C = Coin, Gems, Jewelry, and other valuables (calculated at 100% of value); M = Magic Items (calculated at 50% of book price).

Encounter Four

Taking the assassin's gear

APL 2: L: 27 gp; M: *wand of charm person* – 63 gp, *elixir of fire breath* – 92 gp.

APL 4: L: 1 gp; M: *wand of charm person* – 63 gp, *elixir of fire breath* – 92 gp, *+1 rapier* – 194 gp, *elemental gem [earth]* – 188 gp.

APL 6: L: 1 gp; M: *wand of charm person* – 63 gp, *elixir of fire breath* – 92 gp, *+2 rapier* – 694 gp, *elemental gem [earth]* – 188 gp.

Encounter Six

Milfy's gear

APL 2: L: 145; M: *Wand of summon nature's ally I* – 56 gp, *Heward's handy haversack* – 1500 gp, *staff of animation* (4 charges) – 1808 gp.

APL 4: L: 859.5; M: *Heward's handy haversack* – 1500 gp, *+1 leather armor* – 993 gp, *staff of animation* (4 charges) – 1808 gp, *wand of cure light wounds* (5 charges, CL 1) – 56 gp, *wand of summon nature's ally I* (5 charges, CL 3) – 56 gp, *wand of summon nature's ally II* (5 charges, CL 3) – 337 gp.

APL 6: L: 1713 gp; M: *Heward's handy haversack* – 1500 gp, *+1 leather armor* – 993 gp, *staff of animation* (4 charges) – 1808 gp, *wand of cure light wounds* (10 charges, CL 1) – 112.5 gp, *wand of summon nature's ally I* (5 charges, CL 3) – 56 gp, *wand of summon nature's ally II* (5 charges, CL 3) – 337 gp, *wand of summon nature's ally III* (10 charges, CL 5) – 1687.5 gp.

Total Possible Treasure

APL 2: 400 gp

APL 4: 600 gp

APL 6: 800 gp

Special

☛ Influence Point with the Church of Ehlonna

☛ **Favor of the Helping Hands of Ehlonna:** For your efforts to clear the name of the wrongly accused Seraphina and bring the true murderer to justice, you have earned the attention of those who watch over the orphaned children. This favor may be redeemed following any Highfolk regional module to give the PC one time access to training that will unlock mastery over the spells *conviction* and *divine protection* (from the Miniatures Handbook). If the PC chooses to not take advantage of this, they may instead be granted one time adventure access (when the favor is spent) to purchase one vial of *Keoghtom's ointment*.

ITEMS FOR THE ADVENTURE RECORD

ITEM ACCESS

APL 2:

Elixir of fire breath (Adventure, DMG)

Wand of charm person (Adventure, DMG)

Sparkstone (Adventure, A&EG)

Wand of summon nature's ally I (Adventure, CL 3, DMG)

Heward's handy haversack

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

Elemental gem (earth) (Adventure, DMG)

Wand of summon nature's ally II (Adventure, CL 3, DMG)

Wand of cure light wounds (Adventure, CL 1, DMG)

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

+2 rapier

Wand of summon nature's ally III (Adventure, CL 5, DMG)

PLAYER HANDOUT ONE

Thank you for taking this mission for us. It is very important that we find out who did such a thing to our wonderful Seraphina.

Every one of these children has a thing in common. They were all great friends with Seraphina. A very popular grugach doll from three years ago was found at the scene of each of these crimes.

Compiled is the list of children who visited Seraphina often, where they lived and where they are staying now.

Seven nights ago: Lilyen Fairstrike, resident of a farm house a half day's journey to Highfolk. She is currently staying with her uncle and cousin Mervin in the vesve's Tankard.

Six nights ago: Hladgrun's parents, Gurda and Manyrg, were killed. They are dwarves who just moved to Highfolk a few years ago, and live in the poor district of town. Hladgrun is currently staying with her playmate, Aramaia.

Five nights ago: Finyra's parents, Roselyn and Quintath, were murdered. She is a half-elf, who lives in the elven district. Her aunt, Felgana, is taking care of the family in the same house. She has two brothers.

Four nights ago: Bibiana's foster parents, Aurelia and Elwood, were murdered across the street from Gilly the Great and Seraphina's shop. They are halflings as well. Bibiana can be found in the Sacred Home of the Forest Mistress.

Three nights ago: Belicia's parents, Selani and Jacadian, were murdered. They are human, and are survived by two sons and two other daughters. Their home is in the merchant district. All can be found in the Sacred Home of the Forest Mistress.

Two nights ago: Xanadros' parents, Lirenzia and Vidan, were murdered in the temple district. They are also human. Xanadros can be found in the Sacred Home of the Forest Mistress. He may have information crucial to this case.

Last night: Aramaia's parents, Selynnis and Elinel, were murdered on the edge of the Elven district. She remains in the home with Hladgrun and a servant, Byrtul.

HANDOUT TWO: “MY LITTLE BOOK TO XANADROS”

Dearest Xan,

You have a smile that can light up a room. You have a heart that can give the greatest of love. If you don't show that light, if you don't reveal that love, you'll never know what good you can give to people.

Your sister is very proud of you. I say “is” because I KNOW she is. She's smiling up from the sky. She smiles when you smile and laughs when you do. I just know it. If you smile, she'll be ever the happier.

Some people need to be loved and cared for. I have a half-sister named Milfy. She's so grumpy. The last time I saw her, she came to the Harvest festival and bought a few dolls from me. Remember my grugach dolls that everyone wanted? She got a few of those. I thought they would make her happy, and it did. She left with a big smile on her face. It made me feel so good!

When you smile, others smile too! But remember, dear, I will always be there for you.

Love,

Seraphina

HANDOUT THREE

Dear Milfy,

It's been so long since I last saw you! I heard you were in Highfolk again, that you were staying in the The Leaping Deer, but unfortunately I cannot make it to visit you. I'm on a special mission to the Verve to find myself. Let's hope all goes well!

If you see my darlings that I mentioned to you, give them a hug for me!

Much love,

Seraphina

DM HANDOUT 1: CHILDREN'S PERSONALITIES AND BACKGROUNDS

Hladgrun

Race: Dwarven

Age: Seventeen years old

Hladgrun is an only child who moved to Highfolk some years ago with her Mom and dad. Hladgrun either doesn't know why her family moved there. Despite the fact that they now live in a town settled almost exclusively by other races, Hladgrun's parents both insist on living in accordance with dwarven traditions as much as

they possibly can. They love their daughter a lot, but they're also very strict with her, and force religious teachings and observances and lectures about morality on her. Hladgrun wants to have friends in this new town and most of the kids around her seem friendly, but she doesn't know how to interact with them at all. This all changed after she met Seraphina, who felt sorry for the lonely little girl and gave her one of her prettiest dolls. Hladgrun became the envy of all the girls her age and was frequently invited to join play sessions, where she eventually made friends and learned how to get along with other kids.

Hladgrun is a bit quiet and introverted, but devoted to her friends once she's made them. Her parents have ingrained her with a sense of morality far far deeper than she really understands, but she usually obeys what she's been taught regardless. She practically worships Seraphina for the change her generosity wrought in her life and hangs around her shop chatting, browsing, and helping out when she can. She's devastated and bewildered now by the murder of her parents; she cries often and feels as though she just can't stand it anymore. If she's aware that Seraphina is the prime suspect, she's that much more torn and anguished by the knowledge; she just can't comprehend that her idol would do something so terrible, something so clearly against the law. If she's proven guilty Hladgrun believes she should be punished because of her parents' teachings, but inwardly she truly doesn't want anything bad to happen to Seraphina and wants her to be innocent. After losing her parents, she doesn't want Seraphina to be taken away from her too.

Finyra

Race: Half-elven

Age: Twenty years old

Siblings: two brothers, Aien and Elrei

Finyra's a wild li'l thing – despite the features that tell of her elven heritage, you wouldn't know it at all from the way she acts. Clearly her human side carried the day when it came to personality genes. Finyra's mom is human while her dad is elven – they're almost polar opposites and were attracted to each other for that reason. They're one of the lucky couples able to reconcile such stark differences and make their marriage work – they're tolerant of each other's differences and can usually work out disagreements in point of view without resorting to fighting. So far they've been married for about eleven years (yes, Finyra's older than that) and have a couple of boys in addition to their daughter. Finyra's dad wants lots of children; he dotes on them terribly and is just the world's bestest dad. On a sadder note, this is partly because he realizes that his wife will grow old and die before his eyes, and all he'll have left is the children they had together.

Finyra has more than one dolls made by Seraphina, given to her by her dad in an effort to teach his daughter the value of art and beauty. Normally she doesn't care about anything feminine and plays with boys most of the time, but she wants her dad to be happy with her and so she makes an effort sometimes to play with the dolls. Mostly she plays soldier with them or reenacts games she played with the boys. Once when prompted by her father to tell Seraphina what nice dolls she made, Finyra told her that they were the darned best footmen in all the Second Regiment and the colonel was very proud of them. Dad was mortified, but Seraphina found this very amusing and invited Finyra over to watch while she worked on grugach dolls. Her father encourages these visits for the same reason he got her the dolls, and her mom's just glad for a break from her megahyper daughter.

Finyra is stunned by her parents' deaths and doesn't truly understand that they're dead – while she plays war games and such all the time, the word "dead" never meant more than being out of the game for a while. She thinks her parents are just going away for awhile and will be back soon, but she also knows that something far worse is wrong because of the way all the adults are acting. The fact that Seraphina is the prime suspect right now means little to her since she doesn't understand what happened.

Bibiana

Race: Halfling

Age: 12 years old

Bibiana's beginnings are rather unhappy – her father died when she was five and her mother deserted her as a baby, so early in life she was forced to shift for herself. Most often this involved learning how to take advantage of people's kindness to beg for food and money, stealing whenever she felt she could get away with it. She tried to steal some of Seraphina's dolls once when she was nine, but she ended up getting caught red-handed by Seraphina herself. To Bibiana's surprise, Seraphina didn't seem angry in the slightest, and instead gave her tea and cookies and talked to her for hours. This cemented Bibiana's opinion of her as a bona fide nutcase – but at the time it only mattered to her because she thought Seraphina might let her go. The dollmaker did, and a few days later Bibiana was approached by a childless halfling couple who took her in and adopted her. Now, Bibiana can't prove anything, but she has some suspicions as to how the couple found out about her and why they chose to adopt her. She still thinks Seraphina's a loon, but she has a lot of grudging respect for her and regularly hangs around her to chat. She has a very bored "I'm too old for this kid stuff" demeanor, but she really does like Seraphina or she wouldn't bother coming over.

Despite Bibiana's scoffing that she's too old for everything, her adopted parents have bought her several of Seraphina's dolls and she takes very good care of them. She doesn't play with them often for fear of breaking them, but she treasures them very highly even though she won't admit it. She was a little slow to come around to her foster parents when they first adopted her, but firm, loving kindness got to her in the end and she warmed up to them in time. She came to think of them as her parents and now that they've been murdered, she's angry and vengeful. More than likely she knows that Seraphina's been accused of the crime (she has a knack for eavesdropping), and she firmly believes that she's innocent of the crime. She's vocal in her belief that Seraphina might be crazy but she's definitely not a murderer; Bibiana insists she can smell someone who could kill a person from miles off. If the PCs give any indication that they're looking for Seraphina or want to clear her name, Bibiana will do her absolute best to persuade them to let her join and may even shadow them if they refuse.

She always carries a dagger and is proficient in its use.

Belicia

Race: Human

Age: Five years old

Siblings: two sisters, Eilena and Kirsi, two brothers, Brandol and Radner

Belicia's an absolute sweetheart – she's always cheerful and happy to see everyone. She already knows what she's going to be when she grows up and loves to tell everyone all about it: she's going to be a dollmaker just like Seraphina! Seraphina's always nice to everyone and she makes the most beautiful dolls and everyone loves her! Belicia's mom is usually embarrassed by her forthrightness with people, but her dad always laughs and thinks his little girl's energy and conviction is great. Belicia met Seraphina at the Brewfest festival one time and fell in love with her dolls; her mom and dad had to buy her one just so they could tear her away from the stand. After that Belicia would always call out to Seraphina whenever she saw her and chatter endlessly, and Seraphina began inviting her over sometimes to play with dolls. Belicia's mom and dad have five children together and work a lot to support them, so these playdates are a welcome break for the two, especially if some or all of the kids tag along.

Belicia is charming and chatters a mile a minute, which can sometimes make her a little hard to understand due to her young age. She's never shy around anyone and likes to sing just about any song she hears, sometimes making up one of her own out of nonsense words. She refuses to play with or even look at any doll but one of Seraphina's. After her parents' death, an older sibling has explained to her that her parents have gone to a wonderful place now, but they won't be able to come back and see her ever again. Belicia is very very sad and looks as though she's going to burst into tears any minute, and will start to cry on any provocation. Currently she and all the children are living at the Sacred Home of the Forest Mistress.

Xanadros

Race: Human

Age: Ten years old

Xanadros carries himself with a graveness so far beyond his years that it sometimes borders on comical. His somber nature can be partly attributed to the sad fate of his younger sister, Alisanda, who died several years ago at the age of five. Xan and Alisanda were practically inseparable while she was alive, and her sudden death at so young an age changed him drastically. Before the loss of his sister Xanadros was an obedient, outgoing and largely happy child, but overnight he became apathetic and withdrawn from everything and everyone around him. His parents did their best to comfort their son, but they were grief-stricken themselves and it was hard for them to help very much when they were suffering as well.

Time has done some to ease the wounds though he'll never be the same again; Xanadros has been able to make

and play with other friends, and can usually function normally. He spends many of his mornings at the Sacred Home of the Forestmistress with a priest who teaches him about religion, and regularly visits Seraphina, whom he met through his sister. Alisanda owned several of Seraphina's dolls, and after her death Xanadros came to buy one to leave at her grave, hoping it would comfort her in the afterlife. Seraphina was able to coax him to talk about how he felt a little, and some months later they struck up a friendship after Xanadros helped her carry some things home from the market. Recently he's decided he wants to become a toymaker when he grows up, partly from his sister's memory, partly from admiration of Seraphina, and partly because he likes creating things from nothing. So far he's made two things: a little wooden box carved with a crude flower, and a miniature wooden halfling for Seraphina.

Xan bought the ill-fated doll from Milfy to leave by his sister's grave, as the first doll has been damaged badly by weather over the years. But before Xanadros had a chance to do so, Milfy killed his parents. Xan has lapsed back to being much like he was four years ago and keeps to himself without speaking, ignoring almost everything else. If pushed too far, he'll become violently angry and attack whomever did so though without intent or ability to kill. He carries no weapons and is proficient in none, but may throw nearby objects if he can reach them. If treated gently and motherly (female PCs will likely have better luck), Xan may speak a little and answer one or two brief questions, then lapse back into silence. Xanadros is currently staying at the Sacred Home.

Aramaia

Race: Elven

Age: Sixty years old

Aramaia's mother and father own a store in Highfolk, making them fairly well-to-do by the standards of the community. Thus their daughter is used to some degree of finery in her life and will say so whenever something fails to meet her standards. She can come off as inexcusably rude though she doesn't mean to; she's never arrogant or malicious, she just hasn't been taught that it's impolite. Aramaia's father is often busy with the store and her mother is fond of society, so Aramaia is usually left in the care of a few indulgent servants. Luckily, Aramaia is only moderately spoiled by such treatment; she inherited a kind disposition and is unstinting when it comes to sharing things. But she's learned that asking for something will usually get it, and will sometimes make frivolous and/or monumental requests as though they're nothing. If turned down, Aramaia will usually accept it well unless she's tired or cranky, in which case she'll burst into tears and wail.

Aramaia met Seraphina when one of the servant's children asked her to come home with her for a minute to see whether or not a doll of hers could be repaired. They (Aramaia and Seraphina) talked for a little while, and Aramaia later asked the servants to take her to visit Seraphina's shop. Aramaia returns there frequently to visit her and asks for dolls each time, and the servants buy as many as they think their employers will let them get away with. She has quite a collection by now. Sometimes Aramaia will buy or give dolls and toy to children who couldn't afford them otherwise.

Aramaia is naive and knows very little beyond what the sheltered experiences of her life have taught her. If someone says something she doesn't understand, she will ignore it unless the speaker has her undivided attention or makes a point of interesting her in the subject. She hasn't been told about her parents' death; one of the servants discovered them when she went to rouse them in the morning, and since then they have kept Aramaia in the house at all times. Aramaia has been told that her parents are gone on a trip to Ratic and will be back soon, so any attempt by the PCs that indicates or says otherwise will be ignored unless they adamantly pursue the subject. If convinced of the truth, Aramaia will burst into tears and rush downstairs to the nearest servant, who will angrily order the PCs to leave and never come back. If they refuse or become hostile, one of the servants will leave to summon the authorities.

If the PCs ask Aramaia to give them anything, Aramaia may grant it if she understands what the PCs are asking for; if she doesn't know, she'll ignore the request and any repetitions of it. If the PCs ask for something she likes a lot (any of her favorite dolls or toys from Seraphina, for one) or too much money, she'll become possessive and insist that it's hers, they can't have it. If the PCs coax, force or deceive her into promising anything too extreme, the servants will refuse to carry out her bidding and ask the PCs to leave. Refusal or hostile action will result in one of the servants leaving to fetch the authorities.

Lilyen Fairstrike

Race: Human

Age: Four years old

Lilyen is at that adorable age where she's just lost her two front teeth, so she has the cutest smile and lisp when she talk. She has a very charming, straightforward manner with everyone that stems from her innocence and general trust in people. Like many children her age, she's very curious and energetic, and often asks questions about everything and seems inexhaustible to many of the poor adults around her. Lilyen usually minds well, but

sometimes curiosity and temptation get the best of her even after she's been told no. She loves animals of all kinds -- pets, the farm animals her parents keep, and a number of things that aren't quite so tame -- and many of her toys reflect this. She's also fond of sweets, which her parents don't often let her have.

Lilyen lives just across the street from Seraphina and has known the dollmaker for all of her short life. Seraphina is like a favorite aunt or grandmother to the little girl; she babysits for her, takes her places and invites her over to play regularly. In recent months this has been a great help to Lilyen's mother, who is pregnant and having a difficult time of it thus far. Her sister-in-law, Mervin's mother, has been stopping by several times a week to assist her with house chores and make sure she's taking care of herself. Lilyen's father is a nice guy, but he has all the duplicity of a rock and thus doesn't usually catch on if someone's not telling him the whole truth. His wife doesn't mean to deceive him, but her quiet and humble nature leads her to keep her troubles to herself, even when she needs help.

Lilyen's uncle (Mervin's father) was once an adventurer in the days of his youth, and he's full of tales both real and imagined about his exploits. The fictional ones he tells to tease children are way too fanciful and farfetched to be believable, but with a glint in his eyes he solemnly assures his listeners that everything is equally true. Lilyen loves to hear his stories, and it was from these that she got the idea to hire some adventurers to clear Seraphina's name. Melvin's father's stories are all sanitized for the benefit of his young audience, so Lilyen believes that adventurers are honorable and strive to uphold justice. Thus, her simple speech in the tavern. She knows all about how it's done -- putting up the advertisement, meeting with them and explaining the mission, and rewarding them for their brave deeds. She's nobly prepared to give them every bit of money she had saved up to buy a necklace she wanted -- ten copper pieces.

ITEMS

☛ **Staff of Animation:** This staff is about two feet long, and appears to be a simple length of stone when unattended. Once grasped, the staff animates, wrapping a bit of its length around the wielders' hand. This staff inflicts one negative level upon its wielder if he is not of evil alignment. This negative level remains in effect and cannot be removed as long as the staff is wielded.

animate object (2 charges)

animate rope (1 charge)

animate dead (2 charges)

Strong transmutation and moderate necromancy. CL 13. Prerequisites: Craft Staff, *animate object*, *animate dead*, *animate rope*. Market Price: 22,600gp. This item is evil and hence is not listed as possible treasure

☛ **Sparkstone:** These alchemical devices actually resemble fist-sized lumps of hard, gray clay. You can throw a sparkstone as a grenade-like weapon. When a sparkstone hits a target, it releases a short, violent arc of electricity. A direct hit by a sparkstone on a touch attack deals 1d6 points of electricity damage. If there is another creature within 5 feet of the target, the electricity arcs to that creature, dealing half of the initial damage. The sparkstone only creates one secondary arc, so if more than one creature is within 5 feet of the target, roll randomly to see which creature is affected. If no creatures are within 5 feet of the target, the sparkstone causes no secondary effect. A sparkstone has a range increment of 10 feet. Frequency: Adventure. Market Price: 50gp. Originally appeared in Arms and Equipment Guide, pg 33.

APPENDIX 1 – NPCS

Encounter Three

ALL APLS

🗡️ **Bibiana, female halfling Rogr:** Medium-size Humanoid (2 ft. 4 in. tall); HD 1d6+1; hp 7; Init +4 (Dex); Spd 20 ft.; AC 15 (+4 Dex, +1 size); Atks +1 melee (1d3, dagger); SA Rog sneak attack +1d6; SQ Trap finding +1; AL N; SV Fort +2, Ref +7, Will +1.

Str 10, Dex 18, Con 12, Int 14, Wis 10, Cha 10.

Skills: Disable Device +6, Forgery +6, Hide +12, Intimidate +4, Listen +6, Move Silently +10, Search +6, Sleight of Hand +8, Spot +4, Tumble +8; **Feats:** Run.

Equipment: Dagger.

Encounter Four

APL 2 (EL5)

🗡️ **Assassin, male human Rog5:** Medium humanoid (5 ft. tall); HD 5d6; hp 22; Init +4; Spd 30; AC 16 (touch 14, flat-footed 12); BA/G +3/+4; Atk +8 melee (1d6+1, masterwork rapier); SA sneak attack +3d6; SQ Evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +1, Ref +8, Will +1.

Str 12, Dex 19, Con 10, Int 12, Wis 10, Cha 8.

Skills: Escape Artist +12, Hide +12, Listen +8, Move Silently +12, Search +8, Spot +8, Tumble +12, Use Magic Device +7. **Feats:** Combat reflexes, Dodge, Weapon finesse.

Equipment: Leather armor, masterwork rapier, *wand of charm person*, *elixir of fire breath*.

Personality Traits: Fanatical, insane.

APL 4 (EL7)

🗡️ **Assassin, male human Rog7:** Medium humanoid (5 ft. tall); HD 7d6; hp 30; Init +4; Spd 30; AC 16 (touch 14, flat-footed 12); BA/G +5/+6; Atk +10 melee (1d6+2, +1 rapier); SA sneak attack +4d6; SQ Evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +2, Ref +9, Will +2.

Str 12, Dex 19, Con 10, Int 12, Wis 10, Cha 8.

Skills: Escape Artist +14, Hide +14, Listen +10, Move Silently +14, Search +10, Spot +10, Tumble +14, Use Magic Device +9. **Feats:** Combat reflexes, Dodge, Mobility, Weapon finesse.

Equipment: Leather armor, +1 rapier, *wand of charm person*, *elixir of fire breath*, *elemental gem (earth)*.

Personality Traits: Fanatical, insane.

APL 6 (EL9)

🗡️ **Assassin, male human Rog9:** Medium humanoid (5 ft. tall); HD 9d6; hp 38; Init +5; Spd 30; AC 17 (touch 15, flat-footed 12); BA/G +6/+7; Atk +12 melee (1d6+3, +2 rapier); Full Att +12/+7 melee (1d6+3, +2 rapier); SA sneak attack +5d6; SQ Evasion, uncanny dodge (Dex bonus to AC), improved uncanny dodge (can't be flanked); AL NE; SV Fort +3, Ref +11, Will +3.

Str 12, Dex 20, Con 10, Int 12, Wis 10, Cha 8.

Skills: Escape Artist +16, Hide +17, Listen +12, Move Silently +17, Search +12, Spot +12, Tumble +17, Use Magic Device +11. **Feats:** Combat reflexes, Dodge, Mobility, Spring Attack, Weapon finesse.

Equipment: Leather armor, +2 rapier, *wand of charm person*, *elixir of fire breath*, *elemental gem (earth)*.

Personality Traits: Fanatical, insane.

Encounter Six

APL 2 (EL 4)

🗡️ **Milfy:** female lightfoot halfling Exp5; CR 4; Small Humanoid (halfling); HD 5d6+5; hp 27; Init +2; Spd 20 ft.; AC 15 (touch 13, flat-footed 13); BA/G +3/-2; Atk +3 melee (1d3-1/19-20x2, dagger); or +5 ranged (1d3-1/19-20x2, dagger); or +5 ranged (1d3-1, sling); Full Atk +3 melee (1d3-1/19-20x2, dagger); or +5 ranged (1d3-1/19-20x2, dagger); or +5 ranged (1d3-1, sling); AL CE; SV Fort +3, Ref +4, Will +4; Str 8, Dex 14, Con 12, Int 17, Wis 8, Cha 16.

Skills and Feats: Appraise +11, Bluff +11, Profession(dollmaker) +14, Disguise +13, Intimidate +13, Knowledge(arcana) +13, Sense Motive +7, Spellcraft +13, Use Magic Device +13. Magical Aptitude, Skill Focus(Profession[dollmaker]).

Possessions: alchemist's fire x5, dagger x2, *Heward's handy haversack*, leather armor, rope (50ft), sling (10 bullets), sparkstone, *staff of animation* (4 charges), tanglefoot bag x2, *wand of summon nature's ally I* (5 charges, CL 3).

APL 4 (EL 6)

🗡️ **Milfy:** female lightfoot halfling Exp7; CR 6; Small Humanoid (halfling); HD 7d6+7; hp 37; Init +2; Spd 20 ft.; AC 16 (touch 13, flat-footed 14); BA/G +5/+0; Atk +6 melee (1d3-1/19-20x2, mw dagger); or +9 ranged (1d3-1/19-20x2, mw dagger); or +8 ranged (1d3-1, sling); Full Atk +6 melee (1d3-1/19-20x2, mw dagger); or +9 ranged (1d3-1/19-20x2, mw dagger); or +8 ranged (1d3-1, sling); AL CE; SV Fort +4, Ref +5, Will +5; Str 8, Dex 14, Con 12, Int 17, Wis 8, Cha 16.

Skills and Feats: Appraise +13, Bluff +13, Profession(dollmaker) +16, Disguise +15, Intimidate +15, Knowledge(arcana) +15, Sense Motive +9, Spellcraft +15, Use Magic Device +18. Magical Aptitude, Skill Focus(Profession[dollmaker]), Skill Focus(Use Magic Device).

Possessions: alchemist's fire x10, masterwork dagger x2, *Heward's handy haversack*, +1 leather armor, rope (50ft), sling (10 bullets), sparkstone x2, *staff of animation* (4 charges), tanglefoot bag x4, *wand of cure light wounds* (5 charges, CL 1), *wand of summon nature's ally I* (5 charges, CL 3), *wand of summon nature's ally II* (5 charges, CL 3).

SQ: *Elven Traits (Ex)*—Sleep immunity, +2 save vs. Enchantment, low-light vision, proficient: longsword or rapier, proficient: longbows and shortbows.
Ranger Spells Prepared: 1st—*entangle*, *longstrider*.

APL 6 (EL 8)

☛ **Milfy:** female lightfoot halfling Exp9; CR 8; Small Humanoid (halfling); HD 9d6+9+3; hp 50; Init +2; Spd 20 ft.; AC 16 (touch 13, flat-footed 14); BA/G +6/+1; Atk +7 melee (1d3-1/19-20x2, mw dagger); or +10 ranged (1d3-1/19-20x2, mw dagger); or +9 ranged (1d3-1, sling); Full Atk +7/+2 melee (1d3-1/19-20x2, mw dagger); or +10/+5 ranged (1d3-1/19-20x2, mw dagger); or +9/+4 ranged (1d3-1, sling); AL CE; SV Fort +4, Ref +5, Will +6; Str 8, Dex 14, Con 12, Int 18, Wis 8, Cha 16.

Skills and Feats: Appraise +15, Bluff +15, Profession(dollmaker) +18, Disguise +17, Intimidate +17, Knowledge(arcana) +17, Sense Motive +11, Spellcraft +17, Use Magic Device +20. Magical Aptitude, Skill Focus(Profession[dollmaker]), Skill Focus(Use Magic Device), Toughness.

Possessions: alchemist's fire x15, masterwork dagger x4, *Heward's handy haversack*, +1 leather armor, rope (50ft), sling (10 bullets), sparkstone x6, *staff of animation* (4 charges), tanglefoot bag x8, *wand of cure light wounds* (10 charges, CL 1), *wand of summon nature's ally I* (5 charges, CL 3), *wand of summon nature's ally II* (5 charges, CL 3), *wand of summon nature's ally III* (10 charges, CL 5).

☛ **Fyneth, male elf Rgr6:** CR 6; Medium-size Humanoid; HD 6d8+12; hp 43 (currently at -5); Init +3 (Dex); Spd 30 ft; AC 17 (touch 12, flat-footed 15); BA/G +6/+8; Atk +10 melee (1d8+3/crit 19-20, +1 *longsword*) or +9 ranged (1d8/crit x3, longbow); Full Att +8/+3 melee (1d8+3/crit 19-20, +1 *longsword*) +8 melee (1d6+3/crit 19-20/x2, +1 *short sword*), or +9/+4 ranged (1d8/crit x3, longbow); SA favored enemies (outsider-chaotic; orc), spells; SQ elven traits; AL N; SV Fort +7, Ref +7, Will +4. Str 14, Dex 14, Con 14, Int 10, Wis 14, Cha 10.

Skills: Hide +9, Move Silently +9, Survival +9. *Feats:* Cleave, Power Attack, Weapon Focus (longsword).

Equipment: +1 *longsword*, +1 *short sword*, longbow, 20 arrows, mithril chain.