

HIG6-07

# The Root of the Problem

## A One-Round D&D LIVING GREYHAWK<sup>®</sup> Highfolk Regional Adventure

Version 1.0

by Richard W. Brown

The dark holds secrets, unknown dangers, and a clue to great treasure. Will you risk all to face Highfolk's most unsavory lot? A Highfolk regional adventure for APLs 2 to 8.

Based on the original DUNGEONS & DRAGONS<sup>®</sup> rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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For questions specific to this document and your region, please e-mail your triad point of contact (POC) at [skerrit@wi.rr.com](mailto:skerrit@wi.rr.com); for LIVING GREYHAWK campaign questions email [rpgahq@wizards.com](mailto:rpgahq@wizards.com).

## RPGA SANCTIONED PLAY

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

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

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

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## PLAYERS READ NO FARTHER

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

## PREPARING FOR PLAY

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

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

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

## LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.

- If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those

| brought by  | CR          | 1 | 2 | 3  | 4  |
|-------------|-------------|---|---|----|----|
| virtue of a | 1/4 and 1/6 | 0 | 0 | 0  | 1  |
| class       | 1/3 and 1/2 | 0 | 0 | 1  | 1  |
| ability     | 1           | 1 | 1 | 2  | 3  |
| (such as    | 2           |   | 2 | 3  | 4  |
| animal      | 3           | 3 | 5 | 6  | 7  |
| companio    | 4           | 4 | 6 | 7  | 8  |
| ns,         | 5           | 5 | 7 | 8  | 9  |
| familiars   | 6           | 6 | 8 | 9  | 10 |
| paladin's   | 7           | 7 | 9 | 10 | 11 |

mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. Animals with different CRs are determined separately using the chart; then, take the highest CR animal (or animals), and add 2 (drop fractions). This result is the effective character level for a mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.

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

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the

experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

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

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

## TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in Highfolk. Characters native to Highfolk pay one Time Unit per round; all others pay two Time Units per round.

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

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

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

## ADVENTURE BACKGROUND

The Blood Owls have a number of agents in the Highfolk region who serve as watchers against evildoings and keep an eye on their interests. Some of their agents have recently discovered new information about a valuable missing item and have been hard at work trying to find this unknown treasure. The only person aware of its location was imprisoned in The Roots, the high-security prison beneath Highfolk. That person tattooed a map on another inmate, and only that map will allow the discovery of the item.

## Adventure Synopsis

A Blood Owl traveling into the town of Highfolk is ambushed and killed while trying to deliver information about a lost map. Unless that information is used quickly to find the map, the magical item it reveals might be lost forever.

- **Encounter 1:** The player characters happen upon a fight late at night in the town of Highfolk. They join the battle with the result of being falsely accused of murder and taken to jail.
- **Encounter 2:** The characters are interrogated and cannot be linked to any crimes.
- **Encounter 3:** In the process of clearing their names, the PCs are asked to perform the dangerous task of locating a lost prisoner in The Roots, Highfolk's maximum security prison.
- **Encounter 4:** As the adventurers delve The Roots, they discover horrors they had likely not thought possible. Their task is to find a map believed to be owned by a prisoner.
- **Encounter 5:** The characters encounter some of the prisoners of The Roots. They are challenged by one of The Roots's resident bullies.
- **Encounter 6:** The characters learn that the man with the map is dead. They meet his young daughter, who reveals that her brother has the map and he was sent to live on a lower level of The Roots.
- **Encounter 7:** The girl leads the prisoners to the lower level. After exploring, they find her brother and fight a pack of formians.
- **Encounter 8:** The group must find its way to the upper level and reach the front gate in time to be released. The characters are asked for a report back at the jail and are asked to follow the map to find out what is concealed there. They may choose to take the assignment or turn it down.
- **Encounter 9 (Extended Play Opportunity):** The party is magically transported to the Cracked Cone in the Yatils, which is shown on the map. There, the group discovers a well-secured cave that appears to be missing its treasure. Strange evidence of a mysterious visitor is also present.

## PREPARATION FOR PLAY

Before you begin play of this scenario, there are several regional certificates and AR notations to check for, as they affect the way certain encounters play out.

- **Legendary Deeds:** At the beginning of this scenario, each player must determine the recognition of his Legendary Deeds. Roll percentile dice for each player and compare it to the total percentage value of all the Legendary Deeds that the player has accumulated for this character. If the percentile roll is greater than the total, a Legendary Deed is not recognized, and nothing happens. If the

roll is less than the percentage total, then randomly choose one of the deeds from the hero's pool. For the entirety of the event, NPCs recognize the hero for the deed he has accomplished, and the benefit listed on the deed may be used. After the scenario, the deed is marked "USED" and the player may keep it, as a keep a record of his deeds, but it is no longer part of his or her pool.

- **The Balance of Scales:** Check if any hero in the party possesses the Dragon Disciple prestige class. Check to see if that hero has Highfolk regional documentation giving him/her access (that is, he possesses levels in the class from another region, or took access exercising the core option). If so, he or she will be the first target of Encounter Nine.
- **Meta-organization Membership:** Check if any players are members of the Blood Owls (remember to make a secret check) or Fifth District metaorgs. This will make a difference when being interrogated in Encounters two and three. This will cause all players to be separated and interrogated individually. The real objective here to meet with the players in the meta-orgs mentioned above. If the player is a blood owl state that they have been given a mission to report back what is going on in the roots. If the player is a member of the Fifth District they should be told this a special assignment and the task of investigating the roots posing as a prisoner is very important to them. Reporting back with all details. These players should not be incarcerated once separated from the group. Treat them as honored guests but preparing them for the mission. They could be used to cull the party into cooperation.

## INTRODUCTION

The players start out in the town of Highfolk. If the players know each other, they are likely to be together. If not, they will discover each other as they respond to the opening scene. Character introductions will take place immediately after the first battle.

*The hour is late as you walk through the streets of Highfolk. The air is cool and a light fog has settled into the wide avenues and narrow alleys of the town. All is quiet except for the usual night sounds—scurrying rats, a stumbling drunk, distant raucous singing rising from a pub. The tones carry strangely in the fog, making distant noises seem as if they are right behind you.*

*Then a familiar sound snaps all of your senses to full alert. It's the scrape of a sword being drawn from a scabbard—then another, and another. A voice cries out—its words are unintelligible, but its panic is unmistakable. Muffled boot steps and unpleasant thumps reach your ears, but from which direction? The fog sends the sounds tumbling down every street and lane.*

## ENCOUNTER ONE: A DARK AND FOGGY NIGHT

If the players proceed toward the struggle, read the following. If not, the adventure is over for them.

*Dashing around a few corners in the fog, you soon discover a lopsided street battle. A group of thugs is assaulting a lone man in traveler's clothes. So far, he's holding his own—but he won't last long. The side of his head is bleeding and he's limping badly on his left side. Two of his attackers have bleeding wounds, but the others seem fresh for the fight.*

*As you try to sort out the situation, one of the thugs—you can now see that they are bugbears—swings wide with his mace and lands it hard on the traveler's ribs. He reels backward, flailing to stay on his feet.*

Allow the fight to play out. The adventurers will not be able to learn anything about the attack from the bugbears. Any attackers who are kept alive for questioning will attempt to escape into the fog. Failing that, a captured thug will end his own life rather than risk giving up any secrets. The traveler has lost half his hit points by the time the characters arrive.

### APL 2 (EL 5)

**Bugbear Footpad:** male bugbear rogue 1, hp 23; See *Appendix 2*.

**Bugbear Assassin:** male bugbear rogue 1/barbarian 1, hp 31; See *Appendix 2*.

**Agent (PC ally):** male rogue 5, 27 (14 current)

### APL 4 (EL 7)

**Bugbear Sneaks (2):** male bugbear barbarian 1; hp 26; See *Appendix 2*.

**Bugbear Assassin:** male bugbear rogue 1/barbarian 1, hp 31; See *Appendix 2*.

**Agent (PC ally):** male rogue 5, 27 (14 current)

### APL 6 (EL 8)

**Bugbear Assassins (4):** male bugbear rogue 1/barbarian 1, hp 31; See *Appendix 2*.

**Agent (PC ally):** male rogue 5, 27 (14 current)

### APL 8 (EL 10)

**Bugbear Assassins (4):** male bugbear rogue 3/barbarian 1; hp 45; See *Appendix 2*.

**Agent (PC ally):** male rogue 5, 27 (14 current)

**Tactics:** The bugbears were hired to kill the agent, grab his belongings, and get out of town without being seen. They are fairly clever and are able to sneak around well in the fog. They are on high alert for townsfolk or militia throughout the entire job. If confronted, they keep half their forces on the agent. The rest engage any meddlers. For APL's 4 and higher the assassin will throw the elemental gem at his first chance to attack the party.

**Development:** The bugbears were hired to find a traveler, kill him, and steal his belongings. They were hired by a strange man in a dark robe, and they were given a detailed description of their target. They know nothing else about their mission. They are extremely unlikely to talk if they are captured; they will try to run away and will take their own lives rather than spill information (of which they have little).

**Treasure:** If the PCs confront and defeat the humanoids, they may claim what little gear the creatures own.

**APL 2:** Loot—100 gp, Magic—elemental gem (earth), dust of tracelessness, unguent of timelessness — 433 gp.

**APL 4:** Loot—50 gp Magic—goggles of minute seeing — 208 gp.

**APL 6:** Loot—25 gp Magic—masterwork greatstar — 30 gp.

**APL 8:** None.

Read the following after the fight has ended.

*As you try to catch your breath, a dozen guards dash into view from all directions. Too late, you hear heavy footfalls, the clink of armor, and grunted commands. Before your group can collect itself, you are surrounded. Your party is vastly outnumbered and all exits are blocked. In the late night darkness and the thick, damp fog, only one thing is clear—you're all going to jail.*

The group is led to the jail and the PCs are put into cells. The women are placed in separate cells from the men, and only two members of the party are placed in a cell together. All weapons and gear are confiscated. The characters are told to change into prison uniforms—drab, baggy pants and shirt. The guards inform the characters that the “proper authorities” will “deal with you in the morning” and the door to the cell block is slammed shut. The group is left in almost total darkness. A single window allows faint, foggy moonlight to penetrate the jail.

## ENCOUNTER TWO: GUILT OR INNOCENCE?

*In the morning, a middle-aged jailer enters with a basket of stale bread and throws a piece at each of you. He is followed by a teenage boy carrying tin cups and a bucket of water. He sets two cups in front of each cell and splashes water into them with a dipper. They leave without saying a word.*

*A short time later, members of the city watch enter and begin to unlock your cells. You are placed in manacles with your hands behind your back. You are told to line up and are then escorted up a flight of stone stairs to a large room. The room is divided across the middle by a half-wall. Iron bars are sunk into the half wall and embedded in the ceiling. Your manacles are removed.*

*After a few minutes, a jailer enters the other side of the room and sits down to question you. He is accompanied by two men who seat themselves near the back wall. One wears clerical robes and the other has the appearance of a wizard.*

The jailer questions the party for standard information—what they were doing, why they were out late, why they killed the traveler and the group of bugbears. He asks repeatedly about murdering the creatures and the traveler, trying to trap the characters into revealing guilt. He nods occasionally to the cleric (who wears the symbol of Pelor) and wizard. The adventurers’ side of the room is enchanted with a permanent *zone of truth* spell to aid in interrogations.

After several hours, the jailer, cleric, and wizard exit. About half an hour later, they return and begin the entire process anew. If the PCs were guilty of murder or assassination, they would have a hard time not slipping up on their story and revealing guilt. They are given no food or water up to this point.

The questioning continues for several more hours, then the threesome departs. (Role-playing this scene should take no more than 15 minutes.) Jailers enter, place the PCs in manacles, and escort them back to their cells. The jailers return carrying buckets of water and tin cups, this time handing a cup to each prisoner and placing a bucket and dipper outside each cell. The prisoners are each handed a chunk of bread (slightly fresher than the morning loaves), a strip of beef jerky, and an apple. Again, the jailers leave without a word. The prisoners are left completely alone until the morning, when the breakfast routine is repeated (this time, the buckets of water are replaced with fresh buckets and the cups are left from the night before).

Half an hour later, the prisoners are escorted to the same room where they spent the previous day. Their manacles are left on. An hour goes by, then a lavishly dressed woman enters the room beyond the bars. She is accompanied by a single aide. The jailers are sent away.

**Notes:** The woman’s name is Magliana, and she is a high-ranking member of the Blood Owls. She has significant clout among the law enforcement officials in Highfolk. Refer to the meta-org section at the beginning of this adventure. Blood Owl members and Fifth District members are treated differently.

*The woman looks each of you up and down. She paces in front of the iron bars, arms folded, studying your faces and your overall appearance. After perhaps ten minutes, she speaks sternly.*

*“We’ve had an entire day and night to check out your stories,” she begins. “We’ve gone through your belongings, dispatched messengers to a few towns. Cast a few spells. Seems that you folks are clean. No warrants, no complaints. Anything you’d like to add?”*

Give the players time to deny or confess to anything they might like to mention. Then the woman continues, carefully studying the characters as she does so.

*"Okay, then. We're not pressing charges. The deaths of the bugbears were . . . unavoidable. We've determined that they killed the human traveler. They . . ." she clears her throat and hesitates, then continues. "The constables feel certain that if the bugbears had not been stopped, they would have gone on to commit further mayhem in Highfolk. So you've all been cleared." At those words, the woman's aide summons a jailer to remove your manacles.*

*The woman continues to study you as the manacles are removed. After the jailer has left, she clears her throat. "One last thing," she says hesitantly. "Did our victim say anything to you before he died? Did he give you anything? Or perhaps did one of you remove something from his body? We won't press charges if you did."*

Give the characters time to respond. The woman is clearly disappointed by their reply. She rephrases the question several times, hoping to learn more about the man who died.

## ENCOUNTER THREE: INNOCENT—WELL, MAYBE NOT

When the woman realizes that the characters can offer no further information, she continues.

*"I should begin by introducing myself. My name is Magliana, and I oversee some special interests here in Highfolk. Normally, I wouldn't involve myself in the death of a traveling man, but this fellow was important. He wasn't a royal or a dignitary or anything like that. He carried information that is essential to the future of the Highfolk region.*

*"Although Highfolk has a solid system of law enforcement, some activities are more successful when performed outside the official legal system. A few people here have organized as a group to keep an eye on covert evils that the average citizen never sees. It's kind of a watch group. When possible, they alert the authorities to make proper arrests and pass judgment. But sometimes, matters need to be handled quietly and delicately."*

*Magliana pauses and studies you once again.*

If any of the characters are familiar with the Blood Owl organization (or are members themselves), they may wish to offer a guess that this is the secret group Magliana is referring to. Role-play a few questions and answers between her and the PCs. Then continue with her story.

*"The traveler who was killed was carrying important information for this group. A number of members have worked for a long time to put that information together. We recovered a single*

*parchment from his body. It bears important clues, but anything else he may have wished to tell us is lost forever. No one knows where the information came from, so it cannot be traced back.*

*"You've committed no crime—at least, not for now. I offer you the chance to help Highfolk by finding the next piece of this puzzle. Are you interested?"*

Allow the players time to ask questions and negotiate. Following are answers to likely questions.

- Where are we going?

*"The parchment indicates that an important contact dwells in The Roots—the underground prison beneath the town of Highfolk."*

- How long will this job take?

*"Prisoners are delivered to The Roots once per day. The Roots are opened once per week to release those who have served their time. If you go tomorrow and find what you seek, you can be released the following week. If your work isn't finished, you'll be stuck for another week, and possibly longer if you miss the next release."*

- Why can't the constables or city watch simply haul this person out?

*"We don't know enough about the contact. We're not even sure if he or she is alive or dead. We're worried that if word spreads through The Roots, the person will be killed before he or she can be found. We need you to enter The Roots posing as prisoners. You've already been arrested. It's a simple thing to put you into jail."*

- What's it like in The Roots?

*"The Roots was established centuries ago. It's a series of natural caverns that runs below Highfolk. There's only one way in and out. It has a few ventilation shafts and two chutes that deliver food twice a week. It's protected by numerous magical barriers that prevent teleportation, planar travel, summoning magic, and a whole lot else that I'm not certain of. The wizard who cast the magic must have been some kind of genius, because as far as we know, no one has ever escaped. I'm told his name was Fili the Blue or something like that."*

- Couldn't we pose as jailers instead?

*"There aren't any jailers in The Roots. People are sent in, and until they are released, it's up to them to survive. My understanding is that The Roots is its own society. I'm beginning to think it's something of an embarrassment in a civilized town such as Highfolk, but we'll address that subject another day."*

- What kind of special gear do we get?

***"We definitely need to outfit you for this mission. You'll need to look like any other prisoner. Therefore, you can keep your clothes, but you'll need to leave behind most of your weapons and gear. Regular prisoners are sent in with the clothes on their backs, their shoes, and a small pack with survival essentials."***

- What's in the survival pack?

***"One sunrod, a waterskin, a small blanket, a metal spoon and cup, and a week's rations. Since you're working for us, we'll allow you to fit any gear into your survival pack that you can. Don't bother with coins for bribes—money's no good down there."***

- What are we looking for?

"Our contact was carrying a single parchment in a tube. It was the only item of interest that was found when his body was examined. We've performed every possible test on the tube and the parchment to detect anything that's hidden. It's just a plain parchment with cryptic clues. I was hoping he carried better information. We've made a copy for you."

Give Player Handout #1 to the players.

**Notes:** The handout is a simplistic riddle designed to safeguard its information from casual observation. Each paragraph translates as follows.

- Paragraph #1: Something is hidden down in The Roots below Highfolk.
- Paragraph #2: A person with a tattoo dwells in The Roots, but he does not know the meaning of the tattoo.
- Paragraph #3: Someone outside of The Roots has seen the tattoo, but does not remember the details. If that person goes back to The Roots, he will never escape.
- Paragraph #4: If someone doesn't act quickly, the map or the hidden item may be lost forever.
- Magliana is also holding the items of value that the bugbears carried. She will relinquish them to the players upon successfully completing her tasks.
- What if we say no?  
***"That's really too bad. A lot of crimes go unsolved in Highfolk, and it would be a shame if evidence was found linking you to something terrible. It could mean a life sentence in The Roots."***

As soon as the characters agree to take the job, Magliana's aide summons two jailers. These jailers seem cleaner and somewhat more intelligent than the others that the PCs have encountered. They carry in all of the PCs' clothes and belongings and place them on the floor in front of the PCs. Everything is in order. The PCs will be able to tell that the packs were searched, but the work was done carefully. Nothing is damaged or missing.

The characters are each given a survival pack. It is a canvas backpack containing a sunrod, a waterskin, a small

blanket, a metal spoon and cup, and a week's rations. They may add any personal items that fit into the pack. The packs are just large enough to hold their contents plus an item the size of a spellbook, with a small amount of space left over. PCs are free to discard standard-issue items if they wish.

The adventurers are also told that to aid their work, they may choose three items to be delivered into The Roots. Because they are posing as prisoners, less conspicuous items are preferable. A chain mail shirt, for example, would be a better choice than a great helm. They are also informed that extradimensional spaces are destroyed when carried into The Roots, so magical items of that sort are best left behind.

When the gear has been sorted, the characters are taken to the jailers' mess hall. They are fed a hearty meal of beef and barley soup, bread, and sweet potato pudding. Magliana makes herself available to answer any further questions. After the characters have eaten and their gear is in order, she bids them farewell. She reminds them to maintain their cover story as prisoners. They also need to devise an explanation for their weapons and gear, since prisoners are never allowed to carry such items into The Roots.

**Notes:** The Roots have existed for several hundred years. At the time they were created, they were designed to house the most extreme and violent criminals in Highfolk. Interment in The Roots originally meant a life sentence; only in the past 50 years have criminals been released after their time was served.

The Roots began as a natural cavern under the city of Highfolk. The caverns were thoroughly explored for means of exit and none were found. They were studied by dwarf engineers to determine whether excavation by prisoners might be possible, and the dwarves felt that excavation would yield little progress and no exits.

The area was then subjected to numerous magical protections put in place by Philidor the Blue Wizard. No one then or now understands how the magic works, but the spells effectively place The Roots inside an enormous magical bubble. If excavations were to reach the limit of the bubble, the digging could not continue further.

The use of magic within The Roots is extremely limited thanks to Philidor's protections. The following list describes the specific effects on various types of magic within The Roots. These restrictions affect spells as well as items.

- All forms of teleportation and magical transportation fail (whether within, into, or out of The Roots).
- Planar travel fails (within, into, or out of The Roots).
- Extradimensional spaces self-destruct. (See *DMG* p. 248)
- Any magic that would summon a creature or object into or out of The Roots fails.
- Divination magic functions within The Roots, but cannot be cast into or out of The Roots.
- Magical communication and scrying functions within The Roots, but cannot cross the boundary of The Roots.



- Elemental magic affecting earth fails within The Roots and cannot breach the boundary.
- Conjunction (summoning) magic fails. Conjunction (creation) magic functions normally.
- Illusions function normally but suffer a -4 circumstance penalty to the spell DC if they do not fit the context of The Roots (residents are fairly savvy, and will recognize that a beautiful waterfall or a cute puppy do not belong).

In short, magic cannot cross the boundary that surrounds The Roots. Magical items can be carried into or out of The Roots without harm. Any magic that would exceed the boundary is simply absorbed by the boundary.

These conditions are not fully understood by those who oversee The Roots. The jailers are aware that people, items, and communications cannot move into or out of The Roots. They have little understanding of the other restrictions on magic. The characters will likely find out some of the protections of the Boundary through trial and error.

## ENCOUNTER 4: FALSE IMPRISONMENT

*With your packs on your backs, you are manacled and marched out of your cellblock. You are led down several hallways, then a series of switchback ramps until you are convinced that you must be a mile underground. Finally you see a pair of wide double doors the color of rusty iron set into the bottom of the ramp. Four guards stand at attention near the doors, and as you approach, four more guards emerge from a hidden room.*

*Your group is led by the two guards who delivered your gear, plus six more guards. One of the lead guards carries several sacks—one for each of you—and he tells the local guards that they contain bolts and other materials to perform routine maintenance on The Roots's doors. The guards nod and begin to open the outermost doors.*

*The rust-colored doors are made of iron about six inches thick. They are banded diagonally in shining metal. A crossbar is lifted from the doors and one of the guards operates a lever. The doors slide to the left and right, disappearing into the walls and leaving an opening wide enough for two people to enter. After your group enters along with all eight guards, the doors slide shut with a loud clang.*

*You stand in a space about eight feet high, eight feet wide, and six feet deep. It is dimly lit by a round glowing tile on the ceiling. One of the guards slides a lever and the door opens in front of you. The door splits horizontally, with the top portion disappearing into the ceiling and the lower portion dropping into the stone floor. The lead guards step through, motion for you to follow, and two of the guards follow you. The four remaining guards operate the lever to close the horizontal doors.*

*You are in another dimly lit small room. This room is crowded by your group plus the four guards. One of the lead guards operates a crank that causes a door to dial open like an iris. He steps through the circular opening and motions for you to follow. After all of you have entered, one at a time, he hands you the sacks of "spare parts" (your belongings) and steps back through the iris. "Keep a watch on the time," he cautions. "It's easy to lose track down here. Be at this spot in one week if you hope to get out of this place."*

*The guard pulls a scrap of parchment from his pocket. He calls out six names, and three men hurry forward. The second guard waves a wand over the first two and motions them through the iris. He waves the wand over the third and gives the man a rough shove backward. He calls four names a second time, then waits a moment. He gives an uneasy glance around, then motions one of the guards to close the door.*

The characters find themselves in a dark cavern about twenty feet across. The ceiling is perhaps seven feet high. As their eyes adjust to the darkness, they can make out a number of shapes along the edges of the chamber. Characters discover that these shapes are not part of the cavern walls, but are people milling about miserably. Two of the residents approach the PCs, checking them over carefully and sniffing at them. If a member of the party makes the smallest move, such as turning around, the two onlookers cower immediately.

As the new prisoners in The Roots, the current residents wish to check them out. The Roots has a well-defined social structure, and the newcomers will be studied to determine where they might fit in the hierarchy.

The prisoners milling about this chamber know nothing about the riddle or what the PCs might be searching for. Some of them are waiting to be called out of The Roots. Most of them have lost track of how long they have been down here or how much longer they might be imprisoned. Several have lost their sanity in the dark hole that is The Roots. A few will hold out their hands in the hope that the newcomers will share food or a gift with them.

One member of this motley group is actually a spy for Ki'tain Grint, a satyr who considers himself very high on the food chain in The Roots. The spy is a dark-haired human male named Rillin, and he is about 30 years old. He never engages in combat (he is a complete coward). He spies for Ki'tain Grint in exchange for extra food and in order not to be harassed by Grint's underlings. Within the hour, Grint will know that newcomers have arrived, and he will have extremely detailed descriptions of them and their belongings (and he'll be darn curious about whatever's in the sacks that they carry).

The cavern has two visible openings that lead further into The Roots. The PCs must settle themselves in as if they were real prisoners, and must find some unclaimed territory that they can call home.

**Notes:** The characters need to find a human male named Feldar whose bald head was tattooed with a map.



The tattoo artist knew the location of a treasure hidden in the Yatils. Knowing he would never escape The Roots, he tattooed the map (by creating dye from the pulverized shells of beetles) on Feldar's head in order to save the information. Feldar knew nothing about the treasure or its location. He was told only that the map depicted a hill called the Cracked Cone. Feldar agreed to be tattooed in the hope that he might be saved from The Roots by someone seeking the treasure.

The mapmaker is long dead. The tattooed man died about six months ago. Immediately after his death, another prisoner removed the map (he carefully shaved the man's head and then removed his scalp).

Feldar has two children who were born in and still dwell in The Roots. Their mother has been dead for several years. His son is ten years old and is named Owynn. His daughter, Lizel, is eight years old. Owynn currently possesses the map after stealing it from the man who preserved Feldar's scalp. Owynn has been taken captive by formians in a lower level of The Roots.

## ENCOUNTER 5: TURF WARS

*You have entered what might be described as the Outhouse of the Flanaess. You are in a series of dark caverns inhabited by a strange cast of characters. The odors in the air are a mind-numbing mixture of vomit, rotting meat, feces, sweat, and putrid water. You hear shuffling sounds, insane laughter, and strange babbling. The jail where you spent the last two nights was a resort compared to this place.*

Allow the characters to wander, explore, and role-play. They meet a number of minor characters. Several possible names and personality types are listed below.

**Betel:** Human male, mid twenties, looking to make a trade or a deal, hoping to befriend the newcomers before they decide they'd rather beat him up.

**Sharlote:** Human female, sixty years old, hangs near the door, spends most of her time talking to her blanket.

**Platus:** Dwarf male, one hundred years old, incarcerated for life. He doesn't converse but speaks purely in cuss words.

**Darquin:** Human male, forty years old. His favorite activity is staring at people and snarling until he frightens them off.

**Menny:** Human male, mid twenties, kleptomaniac.

**Portilla:** Human female, fifty years old, found guilty of killing three husbands. She's smart, and she remembers three people with tattoos. One had a dagger tattooed on his chest. The second had a black dragon tattooed on his back. The third had a set of odd symbols tattooed on his bald head. She never got a good look at it since it was obscured when his hair grew in.

**Dillip:** Human male, late forties, imprisoned for sex crimes (he's still a flasher). If asked about tattoos, he offers to show his own tattoo and starts untying the rope that holds his pants up.

**Minnet:** Human female, mid twenties, sweet personality, attractive. Initially she is shy and kind, but

she was found guilty of murdering four family members in their sleep.

**Ki'tain Grint:** Male satyr found guilty of debauchery and trafficking contraband. His primary concern is his status among the residents of The Roots. He is a bully who accepts protection money (food). He possesses a special set of pipes that are made of bone. They have a taint of evil.

**Silik:** Dwarf male about seventy-five years old. He is Ki'tain Grint's toady and he is a vile, despicable creature. Even Grint doesn't trust him completely.

After an hour or two of wandering in The Roots, the characters meet Ki'tain Grint. Grint introduces himself and asks a number of pointed questions. He is clearly testing the mettle of the newcomers and sizing them up for possible combat. He is cordial, but he leaves no doubt that if the characters attempt to overthrow him, he will not take the gesture lightly.

Some time later, the characters meet Silik. The dwarf was sent by Grint to learn more about the group and the characters' intentions. Grint can smell the fact that something isn't right with the characters, and he doesn't like it a bit.

If the characters inquire about a person with a tattoo, they receive a number of vague answers. Perhaps half a dozen inmates have tattoos of dragons, fish, skull and crossbones, and other icons. One or two inmates remember a man with a tattooed head, but they haven't seen him in a long time. One of them remembers seeing the man with a ten-year-old boy.

Minnet will also find the PCs. She is truly beguiling, but she's a pathological liar. She has all the qualities of a Miss Highfolk contestant—plus four murder convictions. She sometimes does favors for Grint in exchange for food. She will try to convince the characters that she needs help moving some rocks in order to create a private niche for herself. She asks if two or three of them wouldn't mind meeting her in a few hours to help move some rocks. Actually, she's working for Grint. Her task is to try to split the party so Grint can attack them and get the upper hand more easily.

Late that evening, Grint ambushes the PCs. If Minnet was successful in splitting the group, Grint attacks the characters who are not with Minnet. Otherwise, he takes on the entire group.

### APL 2 (EL 5)

**Ki'tain Grint:** male satyr, hp 22; See *Monster Manual* (page 219).

**Silik:** male duergar barbarian 2, hp 34; See *Appendix 2*.

### APL 4 (EL 7)

**Ki'tain Grint:** male satyr bard 1, hp 28; See *Appendix 2*.

**Silik:** male duergar barbarian 3, hp 44; See *Appendix 2*.

#### APL 6 (EL 9)

**Ki'tain Grint:** male satyr bard 1/rogue 1, hp 33; See *Appendix 2*.

**Silik:** male duergar barbarian 5, hp 64; See *Appendix 2*.

#### APL 8 (EL 11)

**Ki'tain Grint:** male satyr bard 2/rogue 1, hp 38; See *Appendix 2*.

**Silik:** male duergar barbarian 7, hp 84; See *Appendix 2*.

**Tactics:** Ki'tain is a mean spirited fellow who looks out for anyone he can beat up and anything he can steal. Each week, as new prisoners are sent in, he sizes them up and informs them of the rules of the block very quickly. Silik poses as a Dargas Mor dwarf when he first talks to prisoners. He would rather bash in a head and take what he wants than play with intimidation like Ki'tain. Someday, that partnership will end badly.

## ENCOUNTER 6: NOT YOUR TYPICAL PRISONER

*The Roots is filled with unusual characters from the dangerous to the pathetic. Throughout your travels, you've met all kinds of people, but nothing compares to the residents down here. Desperation and fear are the order of the day. You wonder if every resident succumbs to some degree of madness—and you wonder if it could happen to you.*

*On your second day of exploration, you pause from your labors and drink from your waterskin. You feel a sudden tug on your clothes. Looking down, you see a pale face with bright blue eyes and tangled brown hair. Your first thought is . . . a gnome. But no . . . something isn't right. The small person speaks. "Please . . . I'm so thirsty." You realize that she is a human girl—down here in The Roots. You know that Highfolk doesn't incarcerate children. What horrors has she seen in her short life?*

Lizel is a typical eight-year-old girl, except that she has lived her entire life in The Roots. She has no memory of her mother, and her father died about six months ago. She has a ten-year-old brother, but he was snatched by "bad people" and is now held captive on a lower level. Lizel needs comfort and affection, but more than anything, she needs to be rescued from The Roots.

Allow the PCs to role-play with Lizel. She speaks with them honestly and to the best of her ability. She has seen the tattoo map and can explain its history to the PCs if the subject is brought up. More than anything, she wants to be reunited with her brother. She has no knowledge of the outside world, but she is streetwise with regard to living in The Roots.

Lizel can show the PCs where her brother was taken. She becomes quite attached to the characters and is unwilling to leave them. She would rather travel

somewhere dangerous than separate from the adventurers.

The girl can show the way to the lower level. It is a series of slides, ramps, and crude steps that only a child would have discovered. Getting back up the same way will be difficult, but not impossible. The journey down will take several hours.

## ENCOUNTER 7: THESE ANTS ARE NO PICNIC

Lizel can show the adventurers to the second level, but she does not know where her brother is being kept. The PCs must explore the caves to find Owynn.

For the first time in its history, a breach has occurred in the Boundary that surrounds The Roots. A clan of formians has accidentally tunneled into The Roots, and they have entered without resistance. The Boundary was created to prevent such breaches, and any who know of the powers of the Boundary will be stunned to learn that creatures have succeeded in passing through.

The characters locate Owynn late on their fifth day in The Roots. He will not be given up by his captors without a fight.

#### APL 2 (EL 5)

**Formian Warriors (2):** male formian, hp 26; See *Monster Manual*, page 109.

#### APL 4 (EL 7)

**Formian Warriors (4):** male formian, hp 26; See *Monster Manual*, page 109.

#### APL 6 (EL 9)

**Formian Warriors (8):** male formian, hp 26; See *Monster Manual*, page 109.

#### APL 8 (EL 11)

**Formian Warriors (16):** male formian, hp 26; See *Monster Manual*, page 109.

Owynn and Lizel are thrilled to see each other again, and they frequently cling to one another from this point on. Owynn knows the complete history of the tattoo map and he willingly shares information. He will not part with it (yet), but he is comfortable showing it to the characters.

*The map can be described with only one word—gruesome. It is the mummified and dehydrated scalp of the children's father, mostly intact. Hair sprouts from the skin in a few places, and part of the left ear still clings to one side. The tattooing is crude but distinct. The bluish-black lines stand out clearly against the pale skin.*

Give players hand out #2.

## ENCOUNTER 8: ESCAPE FROM THE DEPTHS

The characters must make a decision about Owynn and Lizel. The children clearly do not belong in The Roots. The characters have the option of leaving them behind or escorting them to the door and convincing the guards to free them. Owynn will not give up his map under any circumstances.

After locating Owynn, the group must then find its way out of the lower level and back to the door of The Roots. Their recovery of Owynn took place on day five. Technically, the characters must get back to the door early on day eight. The doors are opened once per week, always on the same day of the week. Day 1 was the day they arrived in The Roots. Day 7 completes a week, making day 8 the first day of the next week, and thus, the day the doors are opened.

The journey to the lower level took several hours. Climbing back up with the children will take twice as long. The journey involves pulling themselves up ramps, climbing up crude natural stairs, and climbing rock walls and pillars. Four large ledges (wide enough for the entire party to rest on) are interspersed throughout the terrain. The children are small and light and extremely nimble, but they cannot reach as far as an adult. They also tire easily and need frequent rest. They have never been well fed and are weaker than most children their age.

**Notes:** Be prepared to build tension in this adventure through use of time constraints. Characters should have a sense of urgency to reach the doors of The Roots in time to be released. With the children and the map in their possession, this urgency should be increased (in all likelihood, they'll want to get the map out so it is safe, and they'll want to get the children to a safe place as quickly as possible). If they get stuck in The Roots for another week, they will be stalked by any number of malicious NPCs.

If the adventurers find a quicker way out of the lower level, continue building tension by getting them lost. After climbing up from the lower level (or finding their way after getting lost), they should arrive at the door on day 6, 7, or 8. Timekeeping is difficult in The Roots, so the group should be told that they are never exactly certain of the time. They might be a few hours earlier or later than they think; they might be a half or full day earlier or later than they think.

*You make your way to the circular chamber that contains the door to The Roots. The same cast of characters mills about that you saw when you first arrived, plus a few new faces. There's no way to know if the door has been opened yet. Looking at the faces of Owynn and Lizel, you know they will be devastated if they've missed their chance to get out of here.*

If the characters try to question bystanders about whether the doors have been opened, they get blank

stares or mumbled answers. One will say, "Sure the door's been opened. How do ya think all these people got here?" One of the newcomers will reveal that he's hoping to be released and that the door has not opened since he's been sitting there (more than a full day).

Around mid morning on the eight day, the characters hear a clang, followed by a loud scraping noise. The iris suddenly dials open and a jailer holding a torch sticks his head into the chamber. He calls out five names, and two of the newcomers approach the iris. A second jailer passes a wand over them, nods, and motions them through. The jailer calls the name Feldar. The children look anxiously at the PCs and whisper, "That's our dad's name!"

Then the jailer reads the names of the PCs, one by one. He reads all the names but one, omitting one character. The PCs who were called are identified by the jailer with the wand and told that they may leave. If the jailer is asked about the last PC, he squints at his list and says, "Oh yeah. I missed that one. Come on out."

If the characters have decided to bring the children out with them, they must convince the guards that the children do not belong in The Roots. Role-play this with a high degree of tension. The guards are under orders that no one leaves The Roots unless their name is on the list. The characters must be extremely persuasive to convince the guards that the children are not criminals and that they were simply born in The Roots. The guards give in if the PCs are passionate in their arguments.

After exiting The Roots, the characters are taken to the same room where they were interrogated. All of their remaining gear is assembled inside. After about an hour, Magliana arrives with two aides. She eagerly listens to every detail of the adventure. She also considers the children's situation carefully. She speaks with an aide for about ten minutes, then tells the children of a wonderful family they can live with. If the PCs participate in negotiating with Magliana and Owynn, the boy can be convinced to loan the map to them and that he will eventually have it returned to him.

If the adventure ends here, Magliana thanks the PCs for their hard work and promises to investigate the conditions inside The Roots. The inhumane conditions are an embarrassment to Highfolk. What's more, the formians could be a future threat now that they have broken into The Roots.

If the PCs care to follow the map to its destination, play Encounter 9: The Cracked Cone.

## ENCOUNTER 9: THE CRACKED CONE (EXTENDED PLAY)

Magliana asks the characters if they would be willing to wait for perhaps an hour. She has another task in mind for them if they are willing to accept it. The group may bathe in the jailers' quarters while they wait, and they are

offered a hot meal. She gives the map to an aide, who leaves the room with it.

Nearly two hours later, the aide returns with the map and a few sheets of paper. He speaks privately with Magliana for a few minutes, then she addresses the characters.

*“What you have recovered is indeed a map. If not for its identification as the Cracked Cone, it would have been useless. The odd shape next to the cone is Dragontooth Lake. The sharp points in the circles indicate a deep ravine that runs down the mountainside—the crack.*

*“Time is of the essence. Since you’ve already proven yourselves and you’re all outfitted, can I convince you to search the Cracked Cone and find whatever was so important to our watchers? I have people who can magically transport you to the Yatils and back.”*

If the characters don’t wish to go, Magliana allows them to leave. If they accept the mission, her aides help the PCs stock food, supplies, spell components, and the map. When they are ready, a pair of wizards enters the room. One of them casts a spell and the characters are on their way.

The party arrives in the early afternoon. They easily spot the Cracked Cone, and from their vantage point, they can see Dragontooth Lake. They need to consult the map in order to find their way.

The map has a problem in that it is shriveled and dehydrated. Magliana’s aides were able to read it for only one reason—one of them pulled it over his head like a cap. The result was that the map was stretched appropriately to allow the markings to be read. If the PCs hope to read the map, one of them needs to wear the map like a tight cap.

The characters should then be able to find the hidden location. About one-third of the way up the Cracked Cone, an enormous boulder hangs off the side of the hill. Where the boulder meets the hillside, a natural crevice about five feet wide and eight feet high splits the hill.

Until a few days ago, a crude wooden door hung across the front of the crevice. The door was about four feet high, giving the appearance of a gnome’s habitat. Painted on the boulder in purple paint are the words “Go Away. Dangeris Thing Livs Here.”

Now, the door lies on the ground. Foliage is trampled in a wide circle. Someone or something has been here recently, and engaged in some strange activity. Read the following.

*You climb up the side of the hill through trees and brush. A great ravine falls away on your left. You discover a massive boulder the size of a small house jutting above you. As you reach the boulder, the hill flattens into a small plateau. A wide crack in the stone is evident where the boulder sticks out of the hill.*

*Painted on the rock in purple letters are the words “Go Away. Dangeris Thing Livs Here.”*

*The area looks as if it were home to some kind of small humanoid. But brush, weeds, and grass are trampled in a wide, circular area. The damage appears fresh, as if it occurred only a few days earlier. Lying on the ground is a crude wooden door that looks as if it once covered the crevice in the hillside. A small wooden chest lies nearby, smashed to pieces. Something or someone has clearly been here in the past few days.*

The characters can scour the crevice and the area as long as they wish, but they find nothing of value. Whatever was hidden here has been recently removed.

**Notes:** A magical item of great power was indeed hidden here until a few days ago. A powerful magical creature arrived here in the form of a buzzard, took human form, and recovered the item. He canceled several powerful abjurations that protected the item, but residual spell energy remains and might give clues as to how the item was protected. He also performed some druidic rituals (the circle trampled in the grass).

The crevice is set up to look like the dwelling of a gnome. A small wooden cot covered with several blankets lies within, along with a short table and two chairs. A cooking pot and a few tin plates and cups are now scattered across the floor. No one has ever lived here, but the appearance is meant to throw off suspicion that a treasure is stored here.

An illusion remains in the crevice. The crevice extends about 40 feet into the side of the hill, but about halfway in, the illusion gives the appearance that the cave ends at 20 feet. Alert characters may notice that the echo in the chamber seems wrong; this may give a clue to the illusion (DC15 + APL Listen check).

All of the protective magics (now disarmed) were placed behind the illusion. The item was stored in a small locked chest. The chest now lies outside the cave, smashed to pieces. The chest had been stored in a hollow bench carved in the rock and covered by a stone slab. The bench and its cover were camouflaged by the carving and chipping of the rock.

When the characters emerge from the cave, local monsters attack them. The person that infiltrated this cave gave them orders. They are to hide around the corner and attack when they leave.

#### **APL 2 (EL 6)**

**Owlbears (2):** male and female large magical beast, hp 52; See *Monster Manual*, page 206.

#### **APL 4 (EL 7)**

**Red Slaad (1):** female large outsider, hp 52; See *Monster Manual*, page 228.

#### APL 6 (EL 8)

**Athach (1):** male athach, hp 133; See *Monster Manual*, page 21.

#### APL 8 (EL 11)

**Athach (3):** male athach, hp 133; See *Monster Manual*, page 21.

**Tactics:** The creatures wait until the characters exit the cave, then ambush them. For the Red Slaad roll to see if he is able to summon another Slaad to help. This is done around the corner while the party is searching inside.

**Treasure:** If the PCs confront and defeat the monsters, they find that they have no treasure.

**APL 2:** None

**APL 4:** None

**APL 6:** Magic—memento magica (1<sup>st</sup>)—250 gp.

**APL 8:** Magic—memento magica (2<sup>nd</sup>)—1000 gp.

**Further Investigation:** A number of wild animals frequent this plateau—raccoons, foxes, bears, wolves, and so on. If the characters attempt to gain information from any of the animals, they discover the following:

- A man was in the area a few days ago.
- He wore dark clothing and had black hair.
- He was not seen arriving, but when he left, he flew away into the sky.
- He did some funny dance in the grass while the moon was out.
- He was seen picking weeds.
- He pulled up the plants that have the purple and yellow flowers and the dark purple berries. The animals know they taste terrible, so they can't guess why he wanted them. DC 15 Knowledge Nature: He was collecting nightshade.

When the characters are finished investigating, they have a long walk back to Highfolk. An aide is waiting at the jail to hear their story. Magliana does not make an appearance when they return.

## CONCLUSION

If the characters completed all parts of the adventure, they have successfully escaped prosecution, delved The Roots, rescued two children, recovered a map, brought to light the social embarrassment that is The Roots, and investigated the location on the map. They discovered suspicious activity at the site indicated on the map. Magliana and the Blood Owls will look favorably on the characters in the future should the need arise.

**The End**

## EXPERIENCE POINT SUMMARY

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

### Encounter One

Experience objective – defeat the assassins.

APL2 150 xp; APL4 210 xp; APL6 240 xp; APL8 270 xp

### Encounter Five

Experience objective – defeat the gang.

APL2 150 xp; APL4 210 xp; APL6 270 xp; APL8 330 xp

### Encounter Seven

Experience objective – retake the boy.

APL2 150 xp; APL4 210 xp; APL6 270 xp; APL8 330 xp

### Encounter Nine

Experience objective – defeat the ambush.

APL2 180 xp; APL4 210 xp; APL6 240 xp; APL8 330 xp

### Story Award

Objective(s) met:

- report the conditions in the roots and rescue the children  
APL2 45 xp; APL4 75 xp; APL6 90 xp; APL8 115 xp
- Investigate the cracked cone – players must somehow gain some knowledge from the animals  
APL2 45 xp; APL4 75 xp; APL6 90 xp; APL8 115 xp

### Discretionary role-playing award

APL2 45 xp; APL4 50 xp; APL6 90 xp; APL8 105 xp

### Total possible experience:

APL2 675 xp; APL4 1012 xp; APL6 1350 xp; APL8 1688 xp

## TREASURE SUMMARY

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you

feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

### Encounter One: A Dark and Foggy Night

APL 2: L: 100 gp; C: 0 gp; M: 2600 gp  
 APL 4: L: 50 gp; C: 100 gp; M: 3850 gp  
 APL 6: L: 25 gp; C: 150 gp; M: 3850 gp  
 APL 8: L: 0 gp; C: 0 gp; M: 3850 gp

### Encounter Nine: The Cracked Cone

APL 2: L: 0 gp; C: 0 gp; M: 0 gp  
 APL 4: L: 0 gp; C: 0 gp; M: 0 gp  
 APL 6: L: 0 gp; C: 0 gp; M: 1500 gp – Memento Magica (1<sup>st</sup>)  
 APL 2: L: 0 gp; C: 0 gp; M: 5000 gp – Memento Magica (2<sup>nd</sup>)

### Total Possible Treasure

APL 2: L: 0 gp; C: 100 gp; M: 2600 gp - Total: 2700 gp  
 APL 4: L: 0 gp; C: 100 gp; M: 3850 gp - Total: 3950 gp  
 APL 6: L: 0 gp; C: 100 gp; M: 5350 gp - Total: 5450 gp  
 APL 8: L: 0 gp; C: 100 gp; M: 8850 gp - Total: 8950 gp

### Special

**Greatstar:** This is a two-handed morningstar, sometimes found in the employ of evil humanoids. It is a martial weapon, and has the following statistics:

Cost: 35 gp; Dmg (S): 1d10; Dmg (M): 1d12; Critical: x2; Weight: 12 lb.; Type: Bludgeoning and Piercing.

**Memento Magica:** This item appears to be an amethyst intricately cut into the shape of a dragon's scale.

A *memento magica* is a great aid to spontaneous spellcasters such as sorcerers, bards, and favored souls, much as a *pearl of power* is to casters who prepare spells. Once per day on command, a *memento magica* enables its possessor to regain any one spell slot that she had previously used that day. The spell slot is available just as if a spell had not been cast. A *memento magica* can only recall a spell slot of the level it was created to hold. In this particular case, this *memento magica* can recall a single 2nd level spell once per day.

Strong transmutation; CL 17th; Craft Wondrous Item, creator must be able to spontaneously cast spells of the spell level to be recalled; Price 1,500 gp (1st), 6,000 gp (2nd); Weight -. *Races of the Dragon*, page 124.

**Favor of Magliana:** You have performed a valuable service for the Blood Owls. When the PC exercises this favor, Magliana will arrange for an upgrade any one magical weapon that the PC owns with a +1 bonus. This favor counts only as access and the PC must pay the difference in market value for the upgrade. Until this favor is expended, the character is deemed to have an Influence Point with the Blood Owls.

**5<sup>th</sup> District Meritorious Service Recognition:** You have successfully accomplished the survey of the Roots. This recognition could prove valuable in the future.

## ITEMS FOR THE ADVENTURE RECORD

### Item Access

APL 2:

- Elemental Gem (earth) (Adventure; *DMG*; 2250 gp)
- Dust of Tracelessness (Adventure; *DMG*; 200 gp)
- Unguent of Timelessness (Adventure; 150 gp)

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

- Goggles of Minute Seeing (Adventure; *DMG*; 1250 gp)

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

- Masterwork Greatstar (Adventure; *DMG*; 425 gp)
- Memento Magica (1<sup>st</sup>) (Regional; *Races of the Dragon*; 1500 gp)

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

- Memento Magica (2<sup>nd</sup>) (Regional; *Races of the Dragon*; 6000 gp)

# Appendix One: Highfolk Influence Chart

## Regional Influence Points

The following lists are the Highfolk region's Influence Points (abbreviated "IP"), and their uses in the region. Influence Points are normally gained through scenarios, and are a way of keeping track of favors that others owe the hero. Some influence may also be purchased with gold.

In addition to the uses listed below, certain events may have special opportunities for characters to use accumulated Influence Points. Heroes may also pool influence to receive a better effect. Adventuring Companies receive additional benefits with certain Influence Point uses. Influence points may be turned in during any Highfolk Regional as follows.

## Church of Ehlonna

While not an overly religious people, the folk of the Fairdells do favor certain deities, most agricultural or nature-oriented. Ehlonna is most revered of all, as her areas of emphasis mesh well with the lifestyle of the people in the Highfolk region.

### 1 Influence Point (purchase price: 40 gold)

- Lodging at the temple in Highfolk or Quaalsten for one scenario (lifestyle cost halved)
- Requirement for 3rd- or 4th-level spells to be cast, except *reincarnate* (see the Judge Guidelines for more details)

### 3 Influence Points (purchase price: 160 gold)

- Requirement for 5th-level spells to be cast, also *reincarnate* (see the Judge Guidelines for more details)

### 6 Influence Points (purchase price: 400 gold)

- Requirement for 6th-level spells to be cast (see the Judge Guidelines for more details)

### 10 Influence Points (purchase price: 1600 gold)

- Requirement for 7th-level spells to be cast (see the Judge Guidelines for more details)

## Followers of the Seldarine Pantheon

The elves are everywhere in the Fairdells, and their gods walk with them. Second only to the Church of Ehlonna in religious followers, the clerics who follow the Seldarine can bestow gifts on the people of Highfolk as well (for a price).

*General Note.* Humans, Halflings, and Gnomes must pay one level higher to purchase these perks. Dwarves must pay two levels higher. Half-Orcs may not purchase anything from this list. Elf Friend status negates this penalty (although Half-Orcs still cannot use this list).

### 1 Influence Point (purchase price: 50 gold)

- Requirement for 3rd- or 4th-level spells to be cast, except *reincarnate* (see the Judge Guidelines for more details)

### 3 Influence Points (purchase price: 200 gold)

- Requirement for 5th-level spells to be cast, also *reincarnate* (see the Judge Guidelines for more details)

### 6 Influence Points (purchase price: 500 gold)

- "Elf Friend" status can be gained by any PC (except dwarves and half-orcs), allowing the PC to freely travel to Flameflower (Influence cannot be purchased)
- Requirement for 6th-level spells to be cast (see the Judge Guidelines for more details)

### 10 Influence Points

- "Elf Friend" status can be gained by any dwarven PC, allowing the PC to freely travel to Flameflower (Influence cannot be purchased)

### 15 Influence Points

- Entry can be gained into the Lands of the Tree for a short while (e.g., one scenario)

## Gnomish Consortium of Merchants, Moneylenders, Miners, and Gemcutters

The gnomes are well regarded in the Highfolk region as the race with the most business acumen. The Gnomish Consortium embodies that ideal. Having "family" seemingly all over the region, these wily gnomes deal in goods otherwise hard to come by. They also are strong advocates of acceptance for all races (including half-orcs).

### 1 Influence Point (purchase price: 50 gold)

- Trade license in Gildenhand (PC must also possess 4+ ranks in Craft or Profession skill that he/she is seeking license for)
- Letter of introduction, useful for one scenario

### 3 Influence Points (purchase price: 200 gold)

- Backing of PC for Town Council position

### 6 Influence Points (purchase price: 500 gold)

- Consortium Membership (20% discount on all standard PHB alchemical items purchased in Gildenhand)

## Guildsmen of the High Art

Arcane spellcasters are relatively common in and around Highfolk, and recently, they have decided to share some secrets with each other. Even though it is somewhat cliquish and chaotic, the magical might they collectively possess cannot be denied.

*General note.* All services are only performed within the town of Highfolk.

### 1 Influence Point (purchase price: 50 gold)

- Requirement for 3rd- or 4th-level spells to be cast (see the Judge Guidelines for more details)

### 3 Influence Points (purchase price: 200 gold)

- Requirement for 5th-level spells to be cast (see the Judge Guidelines for more details)



- Members of the Guildsmen will research a topic for you. After one day they report back on one topic (Knowledge skill check) with all information available to them (DC 25 or less).

#### **6 Influence Points (purchase price: 500 gold)**

- Requirement for 6th-level spells to be cast (see the Judge Guidelines for more details)

#### **Highfolk Town Council**

Known for arguing about everything under the sun and getting little accomplished, the Town Council still can be considered an influential organization, if one knows the right people. One of the council's main tasks is the parceling of land in and around Highfolk Town.

*General Note:* These points may also be spent on political campaigning. They may only be spent at interactives or directly through the Wisconsin Triad. All land purchases are subject to approval.

#### **1 Influence Point (purchase price: 50 gold)**

- Business license to operate in the Town of Highfolk

#### **3 Influence Point (purchase price: 200 gold)**

- Additional requirement to purchase a plot of land outside the Town of Highfolk (land for sale by the Triad only)

#### **6 Influence Points (purchase price: 500 gold)**

- Additional requirement to purchase a plot of land in the town's Poor District (land for sale by the Triad only)

#### **10 Influence Points (purchase price: 2000 gold)**

- Additional requirement to purchase a plot of land in the town's Merchant District (land for sale by the Triad only)

#### **15 Influence Points (purchase price: 5000 gold)**

- Additional requirement to purchase a plot of land in the town's Temple or Elven Districts (land for sale by the Triad only)

#### **Kashafen Tamarel, Lord of the High Elves**

The leader of Clan Shandareth has a long reach, and it extends throughout the Highfolk region. He is regarded as the noblest of all elves, and his word commands respect and order. Note that Influence Points with the Lord of the High Elves cannot be purchased; they must be earned through interaction. Kashafen's influence may also be used for favors from the Followers of the Seldarine Pantheon.

#### **1 Influence Point**

- "Elf Friend" status can be gained by any PC (except dwarves and half-orcs), allowing the PC to freely travel to Flameflower

#### **3 Influence Points**

- Admission to the Elven Court at Flameflower for one event (for non-elf (except dwarves or half-

orcs) PCs only; elves and half-elves can do this if the situation warrants it without spending IPs)

- May freely come and go in the Elven Court (for elf and half-elf PCs only)
- "Elf Friend" status can be gained by any dwarven PC, allowing the PC to freely travel to Flameflower

#### **6 Influence Points**

- Racial representative to the Elven Court; a non-elf PC (except dwarves or half-orcs) may come and go freely

#### **10 Influence Points**

- Racial representative to the Elven Court; a dwarven PC may come and go freely

#### **Merchant Guilds of Highfolk**

The various merchant guilds spread out in Highfolk and the Highvale. They see much of the activities of both common and uncommon men and women. Merchant guilds may also allow the use of Influence Points to buy certain items at a lower price (such cases will be noted in specific events).

#### **1 Influence Point (purchase price: 50 gold)**

- Perfect Gather Information skill check (all information available on subject is learned); can only be used in Highfolk or Verbeeg Hill, and one day must be spent in town

#### **3 Influence Points (purchase price: 200 gold)**

- Trade license (PC must also possess 4+ ranks in Craft or Profession skill that he/she is seeking license for)

#### **6 Influence Points (purchase price: 500 gold)**

- Backing of PC for Town Council position

#### **10 Influence Points (purchase price: 2000 gold)**

- Guild Membership (20% discount on all standard PHB goods purchased in Highfolk)

#### **Patron's Guild of Norebo**

The Smiling Halls of Good Fortune smile upon those who give generously at their worship services - the dice tables and other games of the gambling halls in Verbeeg Hill. The High Roller (high priest) is very wealthy as a result; and with wealth, comes power.

*General Note:* These points may only be spent during a module. None of the benefits are permanent. All benefits must be gotten in Verbeeg Hill.

#### **1 Influence Point (purchase price: 50 gold)**

- 1 Fortune Lotto Ticket (may only be purchased at specific events)

#### **3 Influence Points (purchase price: 200 gold)**

- Favor of the House - for one scenario, no "bad luck" will occur to you at the gambling table, and your games will be blessed with "good luck" while you play (+2 sacred bonus to Profession (Gambler))

- Lodging at the temple in Verbeeg Hill for one scenario (lifestyle cost halved)

**6 Influence Points (purchase price: 1000 gold)**

- Lucky Nines - you are allowed one (and only one) reroll during one (and only one) Highfolk regional scenario (Does not stack with other rerolls.)

**10 Influence Points (purchase price: 5000 gold)**

- Winner on Double Down - you are allowed one reroll per day of one (and only one) Highfolk regional scenario (Does not stack with other rerolls.)

**Tavin Ersteader, Mayor of Highfolk Town**

The Mayor is an old adventurer himself, and still has a soft spot for heroes of renown. Note that Influence Points with the Mayor cannot be purchased; they must be earned through interaction. Tavin's influence may also be used for favors from the Church of Ehlonna, Gnomish Consortium, Guildsmen of the High Art, Highfolk Town Council, and the Merchant Guilds.

**1 Influence Point**

- Letter of introduction, useful for one scenario

**3 Influence Points**

- Personal backing of PC for Town Council position
- Writ of Investigation for one scenario (Subject to refusal)

**6 Influence Points**

- Life imprisonment sentence may be reviewed and possibly lessened

**10 Influence Points**

Death sentence may be commuted to exile from the land. This appendix is for listing the various combat encounters that are not straight out of the Monster Manual. There should be a separate Combat Appendix for each APL supported by the adventure. The full stat block of all non standard monsters will be listed here in the same format as the gargoyle example used previously. Sort the monsters by encounter. Use "Appendix Encounter Headers" to label each encounter.

## Appendix Two – APL 2

star 1d8+8; SV: For: +9 Ref: +0 Will: +2; Str: 20 Dex: 14  
Con: 20 Int: 10 Wis: 10 Cha: 8

### Encounter 1: A Dark and Foggy Night

**Bugbear Footpad:** male bugbear rogue 1; CR 4; Medium humanoid (goblinoid); HD 3d8+3 + 1D6+3; hp 23; Init +2; Spd 30 ft.; AC 17 [+1 Dex, +3 natural armor, +2 leather armor], touch 11, flat-footed 16; Base Atk +2; Grp +4; Atk +5 melee (1d8+3, morning star) or +3 ranged (1d6+3/x3, javelin); Full Atk +5 melee (1d8+3, morning star) or +3 ranged (1d8+3, javelin); SQ Bugbear traits; AL CE; SV Fort +5, Ref +5, Will -1; Str 16, Dex 14, Con 16, Int 10, Wis 10, Cha 8.

*Skills and Feats:* Climb +4, Hide +8, Listen +5, Move Silently +10, Spot +4; Weapon Focus (morning star).

*Languages:* Common, Goblin.

*Possessions:* Morning Star, dagger, javelin (3), leather armor.

**Bugbear Assassin:** male bugbear rogue 1/barbarian 1; CR 5; Medium humanoid (goblinoid); HD 3d8+3 + 1D6+3 + 1D12+3; hp 31; Init +2; Spd 40 ft.; AC 18 [+2 Dex, +3 natural armor, +2 leather armor], touch 11, flat-footed 16; Base Atk +3; Grp +5; Atk +6 melee (1d8+3, morning star) or +4 ranged (1d6+3/x3, javelin); Full Atk +6 melee (1d8+3, morning star) or +4 ranged (1d8+3, javelin); SQ Bugbear traits; AL CE; SV Fort +7, Ref +5, Will +1; Str 16, Dex 14, Con 16, Int 10, Wis 10, Cha 8.

*Skills and Feats:* Climb +4, Hide +9, Listen +6, Move Silently +11, Spot +5; Weapon Focus (morning star).

*Languages:* Common, Goblin.

*Possessions:* Morning Star, dagger, javelin (3), leather armor.

**Power-Up Suite (Raging):** Rage lasts for 6 rounds. HP: 41; AC: 16 Touch: 12 Flatfooted: 15; Grapple: +8; Attack +8 morning star 1d8+8; Full Attack: +8 morning star 1d8+8; SV: For: +9 Ref: +0 Will: +2; Str: 20 Dex: 14 Con: 20 Int: 10 Wis: 10 Cha: 8

### Encounter 5: Turf Wars

**Silik:** male duegar barbarian 2; CR 3; Medium humanoid (dwarf); HD 1d8+5 + 2D12+6; hp 33; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +3; Grp +6; Atk +6 melee (1d10+5, greatclub); Full Atk +6 melee (1d10+5, greatclub); SQ Dwarf traits; AL CE; SV Fort +7, Ref +0, Will 0; Str 16, Dex 10, Con 15, Int 10, Wis 10, Cha 4.

*Skills and Feats:* Appraise +2, Craft (stonemasonry) +2, Listen +3, Move Silently -4, Spot +2; Weapon Focus (greatclub).

*Languages:* Common, Dwarvish, Undercommon.

*Possessions:* Greatclub.

**Power-Up Suite (Raging):** Rage lasts for 6 rounds. HP: 41; AC: 16 Touch: 12 Flatfooted: 15; Grapple: +8; Attack +8 morning star 1d8+8; Full Attack: +8 morning

## Appendix Two – APL 4

### Encounter 1: A Dark and Foggy Night

**Bugbear Footpad:** male bugbear rogue 1; CR 4; Medium humanoid (goblinoid); HD 3d8+3 + 1D6+3; hp 23; Init +2; Spd 30 ft.; AC 17 [+1 Dex, +3 natural armor, +2 leather armor], touch 11, flat-footed 16; Base Atk +2; Grp +4; Atk +5 melee (1d8+3, morning star) or +3 ranged (1d6+3/x3, javelin); Full Atk +5 melee (1d8+3, morning star) or +3 ranged (1d8+3, javelin); SQ Bugbear traits; AL CE; SV Fort +5, Ref +5, Will -1; Str 16, Dex 14, Con 16, Int 10, Wis 10, Cha 8.

*Skills and Feats:* Climb +4, Hide +8, Listen +5, Move Silently +10, Spot +4; Weapon Focus (morning star).

*Languages:* Common, Goblin.

*Possessions:* Morning Star, dagger, javelin (3), leather armor.

**Bugbear Assassin:** male bugbear rogue 1/barbarian 1; CR 5; Medium humanoid (goblinoid); HD 3d8+3 + 1D6+3 + 1D12+3; hp 31; Init +2; Spd 40 ft.; AC 17 [+1 Dex, +3 natural armor, +2 leather armor], touch 11, flat-footed 16; Base Atk +3; Grp +5; Atk +6 melee (1d8+3, morning star) or +4 ranged (1d6+3/x3, javelin); Full Atk +6 melee (1d8+3, morning star) or +4 ranged (1d8+3, javelin); SQ Bugbear traits; AL CE; SV Fort +7, Ref +5, Will +1; Str 16, Dex 14, Con 16, Int 10, Wis 10, Cha 8.

*Skills and Feats:* Climb +4, Hide +9, Listen +6, Move Silently +11, Spot +5; Weapon Focus (morning star).

*Languages:* Common, Goblin.

*Possessions:* Morning Star, dagger, javelin (3), leather armor.

**Power-Up Suite (Raging):** Rage lasts for 6 rounds. HP: 41; AC: 16 Touch: 12 Flatfooted: 15; Grapple: +8; Attack +8 morning star 1d8+8; Full Attack: +8 morning star 1d8+8; SV: For: +9 Ref: +0 Will: +2; Str: 20 Dex: 14 Con: 20 Int: 10 Wis: 10 Cha: 8

### Encounter 5: Turf Wars

**Ki'Tain Grint:** male satyr sorcerer 1, CR 6; medium fey; HD 5d6+5 + 1d4+2; HP: 27; Init +3; Speed 40'; AC: 16, Touch: 13, Flatfooted: 14; Base Attack: +2; Grapple: +2; Attack: Head butt +3 (1d6+1) or Dagger +3 (1d4+1 19/20); Full Attack: Bite +3 (1d6+1) or dagger +3 (1d4+1 19/20); Space/Reach: 5'/5'; SA: Pipes, (bone pipes); SQ: Damage reduction 5/ cold iron, low-light vision; Alignment: CN; SV: Fort: +3, Ref: +6, Will: +6; Str: 12, Dex: 15, Con: 14, Int: 14 Wis: 11 Cha: 16

*Skills and Feats:* Bluff +11, Diplomacy +5, Disguise +1, Hide +13, Intimidate +3, Knowledge (nature) +9, Listen +15, Move Silently +13, Perform (wind instrument) +10, Spot +15, Survival +1; Alertness, Dodge, Mobility.

*Languages:* Common, Sylvan, Elven,

**Silik:** male duegar barbarian 2/fighter 2; CR 5; Medium humanoid (dwarf); HD 1d8+5 + 2D12+8 + 2d10+8; hp 53; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +5; Grp +8; Atk +9 melee (1d10+5, greatclub); Full Atk +9 melee (1d10+5, greatclub); SQ Dwarf traits; AL CE; SV Fort +9, Ref +0, Will 0; Str 16, Dex 10, Con 16, Int 10, Wis 10, Cha 4.

*Skills and Feats:* Appraise +2, Craft (stonemasonry) +2, Listen +3, Move Silently -4, Spot +2; Weapon Focus (greatclub), Power Attack, Combat Reflexes.

*Languages:* Common, Dwarvish, Undercommon.

*Possessions:* Greatclub.

**Power-Up Suite (Raging):** Rage lasts for 6 rounds. HP: 63; AC: 10 Touch: 10 Flatfooted: 10; Grapple: +10; Attack +10 Greatclub 1d10+8; Full Attack: +8 Greatclub 1d10+8; SV: For: +11 Ref: +0 Will: +2; Str: 20 Dex: 10 Con: 20 Int: 10 Wis: 10 Cha: 4

## Appendix Two – APL 6

### Encounter 1: A Dark and Foggy Night

**Bugbear Footpad:** male bugbear rogue 1; CR 4; Medium humanoid (goblinoid); HD 3d8+3 + 1D6+3; hp 23; Init +2; Spd 30 ft.; AC 17 [+1 Dex, +3 natural armor, +2 leather armor], touch 11, flat-footed 16; Base Atk +2; Grp +4; Atk +5 melee (1d8+3, morning star) or +3 ranged (1d6+3/x3, javelin); Full Atk +5 melee (1d8+3, morning star) or +3 ranged (1d8+3, javelin); SQ Bugbear traits; AL CE; SV Fort +5, Ref +5, Will -1; Str 16, Dex 14, Con 16, Int 10, Wis 10, Cha 8.

*Skills and Feats:* Climb +4, Hide +8, Listen +5, Move Silently +10, Spot +4; Weapon Focus (morning star).

*Languages:* Common, Goblin.

*Possessions:* Morning Star, dagger, javelin (3), leather armor.

**Bugbear Assassin:** male bugbear rogue 1/barbarian 1; CR 5; Medium humanoid (goblinoid); HD 3d8+3 + 1D6+3 + 1D12+3; hp 31; Init +2; Spd 40 ft.; AC 17 [+1 Dex, +3 natural armor, +2 leather armor], touch 11, flat-footed 16; Base Atk +3; Grp +5; Atk +6 melee (1d8+3, morning star) or +4 ranged (1d6+3/x3, javelin); Full Atk +6 melee (1d8+3, morning star) or +4 ranged (1d8+3, javelin); SQ Bugbear traits; AL CE; SV Fort +7, Ref +5, Will +1; Str 16, Dex 14, Con 16, Int 10, Wis 10, Cha 8.

*Skills and Feats:* Climb +4, Hide +9, Listen +6, Move Silently +11, Spot +5; Weapon Focus (morning star).

*Languages:* Common, Goblin.

*Possessions:* Morning Star, dagger, javelin (3), leather armor.

**Power-Up Suite (Raging):** Rage lasts for 6 rounds. HP: 41; AC: 16 Touch: 12 Flatfooted: 15; Grapple: +8; Attack +8 morning star 1d8+8; Full Attack: +8 morning star 1d8+8; SV: For: +9 Ref: +0 Will: +2; Str: 20 Dex: 14 Con: 20 Int: 10 Wis: 10 Cha: 8

### Encounter 5: Turf Wars

**Ki'Tain Grint:** male satyr sorcerer 1/barbarian 1, CR 7; medium fey; HD 5d6+10 + 1d4+2 + 1d12+2; HP: 41; Init +3; Speed 50'; AC: 16, Touch: 13, Flatfooted: 14; Base Attack: +3; Grapple: +3; Attack: Head butt +4 (1d6+1) or Dagger +4 (1d4+1 19/20); Full Attack: Bite +3 (1d6+1) or dagger +3 (1d4+1 19/20); Space/Reach: 5'/5'; SA: Pipes, (bone pipes); SQ: Damage reduction 5/ cold iron, low-light vision; Alignment: CN; SV: Fort: +3, Ref: +6, Will: +6; Str: 12, Dex: 15, Con: 14, Int: 14 Wis: 11 Cha: 16

*Skills and Feats:* Bluff +11, Diplomacy +5, Disguise +1, Hide +13, Intimidate +3, Knowledge (nature) +9, Listen +15, Move Silently +13, Perform (wind instrument) +10, Spot +15, Survival +1; Alertness, Dodge, Mobility.

*Languages:* Common, Sylvan, Elven,

**Silik:** male duegar barbarian 2/fighter 2/ranger 2; CR 7; Medium humanoid (dwarf); HD 1d8+5 + 2D12+8 + 2d10+8 +2d8+8; hp 71; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +7; Grp +10; Atk +11 melee (1d10+5, greatclub); Full Atk +9 melee (1d10+5, greatclub); SQ Dwarf traits; AL CE; SV Fort +9, Ref +0, Will 0; Str 16, Dex 10, Con 16, Int 10, Wis 10, Cha 4.

*Skills and Feats:* Appraise +2, Craft (stonemasonry) +2, Listen +3, Move Silently -4, Spot +2; Weapon Focus (greatclub), Power Attack, Combat Reflexes.

*Languages:* Common, Dwarfish, Undercommon.

*Possessions:* Greatclub.

**Power-Up Suite (Raging):** Rage lasts for 6 rounds. HP: 63; AC: 10 Touch: 10 Flatfooted: 10; Grapple: +10; Attack +10 Greatclub 1d10+8; Full Attack: +8 Greatclub 1d10+8; SV: For: +11 Ref: +0 Will: +2; Str: 20 Dex: 10 Con: 20 Int: 10 Wis: 10 Cha: 4

## Appendix Two – APL 8

### Encounter 1: A Dark and Foggy Night

**Bugbear Footpad:** male bugbear rogue 1; CR 4; Medium humanoid (goblinoid); HD 3d8+3 + 1D6+3; hp 23; Init +2; Spd 30 ft.; AC 17 [+1 Dex, +3 natural armor, +2 leather armor], touch 11, flat-footed 16; Base Atk +2; Grp +4; Atk +5 melee (1d8+3, morning star) or +3 ranged (1d6+3/x3, javelin); Full Atk +5 melee (1d8+3, morning star) or +3 ranged (1d8+3, javelin); SQ Bugbear traits; AL CE; SV Fort +5, Ref +5, Will -1; Str 16, Dex 14, Con 16, Int 10, Wis 10, Cha 8.

*Skills and Feats:* Climb +4, Hide +8, Listen +5, Move Silently +10, Spot +4; Weapon Focus (morning star).

*Languages:* Common, Goblin.

*Possessions:* Morning Star, dagger, javelin (3), leather armor.

**Bugbear Assassin:** male bugbear rogue 1/barbarian 1; CR 5; Medium humanoid (goblinoid); HD 3d8+3 + 1D6+3 + 1D12+3; hp 31; Init +2; Spd 40 ft.; AC 17 [+1 Dex, +3 natural armor, +2 leather armor], touch 11, flat-footed 16; Base Atk +3; Grp +5; Atk +6 melee (1d8+3, morning star) or +4 ranged (1d6+3/x3, javelin); Full Atk +6 melee (1d8+3, morning star) or +4 ranged (1d8+3, javelin); SQ Bugbear traits; AL CE; SV Fort +7, Ref +5, Will +1; Str 16, Dex 14, Con 16, Int 10, Wis 10, Cha 8.

*Skills and Feats:* Climb +4, Hide +9, Listen +6, Move Silently +11, Spot +5; Weapon Focus (morning star).

*Languages:* Common, Goblin.

*Possessions:* Morning Star, dagger, javelin (3), leather armor.

**Power-Up Suite (Raging):** Rage lasts for 6 rounds. HP: 41; AC: 16 Touch: 12 Flatfooted: 15; Grapple: +8; Attack +8 morning star 1d8+8; Full Attack: +8 morning star 1d8+8; SV: For: +9 Ref: +0 Will: +2; Str: 20 Dex: 14 Con: 20 Int: 10 Wis: 10 Cha: 8

### Encounter 5: Turf Wars

**Ki'Tain Grint:** male satyr sorcerer 1, CR 6; medium fey; HD 5d6+5 + 1d4+2; HP: 27; Init +3; Speed 40'; AC: 16, Touch: 13, Flatfooted: 14; Base Attack: +2; Grapple: +2; Attack: Head butt +3 (1d6+1) or Dagger +3 (1d4+1 19/20); Full Attack: Bite +3 (1d6+1) or dagger +3 (1d4+1 19/20); Space/Reach: 5'/5'; SA: Pipes, (bone pipes); SQ: Damage reduction 5/ cold iron, low-light vision; Alignment: CN; SV: Fort: +3, Ref: +6, Will: +6; Str: 12, Dex: 15, Con: 14, Int: 14 Wis: 11 Cha: 16

*Skills and Feats:* Bluff +11, Diplomacy +5, Disguise +1, Hide +13, Intimidate +3, Knowledge (nature) +9, Listen +15, Move Silently +13, Perform (wind instrument) +10, Spot +15, Survival +1; Alertness, Dodge, Mobility.

*Languages:* Common, Sylvan, Elven,

**Silik:** male duegar barbarian 2/fighter 2; CR 5; Medium humanoid (dwarf); HD 1d8+5 + 2D12+8 + 2d10+8; hp 53; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +5; Grp +8; Atk +9 melee (1d10+5, greatclub); Full Atk +9 melee (1d10+5, greatclub); SQ Dwarf traits; AL CE; SV Fort +9, Ref +0, Will 0; Str 16, Dex 10, Con 16, Int 10, Wis 10, Cha 4.

*Skills and Feats:* Appraise +2, Craft (stonemasonry) +2, Listen +3, Move Silently -4, Spot +2; Weapon Focus (greatclub), Power Attack, Combat Reflexes.

*Languages:* Common, Dwarvish, Undercommon.

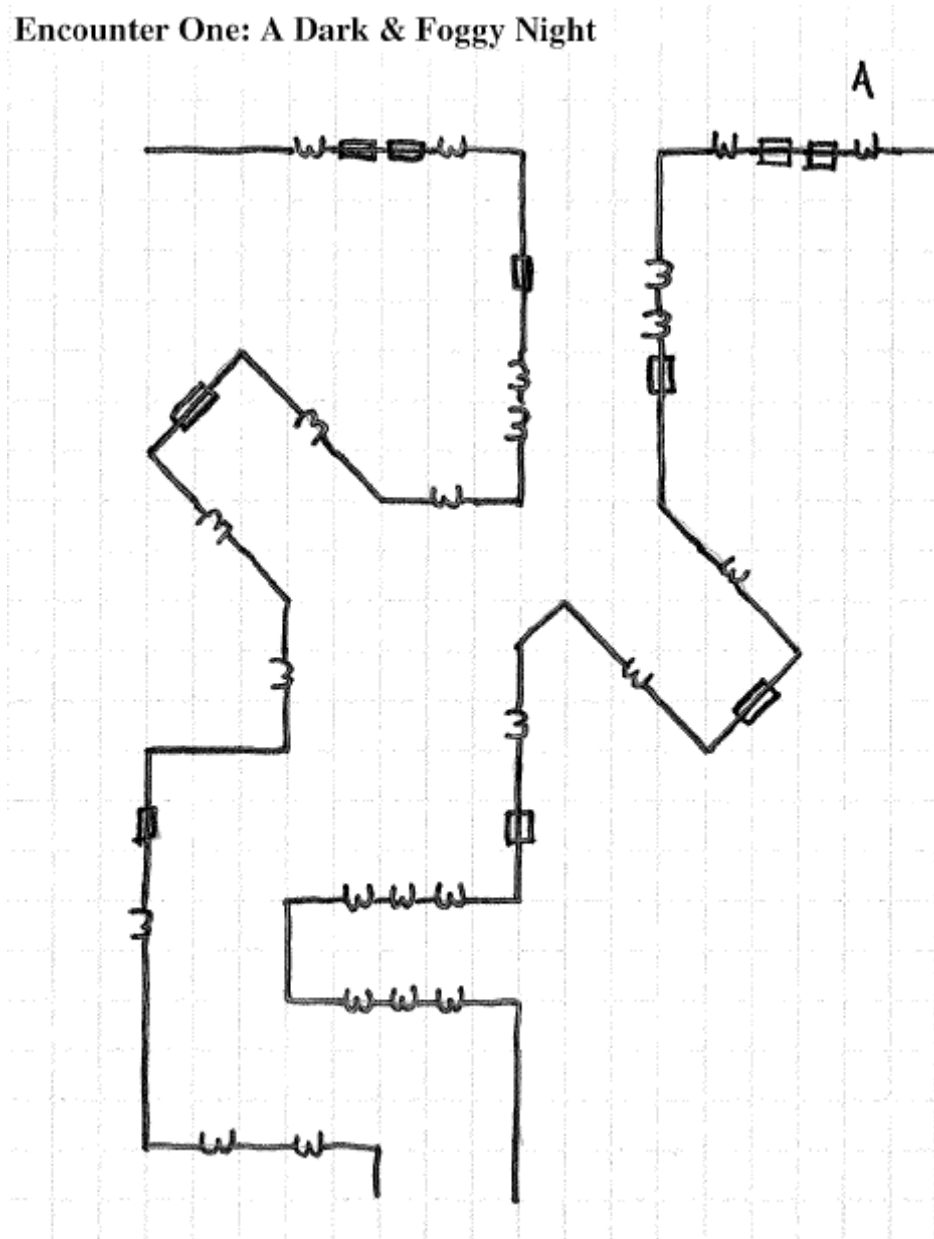
*Possessions:* Greatclub.

**Power-Up Suit (Raging):** Rage lasts for 6 rounds. HP: 63; AC: 10 Touch: 10 Flatfooted: 10; Grapple: +10; Attack +10 Greatclub 1d10+8; Full Attack: +8 Greatclub 1d10+8; SV: For: +11 Ref: +0 Will: +2; Str: 20 Dex: 10 Con: 20 Int: 10 Wis: 10 Cha: 4

## Map 1

Map for Encounter One – Players start a location A. The bugbears are assaulting the agent in the large area in the center.

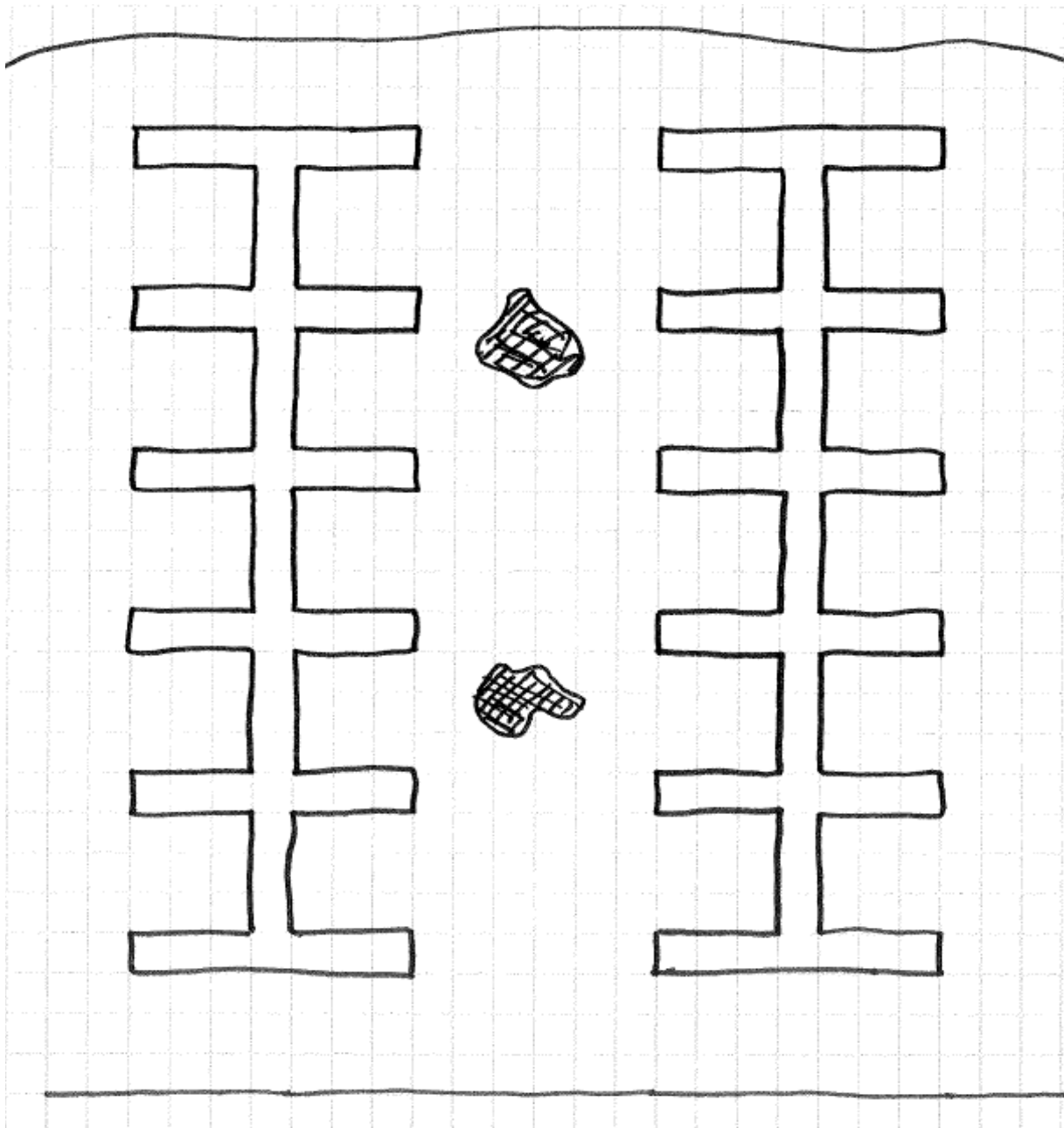
### Encounter One: A Dark & Foggy Night





## Map 2

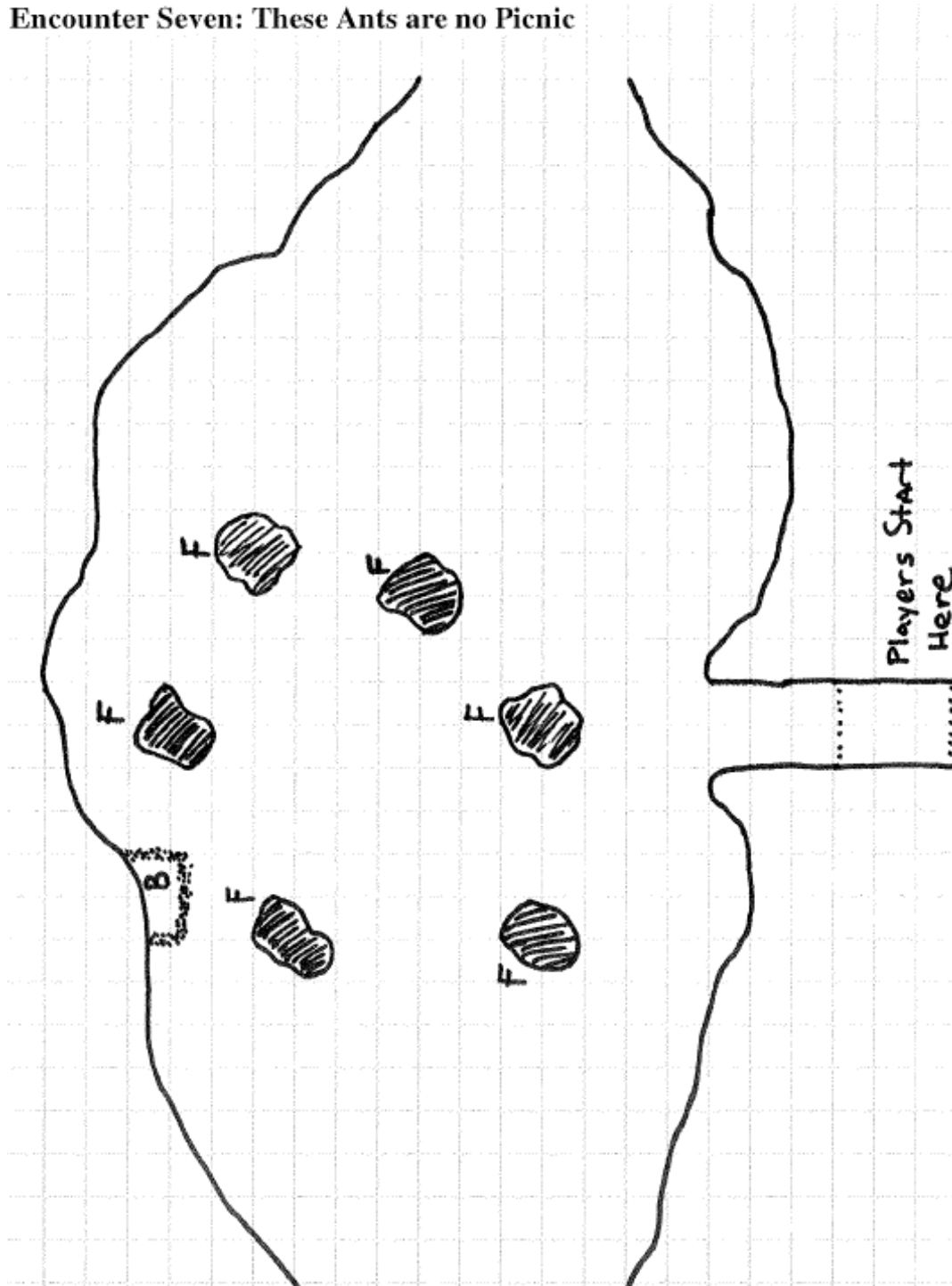
Map for encounter five.



## Map 3

Map for encounter seven – Owynn is located in a open pen against the far wall. He is being saved for food.

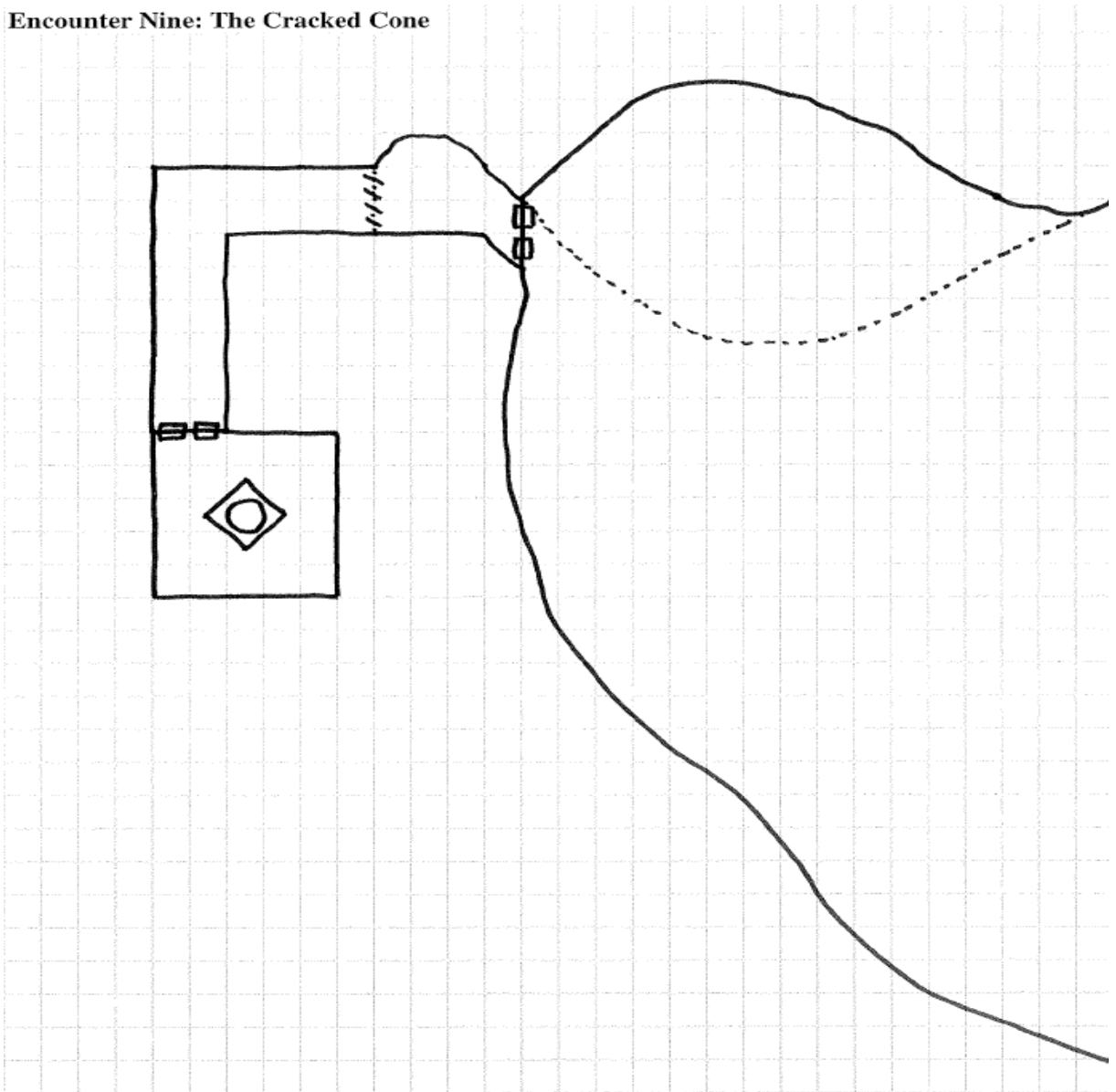
### Encounter Seven: These Ants are no Picnic



## Map 4

Map for encounter nine – the monsters are off screen waiting to come in after players have entered the cave.

### Encounter Nine: The Cracked Cone



## Player Handout #1

Beneath the folk  
The folk who live on high  
Darkness sprawls beneath their feet.  
Yet none know its sins.

The tattooed one crawls in its depths.  
It bears the cipher.  
It knows not.  
Another knows the secret.

Eyes have seen the cipher  
Eyes that remember not  
Eyes that can go back but not return  
Eyes that seek the secret.

Time will not wait  
The lines may fade  
Rock may crumble  
The secret may be revealed.

## Player Handout #2

