

HIG5-04

Primal Urges

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

Version 1.0

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Reviewed by Chris Tulach

An old sorcerer is up to new tricks, and the people of Highfolk are succumbing to their more primeval desires. This regional adventure is for APLs 6-12, and is recommended for those without a soul.

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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For questions specific to this document and your region, please e-mail your triad point of contact (POC) at skerrit@wi.rr.com; for LIVING GREYHAWK campaign questions, email 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 DM (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, 2006.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. 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.
4. 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 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

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

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in 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

Bartle, The Sorcerer

Bartle is a half-fiend, half human. His father is a captain in Iuz's army, his mother one of his father's concubines. He was born almost 200 years ago. His mother kept him

hidden away for fifty years, until he was old enough to serve his father, but as it would turn out, that would not be Bartle's fate, for Bartle's father cared not at all for bastard half-breeds and he drove poor Bartle out.

Bartle fled south and has spent the past many decades hoping to win a place at his father's side. To this end, he had been collecting tribute to pay his demonic father, in the hopes that what he brings to his father would persuade him to allow Bartle to serve in Iuz's army.

Bartle's plan ultimately failed. Having recently completed his collection, the bastard child journeyed into the lands of the Old One to show his father his triumph. Even still, he was shunned and driven from his father's sight by a coterie of demonic concubines.

Bartle came back to the Vesve Forest and quickly formulated a plan. If his father wouldn't accept the show of souls, Bartle would put them to use; proving once and for all that he is good enough to serve his father.

Bloodfang, The Half-Fiend

Three and a half years ago, adventurers under the employ of the Rangers of the Vesve discovered a small outpost outside of Quaalsten. This outpost, named Hollowblade, was positioned near the Feathered City to spy on the Rangers and perform a number of experiments with forest creatures native to the area. The adventurers infiltrated Hollowblade, killed its inhabitants, and destroyed the experiments in progress. Unfortunately, one creation managed to escape.

The creature, Bloodfang, is an amalgamation of the wolf-like worg and the raptor-like vrock. While the adventurers responsible for the destruction of Hollowblade did battle with Bloodfang, the half-fiendish creature managed to escape. Since then, he has remained out of the notice of the powers within Highfolk.

This has mostly been due to the efforts of a half-orc druid by the name of Sitchenn. He found Bloodfang shortly after the beast's creation. Fearing the creature would be destroyed for his appearance, Sitchenn took pity on Bloodfang. He began caring for the creature, providing it with play and food.

The Plot

Gathering up his collected souls, Bartle made his way to the burned remains of Hollowblade. He put his plan into action. Venturing to the fabled Whispering Stone, Bartle opened a portal into the Beastlands. His hope was to draw a wild creature from the plane. He succeeded in doing so, but not before he drew Bloodfang, who was attracted to the wild energy.

Figuring Bloodfang for a better focus for his plan, Bartle captured the half-worg. The sorcerer closed the

portal to the Beastlands, leaving its denizen stranded on Oerth.

Using Bloodfang, Bartle tapped the wild power of the souls in his keeping. He has begun channeling that energy towards the town of Highfolk. The energy causes the feral side of a creature's soul to come to the fore. Household pets have begun attacking their masters, Bartle's soulless creatures have begun having horrible nightmares, people are growing less courteous, fights break out at the smallest provocation, and most recently those closest to nature have begun to exhibit definite animal traits.

It is Bartle's hope that all of Highfolk will succumb to these primal energies, causing the town to fall into unrecoverable chaos. Bartle plans to succeed where his father and Old Wicked have failed – bringing Highfolk to its knees.

What Came Before

Aurora Tumblebrook is a young housewife in the Merchant District of Highfolk. She spends her days and nights keeping the home her husband, Geoffry, provides for them, and taking care of her daughter, Jillian. Aurora has a secret, though.

Many years ago, Aurora made a deal with the devilish Bartle. She gave the half-fiend her soul, and in return Bartle made Geoffry fall in love with her. For so long, Aurora has lived her happy life with this little secret. Only now, has Aurora felt the costs of that secret.

Within the Tumblebrook home in the Merchant District of Highfolk, the chaos has reached its peak. Under the effect of Bartle's primal energies, Aurora has gone wild. During dinner, she lept over the table and violently killed her husband. Jillian, stricken with fear, fled the house into the street. The young girl ran into the arms of a local half-elven woman, just as a group of adventurers are passing by.

Adventure Summary

Introduction: The adventure begins as the heroes are taking a leisurely walk through the Merchant District of Highfolk. A loud scream and the consequential crowd gathering around a peasant home in the district draw their attention.

The House that Chaos Built: Following their heroic instincts, the party has the opportunity to explore the Tumblebrook estate, locate Aurora, and witness a strange magical effect upon her.

Call the Guard!: The Home Guard arrives while the heroes are exploring the house, and immediately begin

calming the crowd. If the heroes ask, the Home Guard also investigates the estate in an assisting manner.

Sitting at the Watch: While giving their statements to Corporal Woolf, the party has the opportunity to meet with Raggan Glintooth, a captain of the Highfolk Town Militia. He surveys the party, and (if he finds them suitable) dispenses some bits of information to help form a clearer picture of the events going on.

Places to Go: During their meeting with Raggan, the heroes are interrupted by a young private with news. Aurora has broken from her stupor. Examining her reveals she believes she has a destination to reach. Raggan suggests letting her go while the adventurers follow.

Blind Leading the Blind: The heroes follow Aurora on a zig-zagging trail through the unusually feral Vesve Forest.

Serpents and Felines: At the Whispering Stone, the heroes meet Sashell. He is an extraplanar tiger from the Beastlands that migrated here through the portal Bartle opened. Sashell tells the party that 'Less Teeth' summoned him, but choose 'Bat Wings' instead of Sashell. Sashell eventually attacks the party.

Old Landmarks: The heroes trail takes them past the 'Flat Pool' and 'Hanging Tree' once more before depositing them at the 'Burnt Wood' of Hollowblade.

Dead Trees and Old Memories: The party infiltrates the destroyed outpost to find it in use once more. Exploring the locale reveals very little, though the party does encounter a living cloudkill.

For Want of Love: When the heroes arrive, Bartle realizes he has failed once more. In his anger, he cracks the stone he was using to focus Bloodfang's energy with the souls he captured. Several souls escape, and combat ensues. The party must destroy the stone to stop Bartle's magic and stop the souls from attacking them.

Conclusion: The heroes return to Highfolk victorious. Aurora is put to trial, her fate decided by critical events. Jillian is held in a sort of foster status until Aurora's judgement is passed. If innocent, the young girl will return to live with her mother. If guilty, Nalinda – a half-elven woman – volunteers to take care of her.

Preparation for Play

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 chooses one of the deeds from the PC's pool. For the entirety of the event, NPCs recognize the PC 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, so as to keep a record of his deeds.

Soulless Characters: During the course of the Year One Highfolk scenario *HIG1-12 Winter Tears*, several characters came into contact with and sold their souls to Bartle. Before play commences, find out which heroes (if any) have done so. Throughout the adventure, soulless characters will experience certain difficulties that will be outlined in the encounter.

Wild Characters & Animals: During the course of this adventure, several characters may suffer lapses into ferality. Any characters with druid or barbarian levels, any characters who are nature-oriented rangers, and all animals and animal companions suffer the same effects as **Soulless Characters**. However, these characters receive a +10 bonus to the Will saving throw.

Introduction

The adventure begins as the heroes have gathered outside a small shop within the Merchant District of Highfolk. They have come together in search of a man reportedly selling a *manual of bodily health*. It is mid-evening, and while most Highfolkers are taking supper, many still move about the streets of the Free City.

Read or paraphrase the following:

Midevening in the spring of the year is a wonderful time in Highfolk. Fresh breezes dance among the vivid greenery lining the streets. Lamplighters move swiftly down each street, lighting each lamp. Fiercely defensive of their trade, the lighters will toil throughout the night, keeping each of the lamps under their care burning brightly and safely.

The shop you stand before is still dark. A wooden sign depicting a wide-eyed owl's head sways in the evening breeze. Berliac Knotwise, the gnomish shopkeeper you're to meet, typically deals in alchemical equipment. Recently, though, he began searching for a group of buyers for some magical manuals he was acquiring. You are those buyers, and tonight is the night for the exchange. Berliac, however, is late for your appointment, and so here you stand with your bottles of ilymirth wine.

Commonfolk pass by, most in groups of two or three, walking quickly to their awaiting meals. Each

group talks quietly amongst itself, and glances only briefly in your direction before moving on. A lone half-elven woman even smiles nodding a friendly hello as she strolls down the street.

Give the heroes the opportunity to introduce themselves to each other at this point. They have worked loosely together over the past few days, acquiring some ilymirth wine at Berliac's request, as a portion of the payment for a *manual of bodily health* +1.

Once the party is finished with introductions, the chaos begins. Just three houses down the street, Aurora Tumblebrook attacks her husband. A few moments later, Jillian breaks from her stunned state, lets out a horrible scream and bolts from the house. In her haste, the halfling daughter runs head-long into Nalinda, the half-elven woman the heroes encountered just a moment ago. Both tumble to the ground in a heap, Jillian screaming and crying.

Read or paraphrase the following:

The peace of the evening is broken when a muffled scream pierces the air. Down the street, a startled lamplighter fumbles his wickrod. The shattering of glass echoes back to you as the man is showered in shards and oil. Up the street, three houses and across, the door to a modest home flies open with a clatter. A small humanoid form tumbles through the doorway into the street, falling to the ground before scrambling up. With another scream of terror, the halfling child leaps forward into the surprised half-elven woman who passed you moments before. Both tumble to the ground in a heap of screaming and sobbing.

At this point, give the heroes an opportunity to do something. If they choose to approach the lamplighter, they find him in okay condition. Ghyram Candletie has suffered some minor cuts and irritation due to the glass and oil, but is otherwise okay. Left to his own devices, Ghyram runs to the Home Guard barracks, four streets down. He shouts "Guards!" the entire way.

Ghyram Candletie: male human Exp2; NG. *Traits:* Dedicated, fastidious, stubborn.

If they choose to approach the halfling girl and the half-elven woman, they find them less tangled than they had imagined. Nalinda, the half-elf, has managed to seat her self upright, and is holding the girl, Jillian Tumblebrook, against her breast. The woman is rocking slowly back and forth, patiently shushing and comforting the halfling. The girl is still in tears, her eyes wide with fear. Calming Jillian enough to get information from her requires a DC 15 Diplomacy check. Grant the character a +2 circumstance bonus to the check for the soothing effect Nalinda is having. Also, feel free to grant a bonus

or penalty based on the role-playing of the players involved.

Nalinda Lightleaf: female half-elf Com2; CG. *Traits:* Nurturing, soothing, amiable.

Jillian Tumblebrook: female tallfellow halfling child Com1; CG. *Traits:* Curious, protective, shy; at this point also scared.

Jillian reveals the following points of information, but only as each point is logically prompted.

- Her name is Jillian Tumblebrook. Her mommy is Aurora Tumblebrook. Her daddy is Geoffry Tumblebrook.
- Her mommy takes care of her, and her daddy runs a clothing shop.
- They were eating dinner when her mommy jumped over the table and tackled daddy out of his chair. It scared her.
- Her mommy started kissing her daddy, and daddy laughed. Her mommy growled in her throat, and daddy laughed some more. Then her mommy started kissing daddy's neck.
- Then her daddy stopped laughing, and shouted like he was hurt. He pushed Mommy off, and Jillian saw his neck was bleeding. Mommy had bitten him.
- Her mommy growled again, crawling around on the ground like a dog. Then she jumped on daddy, holding him down and biting his neck some more. Then her daddy stopped moving.
- After that is when Jillian screamed and ran out of the house.

As this information is being relayed, Nalinda gasps and comforts the halfling girl. The woman whispers comfort into her ear, and holds her very close.

Development: Assuming the heroes want to investigate the house, Nalinda offers to stay outside and watch over Jillian. Jillian refuses to enter the house.

The heroes may choose to wait to investigate until the Home Guard arrives. In this case, Ghyram arrives after several minutes have passed, with a group of Home Guard militia. More information on the Home Guard can be found in **Call the Guard!**

When the heroes investigate the house, proceed to **The House that Chaos Built**.

The House that Chaos Built

The house is on the 4A block of the Merchant's District. It is a simple, two story affair of small to medium size. The ceilings are six feet tall, making some taller heroes duck to get through the door. The entire

house is filled with halfling-sized furniture; from the chairs to the beds to the basins.

See **DM's Map #1** for a layout of the house. Below is a brief description of the house, as well as a timeline of events that begins when the heroes enter the home. Exploring one room or one stretch of hallway takes approximately five minutes of time.

Throughout the house are a number of trinkets, knickknacks, flatware, etc. Unscrupulous heroes may take these items to sell. This nets them a total of 100gp, as outlined in the **Treasure** section of this encounter. All the doors of the house have statistics as outlined below, unless specifically noted in the individual rooms.

Wooden Doors: 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18.

Room 1 – The Foyer

The door to this room is open and unlocked. It has a Simple Lock which may be locked and unlocked from the inside or with one of the keys in Geoffry's pocket.

This spacious foyer houses several pairs of small sized shoes and boots. A bare coat rack inhabits one corner. A bas relief depicts a sinuous copper dragon smiling out at you as you enter.

A DC 20 Survival check to Track reveals that this room has seen much traffic over the past several days. None of that traffic appears to be out of the ordinary or remarkable.

There is nothing else of note here.

Room 2 – Sitting Room

The door to this room is closed and does not lock.

This room is decorated in reds and golds, with a large Keoish rug dominating the floor. A single couch and a pair of halfling sized settee provide seating around a fireplace with banked coals. A wood framed painting of a halfling adorns one wall, while the farthest nook houses a shelf full of books.

Closer inspection of the painting reveals it to be a caped halfling wearing a wooden amulet engraved with a semi-circle and a small figure standing atop it. A successful DC 10 Knowledge (local – Iuz's Border States) check identifies the figure as Logan Wood, a local halfling-rights-activist.

The shelf contains any number of novels and books on random topics. None of it is of any importance. Some titles might include *The Small Folk's Plight*, or *The Life and Times of a Halfling in a Human World*.

There is nothing else of note here.

Room 3 – Dining Room

The door to this room is open and does not lock.

A round table graces the center of this room, surrounded by three carved chairs. A jumble of food, flatware, and plates covers the table. An elegant screen painted with copper dragons in flight stands before a door in the far corner. At the opposite end of the room, a large bearskin lays before a lit fireplace.

Another chair is behind the table, this one broken and cracked. Next to it, in an expanding pool of blood is the limp form of a halfling man.

This is the dining room where all of the evening's events came to a head. Upon entering this room and getting a brief description, soulless heroes suffer an episode. See the section below titled **Soulless Characters**.

Bartle's use of his captured souls has begun to affect Aurora in a horrible way. She has lost all inhibition and grown feral and carnal. Succumbing to these emotions during dinner, she leapt across the table at her husband and began to engage him inappropriately. Geoffry, realizing that his daughter was watching, pushed Aurora away. This made the woman angry, and so she killed Geoffry by removing his throat from his neck with her teeth.

Aurora is still inside the house, but has moved upstairs. See the section below regarding the timeline to determine where Aurora is at any given moment.

Examining Geoffry's body reveals little out of the ordinary. A DC 15 Heal check reveals that he was killed when his throat was ripped out and has been dead for seconds (or minutes, depending on whether or not the party waited for the Home Guard). A DC 20 Heal check notes that it appears as though some creature bit the halfling's throat and tore it from his neck. A DC 15 Search check reveals that Geoffry has several coins and two keys in his pockets (see **Treasure**, below) and that his pants have been unlaced and his shirt untucked. One key is for the front door of the residence; the other is for **Room 6**, upstairs.

A DC 6 Survival check to Track notices two pairs of Small Humanoid tracks in the blood on the floor. One set leaves through the main door of the dining room and exits the house through the front door. The second is odd in that it appears as though the Humanoid was crawling on all four limbs (feet and hands, not unlike an ape). This second set of tracks leaves through the swinging door and trails off as it exits the kitchen and heads up the stairs.

Soulless Characters: Have each soulless character attempt a DC 20 Will save. Those who succeed suffer a

brief flash of a wolf leaping from their chest to lap at the blood on the floor. Those who fail also suffer the vision, and additionally find themselves unable to resist the urge to mimic the wolf. This lasts one round, before the hero is able to shake off the oddness. This is a necromantic effect.

Room 4 – Jillian's Room

The door to this room is closed and does not lock.

A large Keoish rug covers most of the floor in this room. A black iron stove is lit on the far wall, radiating a faint heat. A single dresser and vanity inhabit one corner, with a small stool before it. A bunk is in the opposite corner. Its top bed is neatly made with a light blue quilt. The bottom is home to all sorts of dolls: floppy cloth dolls, crumbly clay dolls, exquisite glass dolls.

This room belongs to Jillian, the young halfling daughter. Hidden under Jillian's mattress, located with a DC 10 Search check, the young girl has squirreled away a batch of sweet candies. A DC 25 Search check reveals a hidden panel in the chimney pipe of the iron stove. Opening the panel gives access to a small leather pouch filled with 75gp.

There is nothing else of interest in this room.

Room 5 – The Kitchen

The door to this room is open and does not lock.

The smell of freshly cooked food is heavy in this room, a large kitchen. A low wooden counter in a T-shape fills most of the space, with a small alcove housing a large iron stove and an open fireplace. Pressed tightly against the stove, a large copper tub is filled with water. Shelves line several walls, each supporting a bevy of jars and herbs and cooking paraphernalia.

This is the Tumblebrook kitchen. Aurora was here, cooking the family meal before she attacked her husband. The remnants of her efforts are still present: a dirty pot, cooking utensils, several open jars of herbs and spices, and the skin of a rabbit.

There is nothing else of interest in this room.

Room 6 – The Tailor's Workspace

The door to this room is closed and locked. It may be opened with one of the keys from Geoffry's pocket, or with a successful DC 20 Open Locks check.

This room is a place where genius is born. Windows line the ceiling, letting the evening's last light flood into the room. Bookshelves cover every wall, sawed cleanly to a stop before the windows' beginnings.

Bolts of cloth rest where books should be. Several tables are haphazardly placed, each covered with swatches of cloth and lace, every table showing some artistic theme. Four torso mannequins are here as well, each pinned with a varying amount of cloth.

This is the workspace of a tailoring genius. Geoffry was quite the artist, though he was not yet recognized. The clothing pieces are exquisite, even to the untrained eye. A DC 15 Appraise check recognizes this, and places the true value of each set of clothes at 150-200gp once completed.

The room used to be a library of sorts, but when purchased by the Tumblebrook's, Geoffry had the books removed, the shelves sawed, and the windows replaced. A DC 15 Knowledge (architecture and engineering) check recognizes that the windows are a recent addition to the structure of the house.

There is nothing else of interest in this room.

Room 7 – The Bedroom

The door to this room is slightly open, and locks only from the inside by a hook.

A great canopied bed is the centerpiece of this room. Several bureaus and wardrobes, and a pair of vanities break up the otherwise barren walls. A large rug with an Onwalish design covers the cool hard wood floor. A dressing screen resides in one corner, decorated with grinning copper dragons in flight. It is bowing slightly under the weight of numerous outfits.

This is the Tumblebrook master bedroom. The room provides much evidence that Aurora was Geoffry's primary model for his clothing designs. Several nearly finished outfits are scattered about, hanging from bureau corners or thrown over the back of a chair. The bed, however, is neatly made with an elegant dinner dress laid out upon it. If Aurora has left this room, chances are the dress will be bloody and mussed.

There is nothing else of interest in this room.

Aurora Tumblebrook & The Timeline

Below is a timeline of events for this encounter. The time (0:00) begins as Jillian flees from her home into the arms of Nalinda.

Generally, an initial exploration of one room takes five minutes. If the heroes Take 20, or perform any other time consuming actions, be sure to account for this in the timeline.

- **0:00** Jillian flees, Geoffry dies, Aurora runs upstairs to the bedroom (Room 7). There, she rolls in the dress, leaving it torn and bloody.

- **0:05** Aurora leaves the bedroom, attempts to enter Geoffry's workspace (Room 6) and finds it locked. She continues downstairs into Jillian's room (Room 4).
- **0:10** Aurora leaves Jillian's room and goes into the kitchen (Room 5). There, she washes the blood from her hands in the tub. Outside, the Home Guard arrives. See **Call the Guard!**
- **0:15** Aurora goes into the dining room (Room 3) and examines the body of her dead husband – sniffing and prodding very animal-like.
- **0:25** Aurora flees the house, and is stopped by a few of the Home Guard remaining outside.

Aurora is in an odd state. She has lost most of her inhibitions and intelligence with the culmination of Bartle's spell casting. She is wandering about the house in a sort of feral trance, completely consumed by her instincts but still recognizing portions of her life.

When Aurora moves from room to room, allow the heroes a DC 15 Listen check to hear her shuffling about. If she would cross the heroes' path, allow them a DC 10 Spot check to see her. If Aurora enters a room in which the adventurers are investigating, she immediately leaves and runs for her bedroom.

If the heroes enter a room that Aurora is in, read or paraphrase the following. Make sure to adjust the text appropriately for the room.

This room contains a fearsome sight. A young halfling woman is hunched near the floor, her body like a tightly coiled spring. Drying blood is spattered across her finely made dress, and mats her straggly auburn hair to her face. Seeing you, she growls as her eyes flash with animal luminescence. Falling onto all fours, she runs at you, leaping into the air. Mid jump, she yelps – a canine noise escaping her lips – and flies backwards as if caught by some unseen force. The feral woman slams heavily into the wall and slides to the floor with a whimper.

Aurora was on the verge of attacking the heroes when she was stunned by a call from Bartle's magic. The force of the vision she received threw her against the nearest wall.

Aurora is completely non-responsive. At this point, she has gone into a stunned and dazed state. The vision has completely robbed her of her wits. They will return in time, however. A *heal* spell will also return them. See **Places to Go** for details.

Aurora Tumblebrook: female tallfellow halfling Com1; N. *Traits:* Feral, instinctual, animal-like.

Soulless Characters: When the party comes upon Aurora, have each soulless character attempt at DC 25 Will saving throw. Those who save are stricken with a vision of a great tiger leaping from a serpent covered rock and calling their name. Those who fail the save are stricken with the vision, are thrown against the wall, and are stunned and dazed for five minutes. A *heal* spell removes this effect. This is a necromantic effect.

Once the heroes have completely explored the Tumblebrook house and are ready to leave, proceed to **Call the Guard!**

Call the Guard!

This encounter occurs during a portion of **The House that Chaos Built**. Ghyrum Candletie has gone to the nearest Home Guard station and had a patrol of Home Guard militia sent to the Tumblebrook house. The heroes may not become aware of the Home Guard's presence until after they have explored the house; or until Aurora escapes from the house.

If the heroes wait for the Home Guard to arrive before entering the house, read or paraphrase the following:

The jangle of armor and leather heralds the Home Guard patrol as they run swiftly down the street. Five men, two half-elves and three humans, are quickly making their way towards the home. One half-elf wears a sash of blue, while the rest of the patrol wears red. "What's going on here?" the blue-sashed guardsman asks as his group reaches you. He and his men are dressed in boiled-leather armor, each carrying a single spear and short sword.

If the heroes enter the house, they do not become aware of the Home Guard's arrival until they exit the home or hear the commotion of Aurora's attempted escape. In this case when the party leaves read or paraphrase the following. Make sure to adjust the text to reflect Aurora's presence.

Stepping from the Tumblebrook house, you see several new arrivals. A small crowd of people has gathered some distance from Nalinda and Jillian. The pair is accompanied by two members of the Highfolk Town Home Guard – two human men with red sashes bearing the white and green checked shield of the Free City. Three other armored and sashed men are present, one more human and two half-elves. One of the half-elves wears a blue sash and is gazing up quizzically at the top story of the house.

The blue-sashed man is Corporal Christian Woolf of the Home Guard. He is leading this team to investigate the

warnings of Ghyrum. See below for details on Cpl. Woolf.

Corporal Christian Woolf: male half-elf War3; CG. *Traits:* Kind, investigative, trusting.

Home Guard Privates (4): male half-elf and humans (3) War1; CG. *Traits:* Generic militia members.

Cpl. Woolf has been dispatched with his small crew to investigate the disturbance. Once he arrives, and sees the heroes he takes a supervisory/advisory role. Living in Highfolk Town, he is aware that heroes such as these are typically more able to solve mysteries than he is. He is not jealous or resentful, just aware of his skills and his place in the grand scheme of life.

If the heroes wait to enter the home until the Home Guard arrives, Cpl. Woolf volunteers to enter the home with them. If the party accepts his company, Christian orders his men to stay outside. He cannot provide any true insight to the goings on inside the house, except to provide a bit of background on Geoffry Tumblebrook's tailoring business. Christian knows the following things and discloses them freely:

- The Tumblebrook's are not a new family to Highfolk town, having lived in this district for some six years and in Highfolk town all their lives.
- Geoffry owns a small tailoring shop four blocks down. He caters mostly to halflings and the occasional gnome. He's very good, from what Christian understands, and his reputation has been growing.
- His wife is the quintessential halfling wife, running their household and raising Jillian.
- None of the Tumblebrooks have any enemies that Christian is aware of. He was cordially friendly with them.

The following information Christian knows, but is hesitant to share. A DC 20 Sense Motive check reveals that Cpl. Woolf is hiding something because he is uncomfortable. A DC 15 Diplomacy check is required to get him to discuss these bits of information. A member of the Fifth District of the Highfolk Town Militia automatically succeeds this Diplomacy check if he makes his affiliation known.

- There were rumors about Aurora Tumblebrook. Silly things really, but given what's happened...
- The relationship between Aurora and Geoffry always puzzled the locals. Geoffry was deeply in love with another halfling woman, Kindara. Then one day, he up and announced that he and Aurora were getting married.

- No one knows the how or why of it, but people always whispered – as people do – of Aurora making deals with evil.

Once the heroes have explored the house and acquired Aurora Tumblebrook, Cpl. Woolf suggests that they head back to his watch station so formal statements can be taken and Aurora can be taken into custody.

She is required to appear before the judge, given that it appears as though she murdered someone. Cpl. Woolf comes to this conclusion based on talking with Jillian. Normally, Cpl. Woolf would be within his duties to mete out punishment, but the severity of this crime and its odd nature require Judge Yellindarth.

Nalinda agrees to accompany Jillian and the heroes to the watch station. If the heroes also agree to go along, proceed to **Late Gnomes** and then to **Sitting at the Watch**. If they choose to let the Home Guard deal with the situation, the adventure is likely over for them – unless one of the characters is **Soulless**. In this case, proceed to **Late Gnomes** and then to **Places to Go**.

Late Gnomes

On the way to the Watch station, or while the heroes return to waiting outside Berliac's shop, the gnome finally arrives. He has simply been running late, but is ready to do business. Read or paraphrase the following, adjusting it appropriately for the party's actions.

A wrinkle-faced gnome comes hopping around a corner, a large satchel hefted over his shoulder. The bag is full, but the gnome appears to be happily going along. Berliac Knotwise has finally arrived to do business. Glancing up, he recognizes you and smiles. "My-don't-we-look-like-we've-just-had-a-rough-day?" he says in rapid-fire speech.

If the heroes are accompanied by the Home Guard, Berliac nods as the heroes explain their predicament. He informs the party that he will hold the books for them until they're able to purchase.

If the heroes are waiting outside his shop, he briefly makes chit-chat before opening the door and letting the party inside to do business. He has one *manual of bodily health* +1 for each hero. Berliac is willing to sell, but only in exchange for market price (27,500 gp) and the bottle of ilymirth wine. This is non-negotiable, as the price was worked out long ago. Berliac is willing to hold onto the book for the character, with the bottle of ilymirth as a deposit.

If the heroes inform Berliac of what happened in the Tumblebrook house, the gnome questions why they are still here doing business with him when they should be doing the adventurer-thing and investigating the evils.

This is the party's last chance to get on track with the adventure – unless one of them is **Soulless**.

If the heroes are going to the Watch Station, proceed to **Sitting at the Watch**. If the heroes are not going to the Watch Station, the adventure is over for them – unless one of them is **Soulless**, in which case proceed to **Blind Leading the Blind**.

Sitting at the Watch

The party easily makes it to the Watch Station without incident. Aurora is still in her semi-catatonic state and does not put up any resistance. Cpl. Woolf engages the heroes in discussion of their ideas as to the cause of this incident, and discloses the information he knows from **Call the Guard!** if he has not done so already.

Upon reaching the Watch Station, the party is taken into a conference sort of room, with a large table and several chairs. Their statements are collected as a single group, with a scribe recording the name of each hero as well as his stated occupation and where he can be reached within the next fortnight. Cpl. Woolf leads the questioning of the heroes. It is important to remember that the heroes are not suspect in any way for this crime, and so should be treated as witnesses providing testimony.

Two things occur through the course of the statement gathering. They must occur in the following order. First, Raggan Glintooth arrives and may or may not share information with the party. Second, a private arrives to inform the corporal that Aurora Tumblebrook has begun acting strangely.

Raggan Glintooth is the gnomish Director of the Highfolk Town Militia Fifth District. He maintains the rank of Captain. The Fifth District is a sort of anti-spy network within the region, protecting the town and the vale. A DC 25 Knowledge (local – Iuz's Border States) check recognizes Raggan as a captain of the militia. A DC 35 check recognizes him as the Director of the Fifth District. A Bardic Knowledge check of the same DC also recognizes Raggan. When Raggan enters, read or paraphrase the following:

A light knock sounds at the door to this interrogation room, and after a brief moment, Corporal Woolf answers "Enter." The door opens to admit a small unassuming gnome in black leather. Corporal Woolf stands. "Captain," he acknowledges.

Raggan is here to possibly bestow some information upon the heroes. Several criteria must be met before this is done. First, no heroes may be members of the Highfolk Gardening Society or Highfolk Traveling Circus meta-organizations. Second, no heroes may be

members of the elven Clan Volmiryth or Clan Oronodel. Third, the majority of the party must be good. Raggan is capable of detecting a hero's alignment without an action, though he cannot detect the strength of that aura.

Should the heroes not meet the above criteria, Raggan merely glances at them and apologizes for interrupting. He informs Cpl. Woolf of his desire to speak with the half-elf, and offers to wait until he is finished with the heroes.

If the heroes meet the above criteria, Raggan asks if he might take a bit of the heroes' time and shares the following information through role-play.

- Odd things have begun to happen all throughout Highfolk and the Highvale.
- Domesticated animals have turned on their owners, wild animals have attacked large groups of people in villages or on expeditions.
- Several people, those more nature oriented, have had difficulty controlling their 'inner animal', and have been acting out violently at the slightest provocation.
- This is the first instance he has become aware of in which one person killed another, and he fears that it is only the beginning of a horrible escalation.
- Aurora Tumblebrook is rumored to have made certain deals with less-than-good-hearted folk.
- She has reportedly been seen meeting with a scraggly old man with a great hunchback. Raggan is certain this man is no longer in the city.
- Raggan has not been able to identify the man.
- Raggan can also share any information Cpl. Woolf knows, if the Cpl. has not already shared it.
- The gnome wishes for the heroes to investigate this outburst, see if they can locate the hunchbacked old man, and put a stop to the chaos that is growing.

If any of the heroes are members of the Fifth District, Raggan also discloses the following information:

- Aurora has been under observation since her marriage to Geoffry Tumblebrook some 14 years ago.
- The nature of that marriage raised suspicions about Aurora's dealings and personality.
- It was found that Aurora made a deal with a demon creature from the Vesve Forest. She has met with him infrequently over the past 14 years.
- This demon creature takes the form of an old, hunchbacked human male when he enters town.
- The demon creature is no longer in Highfolk Town, and was tracked to the Vesve Forest, where he entered heading northeast.

- It is likely that the demon creature is responsible for Aurora's condition as well as the rising trouble throughout the Highvale.

At some point during the heroes' interaction with Raggan or Cpl. Woolf, a young private will arrive to inform them of Aurora's change in condition. Read or paraphrase the following, making sure to adjust to text if Raggan is present.

Another knock sounds at the door. This time, Corporal Woolf stands before answering "Enter." A red-sashed private opens the door, his face looking confused and nervous. "Corporal/Captain," he says, "I thought you might be interested to know that Miss Tumblebrook's demeanor has changed. She is speaking."

The high ranking officer in the room, Raggan or Christian, invites the party to come along to see Aurora Tumblebrook. Proceed to **Places to Go**.

Places to Go

Read or paraphrase the following, making sure to adjust the text for Raggan Glintooth's presence.

Leaving the interrogation room, you are escorted by the red-sashed private and Corporal Woolf to a small cell block. Three thick wooden doors with sliding eyeholes are before you, at the end of a hall. From one, a faint sound emanates. "Places to go. Have to go. Must go." Over and over again.

Looking into the room, the heroes can see that Aurora has climbed up the wall of her cell, and is hanging from the barred window. She is staring out, repeating her phrase over and over – "Places to go. Have to go. Must go." If the door is opened, she attempts to escape, but is easily stopped by the party or Corporal Woolf.

Aurora does not say any other words than these, and cannot be prodded or provoked into an outburst. She gives no indication of where she needs to go. A *detect thoughts* spell reveals that Aurora's mind is consumed with an image of a large white stone covered in serpents. Some heroes may recall the Whispering Stone from previous adventures. A DC 35 Bardic Knowledge also recognizes it. In either case, the party may bypass **Blind Leading the Blind** and proceed directly to **Serpents and Felines**.

If Raggan did not speak with the party in **Sitting at the Watch**, he approaches them now. He takes Corporal Woolf aside and suggests that he allow Aurora Tumblebrook to escape and ask the party to follow her. Certainly the woman will lead them to the source of these problems.

If Raggan did speak with the party, he suggests as much to the party directly.

If the heroes decide not to go along with this plan, the adventure is likely over for them – unless one of them is **Soulless**, in which case proceed to **Blind Leading the Blind**.

If the heroes decide to go along with this plan, proceed to **Blind Leading the Blind**.

Blind Leading the Blind

The heroes can arrive at this encounter by several different ways. The most common is from **Places to Go**, where Aurora Tumblebrook is being let out of the watch station and the heroes are following her to her unknown destination.

The heroes may reach this encounter by casting a *heal* spell on Aurora. In that instance, adjust the text appropriately to describe leaving from the Tumblebrook house, unless the heroes restrain Aurora and take her to the Watch Station anyway.

The heroes may also reach this encounter in the instance that one of them is **Soulless**. Have each soulless character attempt a DC 30 Will save. Those who succeed are stricken with a vision of a great stone covered in snakes, and a shadowy portal atop it. They also feel an urge to venture to this stone, and have a general idea of its direction. Those who fail the save are also stricken with the vision, and are compelled to venture to the stone similar to a *geas* spell. Those who resist immediately take a -6 penalty to all ability scores until they reach the stone.

Following Aurora or the soulless hero's urges leads the party on a wild chase through the Vesve Forest. They follow a zig-zagging course generally headed east-northeast. The trek takes eight days. Aurora does not stop to sleep at night except on the fourth and seventh nights. She can be restrained, if the heroes so desire.

Judges are encouraged to play up the tension during this encounter. The Vesve Forest is feeling extremely feral and dangerous as a result of Bartle's magics. Also, several heroes may contemplate the possibility of an ambush. While this is not the case, take the opportunity to play up the idea.

Balance of the Scales: Note that this does not occur at APL 6. If any hero is present that possesses the Dragon Disciple prestige class and does not have Highfolk regional documentation giving them access (that is, they possess levels in the class from another region, or they took access exercising the core option), they will experience an attack on one night of the trek. The wind rustles the leaves of the nearby trees, and the dragon disciple hears the words "You do not belong. You will be

cleansed." on the wind. The felldrakes enter the campsite and exclusively attack the foreign Dragon Disciple until he or she is dead, at which point the drakes leave.

APL 8 (EL 10)

Horned Felldrake, advanced (2): hp 150, 145; See **Appendix Two**.

APL 10 (EL 11)

Horned Felldrake, advanced (2): hp 160, 165; See **Appendix Three**.

APL 12 (EL 13)

Horned Felldrake, advanced (2): hp 185, 190; See **Appendix Four**.

Once the heroes reach the Whispering Stone, proceed to **Serpents and Felines**.

Serpents and Felines

Aurora or the soulless hero eventually leads the party to an old deer trail that is relatively clear. The journey along this path takes the heroes through increasingly ancient portions of the Vesve Forest. When the party reaches the Whispering Stone, read or paraphrase the following:

A cool spring breeze has accompanied you along most of your journey, though it has stopped now. The trees in this portion of the Vesve are ancient ones, some of them well over five feet in diameter with long tendrils of shaggy moss hanging from leaf-green boughs. Up ahead, you can easily see a ring of venerable pines. Their twisted branches block view of whatever is inside, though a faint sound – like the whisper of a thousand voices – can be heard.

The small trail that the party has been following leads directly into the ring of trees. From outside, nothing of what is beyond the trees can be seen. Aurora, if present, continues on the trail and into the ring of trees. A soulless character also feels an urge to do so – one who failed his previous save can resist that urge, but suffers as described in **Places to Go**. If Aurora is allowed to push into the ring alone, she lets out a surprised scream and dies at the claws of Sashell.

When the party crosses through the ring of trees, read or paraphrase the following. Be sure to adjust the text appropriately if Aurora was allowed to enter unaccompanied.

Making your way through the twisted limbs and sharp needles, you enter into the heart of the pines. Standing in the middle of the clearing is a tall grey stone. Nearly thirty feet tall, the stone emits a constant noise, as if thousands were trapped inside but lacked the strength to properly call for help.

Writhing about the stone is a large mass of serpents. They crawl about the rock in an unending pattern.

Lazing before the rock is an odd sight for the Vesve Forest. Sleek and bloodstained, a well-muscled tiger is laying comfortably. His striped fur ripples as he notices you and tenses. He looks poised, ready to move.

Creatures: Sashell is a legendary tiger who migrated through the portal Bartle created into the Beastlands. When Bloodfang also came to the energy of the portal, Bartle chose to use him instead of Sashell and left the tiger at the Stone. Sashell has grown fond of the whispering sound the serpents make, and has made this his home. Sashell can speak Common and Sylvan.

Sashell does not immediately go into combat, though he does begin the encounter as Hostile. As a relatively intelligent being, he is aware that these heroes may be a match for his might and prowess. Instead, he waits for them to make the first move.

Attempts at Wild Empathy cause Sashell to laugh. He recognizes what they are trying to do, and finds it extremely entertaining that the heroes think him such a base creature.

Sashell is willing to make conversation, if the heroes attempt. Remember that Sashell may be intelligent, but he still has an animal's perspective on the world. He perceives things based on an object or series of objects in their possession – for instance, a gray elf wizard may be 'Silver Mane', while a feather wearing ranger may be 'Blackfeather'. Sashell knows the following information, but acquiring it from him requires a DC 25 Diplomacy check, a successful Intimidate check, or magical coercion. Beating Sashell to near death and then questioning him also provides the information. A successful DC 50 Diplomacy check prompts Sashell to escort the heroes to Hollowblade.

- He is from the plane of eternal forests, the Beastlands.
- He came through a portal, sensing the energy used to create it.
- Once here, he met with 'Less Teeth'. 'Less Teeth' wanted him for an experiment. While Sashell was considering it, another appeared.
- The other was 'Bat Wings', a wolf/worg creature with great bat wings. 'Less Teeth' decided to take 'Bat Wings' instead, and left Sashell here to live.
- Sashell followed 'Less Teeth' to a dead tree to the south, past the 'Flat Pool' and the 'Ghost Tree'.
- If the heroes ask how to get to the Flat Pool and Ghost Tree, Sashell gives them rough directions –

follow the creek towards the sunrise to the 'Flat Pool' and then turn towards warm air and follow the forest path to the 'Ghost Tree'. Follow the path past the tree for a morning to the dead tree.

- Sashell likes it here in the forest, and does not intend to leave. The sound of the snakes soothes him.
- The legendary tiger has every intention of creating havoc in the forest, as there will be few predators able to withstand him.

After some discussion, the heroes are free to leave. Sashell, however, has no intention of letting them get very far. He stalks after the heroes and attempts to ambush them. If the heroes made DC 35 or higher on their Diplomacy check, Sashell does not attempt to ambush them.

APL 6 (EL 9)

Sashell: hp 120; See **Dire Tiger**, *Monster Manual* pg 65; except Int 8.

APL 8 (EL 11)

Sashell: hp 337; See **Appendix Two**.

APL 10 (EL 13)

Sashell: hp 374; See **Appendix Three**.

APL 12 (EL 15)

Sashell: hp 450; See **Appendix Four**.

Tactics: Sashell is a fairly straightforward attacker, charging the least armored threat and attacking it. Sashell makes use of his Karmic Strike feat to get free attacks against those who attack him.

Aurora Tumblebrook: If Aurora is still alive and with the party, she will fight any attempts to take her from this place. Sashell, if still alive, offers to let her live with him. He has every intention, of course, of eating her later. The party must subdue Aurora through magical or violent means and carry her along with them.

The Whispering Stone: The rock bears no carvings and is not especially worked into any given form. The serpents pose no harm to the party and if disturbed, merely return to their pattern as quickly as possible.

A *detect magic* cast within the clearing reveals that the stone radiates an "overwhelming" aura that stuns the hero for one round and ends the spell. The stone radiates neither good nor evil, law nor chaos, just strong magic of an indeterminate type.

The whispering made by the stone is just that, it cannot be interpreted by *comprehend languages* or *tongues* as it is just babble. It sounds vaguely like elven but nothing more. The hero may use magic to attempt to speak with the serpents. Any attempt to do so receive

only one result over and over again, “The time is near, we are ready”. Not further information can be gained. It is important to note that the whispering noise does not emanate from the snakes, as Sashell suspects.

It is also important to note that the stone cannot be affected by the heroes in anyway and in essence has SR 60 and hardness 80. The snakes however are quite vulnerable to attack as they each only have two hit points and an AC of 12. There are over 500 snakes crawling about the stone.

The purpose of the stone is unknown to everyone. All *commune*, *divination*, and similar spells reveal nothing as to the stone's origin or purpose.

Soulless Characters: The proximity of the Whispering Stone and the portal that was created here puts soulless characters in a precarious situation. Have each soulless character attempt a DC 35 Will save. Those who succeed are stricken with a vision of a wolf leaping from their chest, bounding for the Whispering Stone and disappearing into it. Those who fail are also stricken with the vision, and have their Intelligence reduced to 1 as their wits leave them with nothing but animal instinct. This is similar to a *feeblemind* spell, but is a necromantic effect. It may be cured in the same way a *feeblemind* may be cured.

From here the party must go east along a dry creek bed to reach the ‘Flat Pool’. Once the heroes continue on towards the ‘Flat Pool’ and the ‘Ghost Tree’, proceed to **Old Landmarks**.

Old Landmarks

Upon seeing the Whispering Stone and hearing of the Flat Pool, several heroes may recall a previous adventure – *HIG1-09 Out on the Hunt*. These locations are, in fact, the same locations from that adventure. Some may remember the location of Hollowblade, and desire to head directly to that location. They may do so, in which case proceed to **Dead Trees and Old Memories**.

The ‘Flat Pool’ is a landmark more commonly known as the Silent Pond. A successful DC 30 Bardic Knowledge check reveals that the Pool is rumored to have divinatory powers.

The ‘Ghost Tree’ is a landmark more commonly known as the Hanging Tree. The Hanging Tree was used during the Greyhawk Wars a site for the hanging of many Iuzians. A DC 25 Bardic Knowledge check or DC 20 Knowledge (history) check knows this.

The Silent Pond or ‘Flat Pool’

The journey along the creek bed takes seven hours if the heroes walk it. When the party reaches the Silent Pool, read or paraphrase the following:

The creek bed leads you on a slow and meandering path deeper into uncharted forest. Certainty of your proximity to the lands of the Old One has your senses on high alert.

That is what makes it so odd as you round the last bend in the creeks wavering path. The wind, still blowing, becomes muffled. Your footsteps sound muted as you make your way into a small oblong clearing dominated by a small silver pond. The blue sky above is mirrored perfectly on its surface.

This is the ‘Flat Pool’ Sashell spoke of, and the Silent Pond many adventurers may have visited in the past. The pool is clean and potable water. It is also a strangely magical pool that gives visions to any that disturb its smooth mirror like surface. A *detect magic* cast on the pool reveals a strong presence of divination magic.

The first time the pool's surface is disturbed, read or paraphrase the following:

The flat pool of water ripples at your touch and shifts before slowly relaxing to stillness. The image you see is one of your companions, standing before a large clearing. You are looking at a large heap of charred wood, as a black ephemeral spirit rises from it. The shadow twirls and dives, zooming across the clearing straight for you.

The second time the pool's surface is disturbed, read or paraphrase the following:

The clean surface of the pond slowly ripples and distorts before snapping back to perfect stillness. Instead of a reflection of the sky above, you are provided a vision of a large clearing. In the clearing, a large heap of burned wood can be seen. The vision swoops out of the sky and into the woods near the clearing. In it, you can make out all of your fellow adventurers opening a trap door hidden under years of forest debris and jumping down into darkness. As the image fades, you know this way leads only to death.

As the image fades away, those heroes who played *HIG1-09* recall that they destroyed Hollowblade upon their departure, but the complex had a secret entrance.

The third time the pool is disturbed, read or paraphrase the following:

The water ripples and calms again, this time glowing with the light of day. In it, you can see a small gray

elf with long, fiery red hair. She is among the trees. Kneeling, she grabs something off the ground and hefts it. It is a longsword. Raising the sword above her head, a shout escapes her lips.

Her form ripples, and her skin melts away revealing scales of green glinting in the sunlight. Great powerful wings flex and stretch from the half-dragon's back. All around her, people die.

The woman in the image appears to be gray elven, but nothing further can be gleaned from the brief image. After this image, the pool of water grows inky with blackness and begins to churn. Those touching the water take 1d6 points of acid damage. The water is no longer potable, and does not radiate magic.

The heroes must now turn south, following an old forest trail to the 'Ghost Tree'.

The Hanging Tree or 'Ghost Tree'

The journey along the forest trail takes five hours if the heroes walk it. When the party reaches the Hanging Tree, read or paraphrase the following:

The gnarled forest path has led to an area full of long dead trees. Their dry and dead branches creak loudly at the slightest breeze. As you continue, the forest around you thins until you find yourself at the edge of a vast clearing. Dominating the open space is a huge oak tree, long dead. Hanging from its stiff limbs are at least two-dozen ropes, all twisted in the form of a hangman's noose. An overpowering stench of decay lingers in the air.

This tree was used heavily during the Greyhawk wars to mete out justice to the foul minions of Iuz. Now it stands as a silent reminder to those dark times. The tree itself is quite harmless even though some evil has permanently tainted this place.

Anyone attempting to *detect evil* in this place gets a faint trace of evil from the tree itself. A *detect magic* will reveal a dim aura of necromancy in the area, the kind left over by a powerful spell.

A DC 10 Search check near the tree itself will reveal a number of cut ropes that look like they must have belonged to the tree. This also notices that it appears as if someone attempted to cut down the tree a long time ago, but stopped after a bit of work.

The heroes may decide to cut down or burn down the tree. Cutting the tree reveals a viscous crimson sap that stinks horribly. Treat this as a *stinking cloud* effect cast at 5th level with a Fortitude save at a DC of 14. The stench fades from the area and the sap after only thirty seconds. Also note that the tree will not burn. Any attempt only releases a stink as noted above but does little

real damage. Persistent heroes will have to spend roughly six hours cutting down the tree unless axes are available in which case the time is cut in half. Doing so has no bearing on the rest of the scenario.

When the heroes are done investigating the site, the trail continues onward heading south. The old outpost is about six hours away along this path. Proceed to **Dead Tree and Old Memories**.

Dead Trees and Old Memories

This encounter takes place at the old Hollowblade outpost that was discovered and destroyed by adventurers some four years ago, in the winter of 591 CY.

The outpost of Hollowblade is keyed to areas found on **DM's Map #2**. Please note that there are no areas numbered 2, 3, 4, or 5. The outpost is centered underneath the great destroyed tree. Read or paraphrase the following when the heroes arrive at Hollowblade and enter Area 1.

The journey has been a quick one, following an old trail to this clearing. Ahead of you, a great swath of forest has peeled away from the earth, almost as if nature itself does not wish to be there.

The center of the clearing is the remains of some old tree. Long ago, it was toppled and burned so that nothing more than a tinder pile that will never light remains.

As you observe the clearing, the wind picks up. A low humming noise begins to grow, rising in pitch as you feel it draw closer. Like an arrow, the sound and the wind whip past you, over your companions' heads and off into the woods.

Getting into the outpost can be done two ways. The first, and easiest, is to locate the secret passage outside of the clearing. Doing so requires two hours and a DC 30 Search check. If the party witnessed the second vision of the Silent Pond, this time is reduced to one hour. Taking 20 doubles this time for any group. Entering this way brings the party to Area 13.

The second, and most time consuming, is to dig out the passageway underneath the destroyed tree. Without the proper tools – axes, crowbars, and shovels – this takes eight hours of hard labor. With the proper tools, this time is reduced by half. Magic may also be used in this instance, reducing the effort and time appropriately. Entering this way brings the party to Area 6.

Soulless Characters: Digging out the passageway is a dangerous task for soulless characters. Midway through the work, have each soulless character attempt a DC 35 Will save. Those who succeed are stricken with a vision

of attempting to fight free of a glass prison and failing. Those who fail the save are also stricken with the vision, and become exhausted. This exhaustion may not be cured except by a *limited wish*, *wish* or *miracle* spell. This is a necromantic effect.

Area 6: The Meeting Chamber

Once the heroes have dug up the passageway into this room, or cleared out the remaining rooms and make it here, read or paraphrase the following.

A set of stairs have collapsed into this room, leaving only one exit. Rubble and filth choke the chamber. Thick and gnarled roots, black with death, hang from the ten-foot high ceiling.

Scattered about the room are a number of broken tables and chairs. Combat ages old took place here. The losers lay decaying at your feet. Some eight orc bodies and the body of a human man have lain here, unburied, for years. Maggots and flies have eaten away their flesh, leaving only bones.

This is the site of a battle that took place between the adventurers and the inhabitants of Hollowblade. With the place sealed, no one has really disturbed these bodies since then.

There is nothing of interest in this room.

Area 7: The Old Barracks

Read or paraphrase the following to the players when they enter this room.

Opening the door reveals a vast chamber that has been thoroughly tossed. Two rows of bunk beds have been upheaved, the mattresses torn and the filling pulled out. Large amounts of garbage and bones once formed small heaps scattered about the space. Now they have been spread about the chamber to reveal what they were hiding. The stench of a privy is heavy in this place.

This is the old barracks where the orc inhabitants of Hollowblade once slept. Like the rest of this place, heroic adventurers tossed it and took anything of value.

There is nothing of interest here.

Area 8: The Privy

This room smells worse than all the rest as it is the only privy in the outpost, and has sat undisturbed for years. Heroes entering this room will immediately become sickened, but the wave of sickness passes soon after leaving. A carrion crawler has inhabited this space, and crawls up from the privy if heroes hang around for more than a few rounds. There is nothing of value in this space.

All APLs (EL 4)

Carrion Crawler: hp 19; See *Monster Manual* pg 30.

Area 9: The Kitchen

This room smells nearly as bad as the privy next door. The room features two large tables, a small cooking pit, three barrels and a few shelves. Aside from the cooking utensils scattered around the room, there is also scraps of some meal that long went rancid. Of the three barrels, one is half-full of water and the other two contain horribly strong and rancid ale. Drinking this ale can cause disease.

There is nothing of value in this room.

Rancid Ale: organic; consumption; no reset required; disease (filth fever, DC 25 Fortitude save resists, 1d3 day incubation, 1d3 Str and 1d3 Con);

Area 10: Bartle's Quarters

The door to this chamber is locked. It can be opened with a successful DC 20 Open Lock skill check. Once inside, read or paraphrase the following to the players.

This small, cramped room is packed full of parchments, scrolls, and books. Underneath the clutter, you can make out a sturdy wooden bed, a simple desk, and a trunk. Hanging from the center of the ceiling is an unlit brazier. Along the west wall, in a small alcove, is a shrine covered in grey wax. Hanging above the shrine is a stone skull with ruby eyes. Most striking are the rambling scrawls of a madman etched into the walls and deeply into the wax of the shrine.

This is where Bartle has been resting during his experimentation on Bloodfang. In his anger and frustration, the spurned half-fiend has etched his hatred and desire into the walls of this chamber and the old shrine to Iuz.

The writing is mostly several phrases repeated over and over. Some example phrases are "He will love me!" or "Why won't you love me!" or "I will make you see. I am your son! You will love me!" or "FATHER!".

Treasure: The trunk is locked, requiring a DC 30 Open Locks check to open. The key is in Bartle's pocket. Inside the chest are several items.

At APL 6 and higher, the chest contains an elegant shortsword with a translucent blue coating of something magical (+1 *ghost touch* shortsword). Additionally, it contains two small vials filled with the same blue coating liquid (ghostoil, see Appendix Five).

At APL 8 and higher the chest contains a longsword with a translucent blue coating of something magical (+1

ghost touch longsword). It also contains a quiver of fifty arrows with the same coating (+1 *ghost touch arrows*).

At APL 10 and higher, the chest also contains a small silver signet ring etched with the green and white shield of Highfolk (*Highfolk Signet Ring*).

At APL 12, the chest also contains circlet woven of silver and gold strands with a round yellow diamond hanging from its front (*phylactery of undead turning*).

APL 6 - +1 *ghost touch shortsword* (692 gp); ghostoil (4 gp each).

APL 8 - +1 *ghost touch longsword* (693 gp); +1 *ghost touch arrows* (692 gp).

APL 10 - +1 *ghost touch longsword* (693 gp); +1 *ghost touch arrows* (692 gp); *Highfolk Signet Ring* (667 gp).

APL 12 - +1 *ghost touch longsword* (693 gp); +1 *ghost touch arrows* (692 gp); *Highfolk Signet Ring* (667 gp); *phylactery of undead turning* (917 gp).

Area 11: Trap Hallway

The door leading into this hallway from Area 7 is open. This long hallway once contained a trap meant to keep intruders out. The trap was long since been disabled by that same group of adventurers who destroyed the tree above.

The portcullis, however, has been lowered.

Wooden Portcullis: 3 in thick; hardness 5; hp 30; AC 5; Break DC 30; Lift DC 25.

Area 12: The Laboratory

When the heroes enter this chamber, read or paraphrase the following to them.

The heavy scent of acid wafts freely from this room. It is a small chamber of broken alchemical equipment. Vials and other glassware once used for deeds unspoken have been cracked and shattered. A long dried mass of colored chemicals has spread across the tables and onto the floor. Carved into the center of the floor is a small silver circle. A deep crimson stain is at its center. Hovering above the stain is a thick green fog. Hanging low to the ground, the fog seems to reach hungrily toward you.

The foul magic of the outpost combined with the trashed alchemical substances when the adventurers tore through here so long ago to form a living cloudkill monster. Bartle has trapped the ooze within the silver circle. The living cloudkill cannot move or attack outside of the circle; however, if any heroes were to attack the

creature it breaks free of the magical trap and attacks the party in return.

All APLs (EL 7)

Living Cloudkill: hp 75; see **Appendix One**.

Area 13: The Breeding Pit

See **For Want of Love**.

For Want of Love

When the party reaches this encounter, read or paraphrase the following. It does not matter from which direction the heroes approach.

No light is needed to see the horror taking place in this room. A scraggly old man missing several teeth is standing at the head of an altar. At his feet is a great gemstone gemstone, pulsing with power. Atop the altar is a horribly mangled creature – part wolf and part vrock, the beast has been bound to the altar and splayed open. Its heart beats feebly, pushing thickening blood out of its open chest and into arcane scrawlings carved into the stone of the table.

The creature on the table is Bloodfang. He has been mangled by Bartle in an effort to bring more chaos to Highfolk. Heroes who have played *HIG1-09* recognize him. Others may attempt a DC 25 Bardic Knowledge check to identify him.

The old man is Bartle, in his *disguised* form. Heroes who have played *HIG1-12* may recognize him. Others may attempt a DC 35 Bardic Knowledge check to identify him.

A DC 25 Knowledge (arcana), Knowledge (planes), or Spellcraft check identifies the arcane markings on the altar as those used in planar calling spells.

Read or paraphrase the following.

Glancing up from his masterwork, the old man jumps with a look of surprise. Anger, then frustration, then disappointment, then resolve. All these emotions flash across his visage in a mere moment. "No!" he shouts, his voice dry and cracking. "I will succeed!" Two bony fists slap against the stone altar. "You will not stop me!" he continues, his voice deepening. The man's old gray cloak floats off his back. His skin darkens to ebony black. "He will know me as his own!" His skin melts away, revealing a smoothly muscled creature of the Abyss. Great bat wings unfurl from his back, stretching. "He is my father." Bony fists become meaty claws as he slams them once more into the altar. "I will be his son!" One more ferocious slam, and the altar shivers. Rubble falls in a light cloud from the ceiling.

At the demon-man's feet, the gemstone cracks. A shrill whistle pierces the air. He looks down in silent, stunned surprise. At first, the crack is small. Then it grows, and with it the whistle. Soon, his own cries accompany it. Cries of frustration. Cries of failure. From the stone, dark forms begin to rise. Wispy and ephemeral, they flow up in a great wail. The stone flashes. The bubble of light rolls out filling the room.

Then... it subsides, leaving silence.

As you watch, several spirits break off from the ever-increasing whirlwind above your head. Each flies straight for the demon-man. Silently, they pull the soul from his body. The old-man-turned-half-demon gives no resistance, falling to his knees.

As the stone cracks, it releases an *unhallow* spell with an attached *silence*. See *Player's Handbook* pages 297 and 279 for details on these spells. The effect of the *unhallow* covers the entire room and 20 feet down each hallway. By extension, the *silence* effect covers the same area.

Creatures: Many more spirits emerge from the stone, but only those provided below are of any concern to the heroes. These spirits do not resemble the monsters used as statistics for them – do not allow heroes Knowledge (religion) checks to identify them. Instead, a DC 15 Knowledge (religion) check lets a hero deduce that these creatures are similar to undead and may possibly be affected in the same way.

As a spirit is destroyed or turned, it does not dissipate. Instead, it is sucked back into the soulstone. Each round, the soulstone releases more spirits to combat the heroes. Up to one half of the original number of monsters (rounded up) is released each round, to a maximum of the original number. For instance, at APL 8, each round the stone can release up to two shadows, one greater shadow, and one spectre.

After several rounds, the heroes may realize it is necessary to destroy the soulstone. The stone has AC 5, hardness 8, and hit points equal to 10 times the APL (60 hp at APL 6, etc). Those coming within 5 ft. of the soulstone must succeed a DC 15 Fortitude save, or gain one negative level. A failed Fortitude save also grants the stone 5 temporary hit points. This save must be made each round the hero remains near the stone. A *death ward* or similar spell makes a hero immune to this effect.

Bartle remains for one round before casting a *silent teleport* and leaving in failure. His statistics have not been included because he should survive this scenario.

APL 6 (EL 8)

Shadows (4): hp 19; see *Monster Manual*/pg 221.

APL 8 (EL 11)

Allips (2): hp 26, see *Monster Manual*/pg 10

Shadows (2): hp 19; see *Monster Manual*/pg 221

Greater Shadow (1): hp 58; see *Monster Manual*/pg 221

Spectre (1): hp 45; see *Monster Manual*/pg 232

APL 10 (EL 13)

Allips (9): hp 26, see *Monster Manual*/pg 10

Greater Shadow (2): hp 58; see *Monster Manual*/pg 221

Spectre (2): hp 45; see *Monster Manual*/pg 232

APL 12 (EL 15)

Allips (6): hp 26, see *Monster Manual*/pg 10

Greater Shadow (5): hp 58; see *Monster Manual*/pg 221

Spectre (4): hp 45; see *Monster Manual*/pg 232

Tactics: These incorporeal creatures do not retreat into the walls, floor, or ceiling. Those with Spring Attack do take advantage of their feat, but remain in the room even so. They also do not focus on a single hero, instead attacking each party member evenly.

Death: During this combat, character death is a likely possibility. Do not refrain from exacting death on two to three heroes. There are special circumstances for death in this situation.

Those who witness a hero's death see the soul of said hero carried out of the body by one or more spirits. The soul is immediately consumed by the gemstone. Raising the hero by any means requires a DC 35 caster level check. Dead heroes do not rise as shadows or spectres. Judges are encouraged to force dead heroes to roll 1d4 for suspense's sake.

When the gemstone is destroyed, the hero is immediately brought back from the dead as the soul returns to the body. The hero suffers a level loss and all the associated penalties, but is otherwise unaffected. The effect of this is visible – the soul escapes from the gemstone, flies into the body, and the body convulses with a gasp of air and sits up. Note that heroes who die during this encounter do not receive the **Reensouled** benefit.

Development: Some parties may flee under the assault of the spirits. If such is the case, they are not pursued by any means. The party is free to return at any time to Hollowblade. If they wait more than four hours, the gemstone has emptied of souls and sits cracked, pulsing slightly. The negative energy effect is still present, but no creatures emerge. The spirits have fled out into the world, and are not present. Breaking it is the

same as above, though without distraction. Heroes falling back to this option receive only half experience for this encounter.

When the gemstone has been destroyed, or when the party has given up, proceed to **Conclusion**.

Conclusion

When the gemstone is destroyed, read or paraphrase the following.

The crack that started so small has grown under your violence. Finally, the entire gemstone cracks, appearing as if to shatter though it remains whole. Piece by piece, the cobalt stone begins to fall apart. As if suspended in molasses, the shards fall with surprising slowness, as the gem flares its color.

Then, it is complete. The gemstone is a mound of rubble. Cobalt rays erupt from the pile, scattering the spirits that flow forth as well. Up, out, down. Into the walls, floor, ceiling. Each disappears to some unknown location.

If one of the heroes in the party was **Soulless** read or paraphrase the following to said hero.

One spirit, however, seems to linger. Lazily it wisps about the room, as if waiting for some sign. Its lackadaisical meanderings bring it to a stop right before your eyes. Its form is vaguely humanoid, and what looks like a head tilts to one side. If it had eyes, it would be looking at you.

With lightning quickness, the spirit's appendage shoots out. The incorporeal arm takes form and grasps your head. Prying open your mouth, the spirit pushes itself into you. After a brief struggle – which you lose – it is done.

You cough lightly as sound returns to your ears.

That hero gains the **Reensouled** benefit on the AR. Cross it off for any heroes who were not **Soulless**.

Continue reading or paraphrasing the following.

Sound returns to the room in a rush. The low whisper of a draft is accompanied by the wheezing whimper of the beast on the altar. His wolf-like head turns towards you, his eyes glistening with intelligence and pain.

Bloodfang is dying. The party has several options. Bloodfang can be saved with a *heal* spell, or eighteen DC 20 long-term care Heal checks; he can be mercifully killed; or he can be left to die.. Saving him, however, has a dilemma of its own. Does the party leave Bloodfang to his own devices? They are not permitted to take him

adventuring. He is a creature of evil, radiating moderate evil if detected for.

Aurora comes out of her stupor at this time, as her soul returns to her body. She has full recollection of her deeds and is extremely repentant. She is brought to trial before Judge Yellindarth a few days after the party's return to town. The heroes are invited to speak at the trial, either for or against Aurora – it is their choice. Aurora's fate is determined by critical events.

Jillian is taken into foster care by Nalinda, the half-elven woman from the first encounter. Nalinda intends to take care of the halfling girl until her mother's fate is decided. If Aurora is found guilty and sentenced, Nalinda will take care of Jillian as long as is necessary. If Aurora is found innocent, Nalinda is glad to return Jillian to her mother and reunite the torn family.

Berliac Knotwise is as ready as ever to make his deal with the heroes. See **Late Gnomes** for details on that deal. Note that a hero may only have one of **Ilymirth Wine** or **Manual of Bodily Health**, but not both.

If the heroes are successful in breaking the gemstone and met Raggan's criteria during **Sitting at the Watch** they receive **Favor of the Home Guard**. If any of them are also members of the Fifth District, that hero also receives **Fifth District Recognition**.

The End

Experience Point Summary

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

Serpents and Felines

Defeating Sashell or making him Friendly

APL6 270 xp; APL8 330 xp; APL10 390 xp; APL12 450 xp

Dead Trees and Old Memories: Area 12

Not freeing the Living Cloudkill, or freeing it and defeating it

All APLs 210 xp

For Want of Love

Breaking the gemstone

APL6 240 xp; APL8 330 xp; APL10 390 xp; APL12 450 xp

Story Award

Not letting the Living Cloudkill out

APL6 60 xp; APL8 90 xp; APL10 120 xp; APL12 180 xp

Ensuring that Jillian Tumblebrook is taken care of

All APLs 30 xp

Speaking at Aurora's trial

All APLs 60 xp

Discretionary roleplaying award

APL6 30 xp; APL8 75 xp; APL10 150 xp; APL12 195 xp

Total possible experience:

APL6 900 xp; APL8 1125 xp; APL10 1350 xp; APL12 1575 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.

Dead Trees and Old Memories: Area 10

APL 6: L: 8 gp; C: 0 gp; M: 692 gp – *+1 ghost touch shortsword* (692 gp)

APL 8: L: 8 gp; C: 0 gp; M: 2077 gp – *+1 ghost touch shortsword* (692 gp), *+1 ghost touch longsword* (693 gp), *+1 ghost touch arrows* (692 gp)

APL 10: L: 8 gp; C: 0 gp; M: 2690 gp – *+1 ghost touch shortsword* (692 gp), *+1 ghost touch longsword* (693 gp), *+1 ghost touch arrows* (692 gp), *Highfolk Signet Ring* (667 gp)

APL 12: L: 8 gp; C: 0 gp; M: 3661 gp – *+1 ghost touch shortsword* (692 gp), *+1 ghost touch longsword* (693 gp), *+1 ghost touch arrows* (692 gp), *Highfolk Signet Ring* (667 gp), *phylactery of undead turning* (917 gp)

Total Possible Treasure

APL 6: L: 8 gp; C: 0 gp; M: 692 gp - Total: 700 gp

APL 8: L: 8 gp; C: 0 gp; M: 2077 gp - Total: 2085 gp (cap 1250 gp)

APL 10: L: 8 gp; C: 0 gp; M: 2690 gp - Total: 2698 gp (cap 2100 gp)

APL 12: L: 8 gp; C: 0 gp; M: 3661 gp - Total: 3669 gp (cap 3000 gp)

Special

Manual of Bodily Health: You have made a deal with Berliac Knotwise, given up your bottle of *ilymirth* wine, and acquired a coveted *manual of bodily health* *+1*. You must spend 1 TU upon acquisition of the *manual* to use it and gain its benefits. This does not count as access for MIC purposes. *Frequency:* Regional; Limit One per PC. This item may not be purchased before a character reaches 10th level. *Price:* 27,500 gp.

Ilymirth Wine: You have decided to give up buying a *manual* and instead have kept your bottle of *ilymirth* wine. This bottle contains four glasses of wine. Consuming one full glass requires a DC 20 Fortitude save to avoid becoming quite drunk. While drunk, characters suffer a -2 penalty to all attack rolls, ability checks, skill checks, saves, and weapon damage rolls. You gain one free bottle of wine valued at 10 gp. You may not purchase extra bottles.

Fifth District Recognition: For your role in defeating Bartle and returning Highfolk's populace to its normal demeanor, you receive a promotion within the Fifth District. Additionally, you receive Regional access to the following items: *sap of stunning* (A&EG), *sword of opportunity* (A&EG), *badge of valor* (CV), and *medal of gallantry* (CV). Only current members of the Fifth District may receive this favor.

Favor of the Home Guard: For eliminating the threat Bartle's spell posed, you are granted access to the starred items listed below.

Highfolk Signet Ring: This silver *+2 ring of protection* bears the signet of the green and white shield of Highfolk.

Faint abjuration; CL 6th; Forge Ring, *shield of faith*, creator must be at least 6th level. Price: 8,000gp.

Reensouled: You have finally gotten your soul back, after several years of separation. You now hold tightly onto that which you lost, gaining a +4 insight bonus on saves against possession or compulsion. Additionally, spells which raise you from the dead may be cast upon your body up to twice as long after death as normal.

- Phylactery of undead turning (Adventure; DMG; 11,000 gp)
- *Wand of cure critical wounds (Regional; CL 7; DMG; 21,000 gp)
- *Vest of resistance +4 (Regional; CA; 16,000 gp)

Items for the Adventure Record

Item Access

APL 6:

- +1 ghost touch short sword (Adventure; DMG; 8,310 gp)
- Vial of ghostoil (Adventure; A&EG; 50 gp)
- *+1 leather armor of silent moves (Regional; DMG; 4,910 gp)
- *Vest of resistance +1 (Regional; CA; 2,000 gp)

APL 8:

- +1 ghost touch longsword (Adventure; DMG; 8,315 gp)
- +1 ghost touch arrows (Adventure; DMG; 8,302 gp)
- *Ring of climbing (Regional; DMG; 2,500 gp)
- *Wand of silence (Regional; CL 3; DMG; 4,500 gp)
- *Vest of resistance +2 (Regional; CA; 4,000 gp)

APL 10 (all of APL 8 plus the following):

- Highfolk Signet Ring (Adventure; DMG; see above)
- *Arcane scroll of hallucinatory terrain (Regional; CL 7; DMG; 700 gp)
- *Vest of resistance +3 (Regional; CA; 9,000 gp)

APL 12 (all of APLs 8-10 plus the following):

Appendix One – All APLs

Dead Trees and Old Memories

Living Cloudkill: CR 7; Large Ooze; HD 10d10+20; hp 75; Init +1; Spd 40 ft.; AC 15, touch 15, flatfooted 14; Base Atk +7; Grp +13; Atk +8 melee (1d6+3 and cloudkill, slam); Full Atk as Atk; Space/Reach 10 ft./5 ft.; SA Cloudkill, engulf; SQ DR 10/magic, ooze traits, SR 20; AL N; SV Fort +10, Ref +9, Will +9; Str 15, Dex 12, Con 15, Int -, Wis 12, Cha 15.

Skills and Feats: None.

Cloudkill (Su): A creature hit by a living cloudkill's slam attack or engulfed by it is poisoned as by the *cloudkill* spell (DC 17). This applies each time the creature is struck by a slam attack, or each round it remains engulfed by the living cloudkill.

Engulf (Ex): A living cloudkill can flow around a Large or small creature as a standard action. It cannot make a slam attack during a round in which it engulfs. The living spell merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the living spell, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 17 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures are subject to the full normal effect of the *cloudkill* spell (see above) each round on the living spell's turn, and are considered to be grappled.

Ooze Traits (Ex): Immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight. Ooze is blind, but has blindsight 60 ft. It has immunity to mind-affecting spells and abilities, poison, sleep effects, paralysis, polymorph, and stunning. It is not subject to extra damage from critical hits or sneak attacks.

Blind Leading the Blind

Horned Felldrake, advanced, Ftr1: Large Dragon; CR 8; HD 12d12+1d10+65; hp 150; Init +3; Spd 30 ft; AC 17, touch 8, flat-footed 17; Base Atk +13; Grp +25; Atk +22 melee (2d8+12/19-20x2, horn); Full Atk as Atk; SA charge; SQ dragon traits; AL NG; SV Fort +14, Ref +7, Will +9; Str 26, Dex 8, Con 20, Int 5, Wis 12, Cha 8.

Skills and Feats: Hide +10, Jump +19, Listen +14, Spot +14. Alertness, Weapon Focus (horn), Improved Initiative, Power Attack, Improved Critical (horn).

Charge (Ex): A horned felldrake typically begins a battle by charging at its opponent. In addition to the normal benefits and hazards of a charge, this allows the horned felldrake to make a single horn attack (+25 melee) that deals 4d8+18 points of damage.

Dragon Traits: Felldrakes are immune to *sleep* and paralysis effects. They have darkvision (60-foot range) and low-light vision.

Serpents and Felines

Sashell: male awakened advanced legendary tiger; CR 11; Large Magical Beast; HD 27d10+199; hp 337; Init +8; Spd 50 ft.; AC 23, touch 13, flatfooted 19; Base Atk +29; Grp +45; Atk +40 melee (2d6+12, claw); Full Atk +40 melee (2d6+12, 2 claws) and +38 melee (2d8+6, bite); Space/Reach 10 ft./5 ft.; SA Improved grab, pounce, rake 2d6+6; SQ Low-light vision, scent; AL CN; SV Fort +23, Ref +22, Will +12; Str 34, Dex 18, Con 24, Int 13, Wis 16, Cha 12.

Skills and Feats: Hide +14*, Jump +17, Listen +7, Move Silently +17, Spot +9, Swim +16; Blind-Fight, Combat Expertise, Combat Reflexes, Karmic Strike*, Improved Initiative, Lightning Reflexes, Multiattack, Prone Attack*, Skill Focus (Hide), Skill Focus (Move Silently).

Improved Grab (Ex): To use this ability, Sashell must hit with a bite attack. He can then attempt to start a grapple as a free action without provoking an attack of opportunity. If he wins the grapple check, he establishes a hold and can rake in the same round.

Pounce (Ex): If Sashell charges, he can make a full attack (including two rakes) even though he moved.

Rake (Ex): Attack bonus +39 melee, damage 2d6+6.

Possessions: None

Appendix Three – APL 10

Blind Leading the Blind

Horned Felldrake, advanced, Ftr2: Large Dragon; CR 9; HD 12d12+2d10+70; hp 160; Init +3; Spd 30 ft; AC 17, touch 8, flat-footed 17; Base Atk +14; Grp +26; Atks +23 melee (2d8+12/19-20x2, horn); SA charge; SQ dragon traits; AL NG; SV Fort +15, Ref +7, Will +9; Str 26, Dex 8, Con 20, Int 5, Wis 12, Cha 8.

Skills and Feats: Hide +10, Jump +19, Listen +14, Spot +14. Alertness, Weapon Focus (horn), Improved Initiative, Power Attack, Blind-Fight, Improved Critical (horn).

Charge (Ex): A horned felldrake typically begins a battle by charging at its opponent. In addition to the normal benefits and hazards of a charge, this allows the horned felldrake to make a single horn attack (+25 melee) that deals 4d8+18 points of damage.

Dragon Traits: Felldrakes are immune to *sleep* and paralysis effects. They have darkvision (60-foot range) and low-light vision.

Serpents and Felines

Sashell: male awakened advanced legendary tiger; CR 13; Large Magical Beast; HD 30d10+210; hp 374; Init +8; Spd 50 ft.; AC 23, touch 13, flatfooted 19; Base Atk +32; Grp +48; Atk +43 melee (2d6+12, claw); Full Atk +43 melee (2d6+12 2 claws) and +41 melee (2d8+6, bite); Space/Reach 10 ft./5 ft.; SA Improved grab, pounce, rake 2d6+6; SQ Low-light vision, scent; AL CN; SV Fort +25, Ref +24, Will +13; Str 34, Dex 18, Con 24, Int 13, Wis 16, Cha 12.

Skills and Feats: Hide +16*, Jump +17, Listen +7, Move Silently +18, Spot +9, Swim +16; Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Improved Initiative, Karmic Strike*, Lightning Reflexes, Multiattack, Prone Attack*, Skill Focus (Hide), Skill Focus (Move Silently).

Improved Grab (Ex): To use this ability, Sashell must hit with a bite attack. He can then attempt to start a grapple as a free action without provoking an attack of opportunity. If he wins the grapple check, he establishes a hold and can rake in the same round.

Pounce (Ex): If Sashell charges, he can make a full attack (including two rakes) even though he moved.

Rake (Ex): Attack bonus +41 melee, damage 2d6+6.

Possessions: None

Blind Leading the Blind

Horned Felldrake, advanced, Ftr4: Large Dragon; CR 11; HD 12d12+4d10+83; hp 185; Init +3; Spd 30 ft; AC 17, touch 8, flat-footed 17; Base Atk +16; Grp +28; Atk +25 melee (2d8+14/19-20x2, horn); Full Atk as Atk; SA charge; SQ dragon traits, DR 2/-; AL NG; SV Fort +16, Ref +8, Will +10; Str 27, Dex 8, Con 20, Int 5, Wis 12, Cha 8.

Skills and Feats: Hide +12, Jump +21, Listen +16, Spot +16. Alertness, Weapon Focus (horn), Improved Initiative, Power Attack, Blind-Fight, Improved Critical (horn), Weapon Specialization (horn), Roll With It, Toughness.

Charge (Ex): A horned felldrake typically begins a battle by charging at its opponent. In addition to the normal benefits and hazards of a charge, this allows the horned felldrake to make a single horn attack (+27 melee) that deals 4d8+22 points of damage.

Dragon Traits: Felldrakes are immune to *sleep* and paralysis effects. They have darkvision (60-foot range) and low-light vision.

Serpents and Felines

Sashell: male awakened advanced legendary tiger; CR 15; Large Magical Beast; HD 36d10+241; hp 450; Init +8; Spd 50 ft.; AC 23, touch 13, flatfooted 19; Base Atk +38; Grp +55; Atk +50 melee (2d6+13, claw); Full Atk +50 melee (2d6+13, 2 claws) and +48 melee (2d8+6, bite); Space/Reach 10 ft./5 ft.; SA Improved grab, pounce, rake 2d6+6; SQ Low-light vision, scent; AL CN; SV Fort +28, Ref +27, Will +15; Str 36, Dex 18, Con 24, Int 13, Wis 16, Cha 12.

Skills and Feats: Hide +20*, Jump +18, Listen +7, Move Silently +22, Spot +9, Swim +17; Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Improved Initiative, Improved Scent*, Karmic Strike*, Lightning Reflexes, Mobility, Multiattack, Prone Attack*, Skill Focus (Hide), Skill Focus (Move Silently).

Improved Grab (Ex): To use this ability, Sashell must hit with a bite attack. He can then attempt to start a grapple as a free action without provoking an attack of opportunity. If he wins the grapple check, he establishes a hold and can rake in the same round.

Pounce (Ex): If Sashell charges, he can make a full attack (including two rakes) even though he moved.

Rake (Ex): Attack bonus +48 melee, damage 2d6+6.

Possessions: None

Appendix Five – New Rules Items

Items

Ghostoil

from *Arms & Equipment Guide*, p. 34

This clear oil has a slight tint of blue, and strange wispy forms seem to swirl through it. When applied to a weapon, ghostoil allows it to affect incorporeal creatures for the next 2 rounds. One vial of ghostoil contains enough liquid to coat one medium two-handed or smaller weapon. Applying ghostoil to a weapon of any size is a full-round action. Price: 50gp.

Feats

Improved Scent

from *Savage Species*, p. 36

You can detect and track creatures by smell at greater distances than normal.

Prerequisite: Scent ability

Benefit: You can detect approaching enemies and sniff out hidden foes within 60 ft.. For strong scents, such as smoke or rotting garbage, double these ranges. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

Normal: Without this feat, you can detect creatures by smell only within 30 ft..

Roll With It

from *Savage Species*, p. 39

You are adept at lessening the effects of blows.

Prerequisite: Con 20, Toughness.

Benefit: You gain damage reduction 2/-. This applies in addition to any damage reduction you have from other sources. Damage reduction cannot reduce damage you take to less than 0.

Special: You can take this feat multiple times.

Karmic Strike

from *Complete Warrior*, p. 102

You have learned to strike when your opponent is most vulnerable – the same instant your opponent strikes you.

Prerequisites: Dex 13, Combat Expertise, Dodge.

Benefit: You can make an attack of opportunity against an opponent that hits you in melee. On your action, you choose to take a -4 penalty to your Armor Class in exchange for the ability to make an attack of opportunity against any creature that makes a

successful melee attack or melee touch attack against you. The opponent that hits you must be in your threatened area, and this feat does not grant you more attacks of opportunity than you are normally allowed in a round. You specify on your turn that you are activating this feat, and the change to your Armor Class and your ability to make these special attacks of opportunity last until your next turn.

Prone Attack

From *Complete Warrior*, p. 103

You can attack from a prone position without penalty.

Prerequisites: Dex 15, Lightning Reflexes, base attack bonus +2

Benefit: You can make an attack from the prone position and take no penalty on your attack roll. If your attack roll is successful, you may regain your feet immediately as a free action. Opponents gain no bonus on melee attacks against you while you are prone.

Special: A fighter may select Prone Attack as one of his fighter bonus feats.

New Monsters

Felldrake, Horned

from *Monster Manual II*, p. 98, updated to v3.5

Medium-Size Dragon

Hit Dice:	4d12+8 (34 hp)
Initiative:	+0
Speed:	30 ft.
AC:	17 (+7 natural)
Attacks:	Horn +8 melee
Damage:	Horn 2d6+4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Charge 4d6+6
Special Qualities:	Dragon traits
Saves:	Fort +6, Ref +4, Will +5
Abilities:	Str 17, Dex 10, Con 15, Int 5, Wis 12, Cha 8
Skills:	Hide +3, Jump +6, Listen +6, Spot +6
Feat:	Alertness, Weapon Focus (Horn)
Climate/Terrain:	Any land or underground
Organization:	Solitary, pair, gang (3-5), or pack (4-16)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral good
Advancement:	5-8 HD (Medium-size), 9-12 HD (Large)

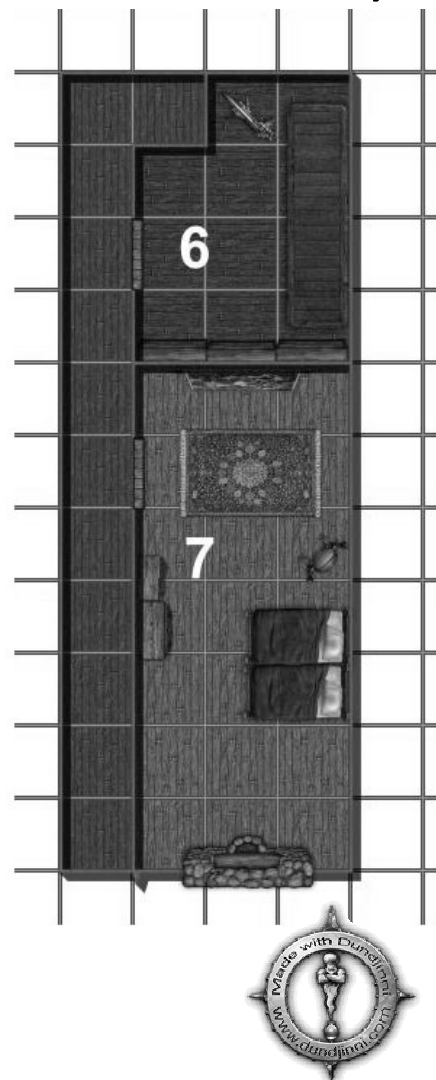
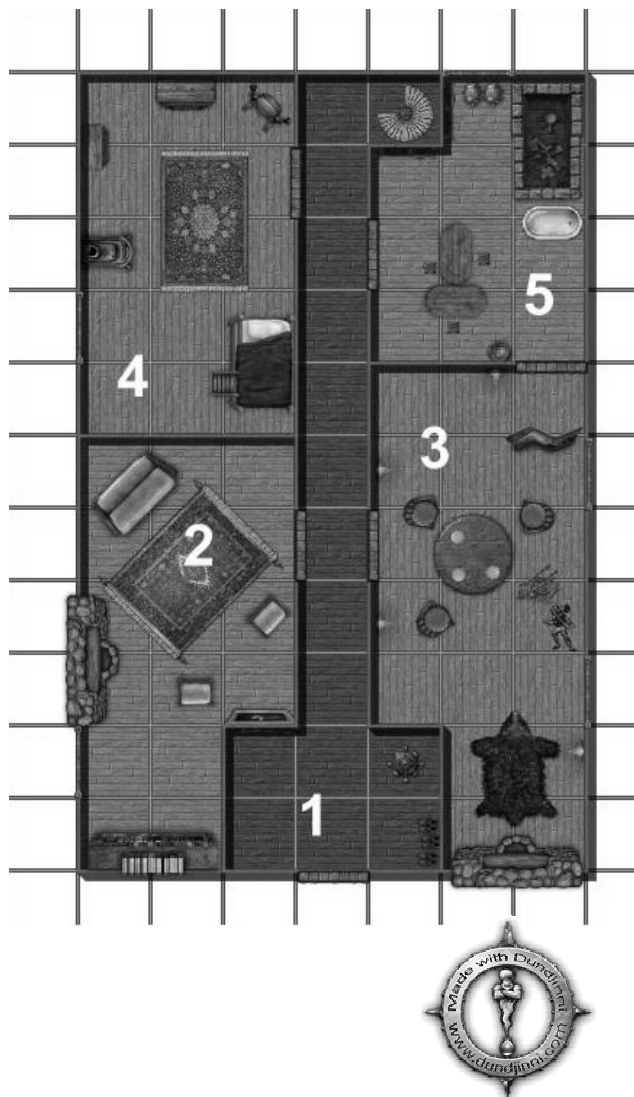
Horned felldrakes are often used to protect important individuals or cities. This creature is larger than the other felldrakes. Its head sports several horns, which it uses to impale foes.

Combat: Horned felldrakes usually charge foes first, then use their horns in melee.

Dragon Traits: Felldrakes are immune to *sleep* and paralysis effects. They have darkvision (60-foot range) and low-light vision.

Charge (Ex): A horned felldrake typically begins a battle by charging at its opponent. In addition to the normal benefits and hazards of a charge, this allows the horned felldrake to make a single horn attack (+8 melee) that deals 4d6+6 points of damage.

DM's Map #1



DM's Map #2

The Hollowblade Outpost, map by Jason Bulmahn

