

# Faerie Fire

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

Version 1.0

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Reviewed by Chris Tulach

Gunther Sugarbaker is renowned for his confectionary works. From colored sugar tiaras to walnut fudge, Master Sugarbaker's culinary delights are desired by the elite across the central Flanaess. With a new confection in mind, Gunther needs a harvest of the stubbornly deep-rooted white sayles (SAY-els) berries. What secrets will be illuminated on this journey into the southern swamplands known as the Deepmarsh? A regional adventure set in the Deepmarsh of the Vesve Forest for APL 2 to 6. Page One of the *Keeper of Word and Deed*.

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

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

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## PLAYERS READ NO FARTHER

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

## PREPARING FOR PLAY

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

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

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of

an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

## LIVING GREYHAWK LEVELS OF PLAY

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

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

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

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	5	6	7
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

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

Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.

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

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

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

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

## TIME UNITS AND UPKEEP

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

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

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

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

## Adventure Background

**The Berry Mission:** Gunther Sugarbaker is a portly, balding man with a flair for confectionery and a congenial self-deprecating humor. He is a master of the sweet tooth, particularly custom creations that require some level of intricacy. Among the works he is known for are jeweled tiaras and crowns created entirely out of colored sugars; marvelous to look at, but without even the remotest chance of fooling the untrained eye (or tongue) into thinking them real jewels. These delicate works are sometimes exported to nobles in other cities who want to give their young daughters a special treat and are willing to pay for it, but the stock and trade of Gunther's shop remains providing sweets for the locals. Gunther creates exactly 20 pounds of walnut fudge each year; the waiting list for this trademark treat is already filled up through next year's batch.

He and Nella Folstrom (who specializes in pastries and baked goods in her shop far down the street) maintain

a friendly rivalry over who can provide the most extravagant culinary delights come the holiday seasons. Gunther has won the informal Needfest competition (judged by 5-6 customers who frequent both shops) for 6 years running, but has yet to best Nella at Brewfest since she opened her shop 14 years ago.

Gunther has already started working on his confection for this year's Brewfest. In his mind, the confectioner has put together a wonderful berry castle, but he needs a rare berry to obtain the proper coloring and flavor.

This berry, the white sayles (SAY-els) berry, is well known for its flavor and rarity. Grown only in the swamps of the southeastern Vesve Forest, the plant has proven to be unrootable. It thrives only in the Deepmarsh and all transplant attempts have failed. The berry is rumored to have medicinal and/or magical purposes as well, if distilled properly.

**The Marshlord:** The sayles berry bush grows in one part of the Deepmarsh. Until recently, this part of the wetlands was under the dominion of a horrible black dragon known as Vuthasventgixustrat. Four years ago a representative of a competing force in the Vesve Forest known as the Wrath of the Emerald Dawn slew the black.

Moving to quickly fill the power void, this new power, known only as the Ancient Protector, enslaved the denizens of the Deepmarsh. The death of Vuthasventgixustrat has long gone unnoticed by the other powers in Highfolk. The Ancient Protector, however, has plans to announce the death and set into motion a series of events leading to her ultimate goal. The arrival of the heroes in the marshlands serves as the perfect catalyst.

Informing her representative in the Deepmarsh of the coming heroes, she gives the green hag Svatlena very specific instructions to send the party into Vuthasventgixustrat's old lair. The Wrath left a portion of the prophecy foretelling the accomplishment of the Ancient Protector's goal.

Svatlena, getting ready for the party's arrival, gathered up all of the white sayles berries from the bog in the swamp and hid them away so that the party cannot find them. She intends to barter the berries in exchange for killing some shocker lizards inhabiting Vuthasventgixustrat's old lair. She is counting on the natural curiosity of adventurers to lead to the discovery of the prophecy.

Evil to the core, the green hag intends to allow the party to explore the lair and return to her. Then, she plans to kill all of them except one so that her master's message may be carried to the Highfolk. Little does she know, however, that a group of swamp fey have stolen the berries from her hiding spot and intend to intercept the party between the lair and Svatlena.

**The Marshlord's Minions:** While most of the denizens of the Deepmarsh are now under the sway of the Ancient Protector, there is a very small number still dedicated to their dead master. A diseased tribe of kobolds still lives in the lair once inhabited by their black dragon master. Feasting on the dragon's flesh, they hoped to absorb his essence. Instead, as the meat went rancid, they

fell seriously ill. Most died. The few remaining are feverish and fanatic.

## Adventure Synopsis

**Encounter One:** The PCs meet Gunther Sugarbaker, a local confectioner in need of someone to acquire white sayles for his latest treat.

**Encounter Two:** The party researches the location of the berries and begins their journey into the Vesve.

**Encounter Three:** The PCs arrive at the swamp and begin their search.

**Encounter Four:** If the party did not acquire the location of the hag before coming to the swamp their will have to search blindly, encountering other denizens of the swamp.

**Encounter Five:** The party arrives at the home of the swamp witch, where the hag puts them to the test.

**Encounter Six:** After passing the hag's challenge, she treats with the party and makes demands of her own.

**Encounter Seven:** The PCs arrive at the lair of the Marshlord where they must deal with the kobolds that still live there.

**Encounter Eight:** The kobolds capture one of the PCs number and the party must win Cecil free. In return, they also hear an important prophecy.

**Encounter Nine:** The PCs receive some fey aid sent by the Dreamer of Sea and Stars.

**Conclusion:** The party returns triumphant.

## 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 choose one of the deeds from the hero's pool. For the entirety of the event, NPCs recognize the hero for the deed he has accomplished, and the benefit listed on the deed may be used. After the scenario, the deed is marked "USED" and the player may keep it, so as to keep a record of his deeds.

**Player Handouts:** The judge is encouraged to provide extra copies of **Player Handouts 1** and **2**. When a player receives these handouts, they should be allowed to keep them for future reference.

**Adventure Hooks:** The simplest way to get the party involved in the adventure is to have them explore Sugarbaker's ever-growing reputation firsthand. Several, more specific hooks have been provided as well:

- Any members of the Druidic Circles (a Highfolk regional meta-organization) receive an *animal messenger* bearing a Druidic message requesting they attend Gunther's expedition and obtain a sprig of berries for their archdruids.
- The Guildsmen of the High Art (a Highfolk regional meta-organization) receive a courier bearing a note

commanding them to go on Gunther's expedition, obtain a sprig of berries, and return it to Guildhall.

- Members of the Highfolk Gardening Society find a short message written in code sending them to Gunthers to "chase the white sayles for transplanting".
- Characters with **Contact: Verna Darst** from *HIG5-09 Twilight* receive a short message informing them of Gunther's expedition and asking them to gather some of the berries for her.
- Any characters serving as Clergy for a Temple Affiliation (a Highfolk regional meta-organization) who worship Ehlonna, Corellon Larethian or Sehanine Moonbow experience a prophetic dream. Give them **Player Handout 1**.

## Introduction

The adventure begins just after midday during the spring of 596CY. Read or paraphrase the following when the party enters Gunther's shop.

*The sky has been slowly darkening all day, and the smell of rain has been thick in the air. Now it has finally begun to fall, accompanied by loud peals of thunder that seem to roll across the buildings on this street in the Poor Quarter of Highfolk Town.*

*Fortunately, the confectioner's shop in which you stand provides adequate shelter against Velnius' roils outside. It is a large building, consisting of only a single room. Gunther Sugarbaker's establishment is dedicated to his art. Shelves adorned with sugary intricacies line the walls. Great tables are covered in flour and sugar and many other ingredients surrounding half-finished works of art – here a sugar tiara, there a gingerbread castle.*

*The portly, balding man with a self-deprecating smile can only be Master Sugarbaker himself. He stands amongst a swarm of young children all waiting for their sample of Gunther's delight of the day. There are others here as well.*

Give the players this opportunity to introduce their characters. When their introductions are complete, read or paraphrase the following introduction of Cecil Trueblood.

*Another is present, his stance and demeanor that of a skilled adventurer. Oeridian in descent, the man's dusty blonde hair and delicate features give him an erudite appearance that is belied by the tone of his muscled arms and his board-straight posture.*

*Dressed in deerskin leathers embossed with brass lightning bolts, the stranger is armed with an elegantly hilted longsword sheathed on his right side. A pack bulges, resting on the ground at his feet. The rattle of plate armor gives away its contents each time he shifts his feet.*

**Cecil Trueblood:** Male human Pal4(Heironeous). Cha 16. *Traits:* Experienced, deferential, knowledge-seeking. Age: 28. See **DMs Aid #1** for statistics. [Note: Cecil radiates

faint evil, and does not radiate good. See **DMs Aid #1** for details on Cecil.]

When introductions are complete and the party has sated their curiosity regarding Cecil, proceed to **Encounter One**.

## Encounter One Sweet Ambitions

This encounter occurs once Gunther has finished with the children and sends them scurrying home. The confectioner may recognize the party as adventurers, but is hesitant to bring up the topic. He is still not certain of the dangers of the swamp are worth risking for his simple confectionary castle. Because of this, he treats the exchange as a typical business transaction unless someone brings up the swamp expedition.

**Gunther Sugarbaker:** Male human (mixed) Exp2.

Gunther is a jovial, self-deprecating fellow. He should be played as ambitious, but cautious. He is prone to smiling and cracking appropriate jokes for a given situation. Consumed by his art, he has little care for his own appearance. The crazy ways of his hair and crystal sugar coated eyebrows should lend to his trusting nature.

Unless one of the party brings up the expedition before leaving the premises, Cecil mentions it and asks for more information. Gunther, while still hesitant, explains the task to the party that asks. His information is provided in bullets below.

- Nella Folstrom, who maintains a shop down the street, has been his friendly rival for quite some time. (She can confirm everything Gunther tells the PCs, and is very interested in what Gunther is making for this year's contest, if the PCs will tell her.)
- Each Needfest and Brewfest they have an informal competition over who can provide the most extravagant culinary delights come the holiday seasons.
- Gunther has won the Needfest competition for 6 years running, but has yet to beat Nella at Brewfest since she opened her shop 14 years ago.
- Now that Needfest has come and gone, it is time for him to start thinking about his Brewfest creation.
- He has a great confection in mind (for which he won't give details... trade secrets and whatnot), but needs a rare berry to obtain the proper coloring and flavor.
- This berry, the white sayles (SAY-els) berry, is well known for its flavor and rarity.
- The problem, and reason for Gunther's hesitance, is that the bush only grows in the southeastern marshlands of the Vesve Forest known as the Deepmarsh.
- Gunther doesn't know where to find it, but is willing to pay the party 50 gp per person to research the sayles berry and harvest it for him. He pays in advance.
- He is willing to negotiate this price to a maximum of 75 gp per person.

- Gunther suggests they start with "The Old Hag", a witch who lives somewhere in the swamp. No! She's not really a hag.
- Sugarbaker doesn't know where she lives. He's just a candymaker!

When the party has finished dealing with Gunther, they have a choice. They can attempt to gather information and research the white sayles berry (**Encounter Two**), or they can set off for the swamp (**Encounter Three**).

**Note:** Make a note of which party members refuse to accept payment for this task in duplication of Cecil's example. These characters receive **Legendary Deed: Selfless Giver** at the end of the scenario.

**Development:** Some parties may balk at the inclusion of Cecil in this adventure. Given that Cecil attends the expedition in a subservient position and does not require payment, the reticent party members have little leg to stand on. Even so, if enough fuss is put out about Cecil, he resigns from the party and attends the mission on his own. He still appears in **Encounter Eight**.

If some party members pass at the opportunity to go on this expedition, Cecil later approaches them and offers to pay them 100gp each to accompany him. For those who still refuse, the adventure is over – unless they decide to attempt to claim the berries for themselves through subterfuge. The judge is encouraged to entertain this notion and allow suitable plans to work appropriately.

## Encounter Two Berry Important Questions

This encounter outlines what sort of information can be obtained by the party before setting out on their adventure. The judge is encouraged to role-play these exchanges in a game day or home play setting. Due to time constraints, in a convention setting simply rolling is recommended.

**Development:** Those PCs who wisely decide to visit the Bardic College to gain aid with their research gain a +5 circumstance bonus to each of the Knowledge checks. They may also pay one of the bards to do the research for them. For 5 gp and five hours, they receive the information listed under each Knowledge check of DC 20 or less.

### Knowledge (Nature)

Members of the Druidic Circles meta-organization may contact their hierarchy to receive all the information as if they attained DC 25.

- **Less than DC 15:** Sayles berries might be related to mulberries or ilymirth berries. Their white coloration sometimes gets confused with itch ivy.
- **DC 15:** Sayles berries are renowned for their sweet flavor, and can only be grown in the marshland of the Vesve Forest. All attempts to transplant them have failed.
- **DC 20:** Sayles berry bushes have such deep root systems that it is rumored they cannot be transplanted

due to a unique food source only found in the small area in the Vesve where they grow.

- **DC 25:** The bushes may actually be the extension of an underground or aquatic plant that has burrowed through the ground.
- **DC 30:** The berries are rumored to have powerful magical and medicinal properties, but no harvest has ever been large enough to permit solid experimentation.

### **Knowledge (Local – Iuz’s Border States)**

Members of the Fifth District may contact their superiors to receive all the information as if they attained DC 20. Highfolk regional characters receive a +2 competence bonus to this check.

- **Less than DC 15:** Swamps? In the Vesve Forest? When did that happen?
- **DC 15:** There’s a wooded marshland in the Forest. It is home to a few tribes of lizardfolk and is known as the Deepmarsh.
- **DC 20:** The Vesve marshland is home to lizardfolk and a tribe of snake-like creatures known as ophidians. The “Old Hag” is an elven recluse who lives in the swamp.
- **DC 25:** A group of adventurers returned a few years ago from an expedition to the marshlands with tales of the lizardfolk tribes paying homage to a wolf god.
- **DC 30:** You know the location of the Old Hag’s residence and can find it with some navigational help.
- **DC 35:** “The Old Hag” may actually be a hag who poses as an elven witch.

### **Knowledge (Geography)**

A successful DC 40 Knowledge (geography) check knows the location of the sayles berries. Members of the Rangers of the Vesve, Helping Hands of Ehlonna, Druidic Circles, or Knights of the High Forest meta-organizations may contact their fellow members to receive a +4 circumstance bonus on this check.

Parties which succeed at the DC 30 Knowledge (local – Iuz’s Border States) and DC 40 Knowledge (geography) checks recognize the location of the Old Hag’s residence and the sayles berries to be similar if not identical.

### **Bardic Knowledge**

- **DC 10:** The swamp is home to a tribe of lizardfolk who worship a wolf god.
- **DC 15:** A small clan of snakelike creatures known as ophidians also lives in the marshlands.
- **DC 20:** The Old Hag is an elven witch who lives alone in the swamp. She doesn’t welcome visitors, but has been known to be ‘friendly’ to an attractive elven male or two.
- **DC 25:** Even though the ophidians and lizardfolk share close territories in the marshlands, they don’t war against each other with any notable frequency.

- **DC 30:** Those elven lads she became so friendly with claim that the Old Hag is in fact a hag with a great disguise.
- **DC 35:** The lizardfolk’s wolf god is known as the Ancient Protector and actually walks the moors in the Forest.
- **DC 40:** The ophidians also serve the Ancient Protector.

### **Gather Information**

A single Gather Information check takes 1d4 hours and costs 1d6 gold pieces. This check may be attempted as many times as the heroes desire.

There are three topics for which the party can gather information. Each check applies to only one topic.

#### **The Deepmarsh**

- **DC 15:** “I heard there are some folk up in the marshes that are part lizard. They like to get up on people and capture ‘em and make ‘em fight each other. An’ they let the winner go without any clothes or gear to survive. An’ then chase ‘em down and kill ‘em.”
- **DC 20:** “I do believe there is a wicked elven woman who lives in the marshes. ‘The Old Hag’ I have heard her called. If the stories are true, she knows all the comings and goings of the marshes. And it is only by her whimsy that some are allowed to leave.”
- **DC 25:** “The way I hear it, even The Old Hag’s got a master she grovels to. Maybe it’s that wolf god the lizardfolk are bowing to. The Protectorate or something, they call it.”
- **DC 30:** “I went into the moors once. I found a cave that went deep into the ground. I think it went deep anyway; I didn’t get far into it before I was chased out by black skinned kobolds yelping at me like soaked mongrels.”

#### **The Sayles Berries**

- **DC 15:** “Sayles berries, eh? Them ‘er those white ones that make yer throat get all closed up and make talkin’ hard?”
- **DC 20:** “You’re looking for the sayles berries too? A wizardly-type came to my cart the other day asking for the same things. Said the Guild needed them for some big spell.” [Note, while the Guildsmen are looking for the berries, attempts to approach them about the topic are rebuffed.]
- **DC 25:** “Sayles berries? Gunther Sugarbaker has some sayles berries, I hear. He has plans for a great sugar castle he wants to make with sayles berries for flavor.”

#### **The Old Hag**

- **DC 10:** “The Old Hag? Yeah, I know where she is. If she knows what’s good for her, she’s in my kitchen getting my dinner ready!”

- **DC 15:** “I was told that the Old Hag is an elven witch driven from her home to the swamps because she was so ugly.”
- **DC 20:** “The Old Hag must be long dead. It was more than 200 years ago that those elven boys she was so ‘friendly’ with passed away. A whole month she kept them, making them ‘accompany’ her against their will.”
- **DC 30:** “The Old Hag? \*spit\* Worse than the Old One himself, that. Wicked old woman hides in the moors, seducing pretty elven lads and then eating their eyes. \*spit\* Not even a woman, her. She lives on the top of a dead dragon turtle’s shell and I heard tell she’s a real hag – green skin and all!”

## Encounter Three

### The Long Road

The trip to the edge of the marsh is several days walk. Traveling by horse only reduces the time slightly, and the horses are no good for traveling through the Deepmarsh. The party should be encouraged to make the trip afoot.

At this point, it would be prudent to have the party develop a marching order and watch schedule. These play a part later in the scenario.

This encounter should be used as an opportunity for the party to become familiar with Cecil Trueblood, their adventuring companion. Cecil wants to get to know his companions, at least. See **DM’s Aid #1** for details about Cecil.

The weather continues to be wet and overcast. It does not rain constantly, but the threat of precipitation hangs indefinitely. If the party does not seem to be taking appropriate precautions for the weather, the judge should feel free to use the Weather rules presented in the *Dungeon Masters’ Guide* on pg 93. This adventure occurs in a temperate climate and should consist of thunderstorms and rain.

When the party has arrived at the Deepmarsh, read or paraphrase the following.

*The first shallow bog announced the transition from forest to marshland and the border of the Deepmarsh. Only muck and filth await travelers as the tall reeds replace forest undergrowth up ahead. The trees begin to thin and the ground promises to become less and less firm.*

*The warmth of spring is usually a welcome thing and though the swampy stench of the marsh before you has been dampened by the rain, a few more days’ cold air would certainly do well to stifle the stink a bit more.*

Assuming the party performed some information gathering, they should have an easy time stumbling upon the Old Hag’s lair and proceeding to **Encounter Five**. If the party failed to do any research before setting off for the Deepmarsh, proceed to **Encounter Four**.

## Encounter Four

### The Dangers of a Swamp

The dangers of a swamp are numerous. An unprepared party can easily be misled and become lost in the dire surroundings that are a dying moor. Judges are encouraged to use the Marsh Dangers presented in the *Dungeon Masters’ Guide* on page 88.

These incompetent adventurers wander for 2d4 days in the swamp before coming on the Old Hag’s domain. Each day there is a 5% chance of a random encounter. This chance increases by 5% each evening, and an additional 5% each day the party goes without an encounter.

For example, the party must wander for four days. The first day there is a 5% chance of an encounter. The first night, there is a 10% chance of an encounter. The second day, there is a 15% chance of an encounter. On the second day there is an encounter. The second night, there is only a 5% chance of an encounter. The third day, that chance increases to 10% again, and so on.

When an encounter is rolled, use the appropriate table based on the APL. At most, a single party can suffer two random encounters. Note that these encounters should not walk up off the side of the battle map. Judges are encouraged to develop the mood before these encounters occur and to place naturally occurring creatures within their habitats – e.g., the party discovers the monstrous spiders by walking into one of the many webs they have spread across the swampy area.

#### APL 2 (EL Varies)

d6	Encounter	EL
1	4 troglodyte zombies (MM 266)	4
2-3	2 spider swarms (MM 239)	3
4-5	1 crocodile (MM 271)	2
6	2 stirges (MM 236)	1

#### APL 4 (EL Varies)

d6	Encounter	EL
1	1 shambling mound (MM 222)	6
2-3	3 large monstrous spiders (webspinners) (MM 288)	5
4-5	1 minotaur zombie (MM 267)	4
6	1 assassin vine (MM 20)	3

#### APL 6 (EL Varies)

d6	Encounter	EL
1	2 will-o’-wisps (MM 255)	8
2-3	3 minotaur zombies (MM 267)	7
4-5	1 shambling mound (MM 222)	6
6	2 locust swarms (MM 239)	5

Once the party has experienced two random encounters or managed to avoid them for the number of days rolled, proceed to **Encounter Five**.



## Encounter Five

### Tournament of Champions

Read or paraphrase the following.

*Through the reeds ahead, a strange sight reaches you. Dilapidated and ramshackle, a shed or house of some sort has been set up. A single candle burns in a window; otherwise, no other activity is noticeable.*

Svatlena, the green hag, has setup this combat to lure the party into her clutches and determine their purpose in her part of the swamp. The house is, in fact, a *silent image* spell. The Old Hag is hiding and invisible up in the branches of her unmoving treant companion, requiring a DC 49 Spot check (before distance modifiers) to notice. Her centipede companions are hiding in the deep bog surrounding the island, giving them total cover.

When all of the party is on the island, Svatlena cues her centipedes to rise up using her mimicry ability (sounded as more centipedes). The combatant centipedes burst from the house illusion, while the watery vermin (the centipedes listed in **Encounter Six**) act to keep the party from running. See **DM's Aid #2** for a map.

#### APL 2 (EL 1)

**Medium Monstrous Centipedes (3):** hp 4, 5, 6; see *Monster Manual* page 286.

#### APL 4 (EL 3)

**Large Monstrous Centipedes (3):** hp 12, 13, 14; see *Monster Manual* page 286.

#### APL 6 (EL 5)

**Huge Monstrous Centipede (1):** hp 33; see *Monster Manual* page 286.

**Centipede Swarm (1):** hp 31; see *Monster Manual* page 238.

**Development:** Given the overwhelming odds of the non-combatant centipede companions, many parties may run from the outset. While the centipedes (listed in **Encounter Six**) move to block such actions, Svatlena also discourages such actions by giving voice to her desire for a fight from her place in the trees. The party fights or Svatlena orders the party killed. See **Encounter Six** for details on the forces Svatlena commands.

When the combat is completed, proceed to **Encounter Six**.

## Encounter Six

### The Old Hag's Demands

Read or paraphrase the following the party once the centipedes have been slain.

*Falling lightly from the large tree on this accursed island is a horrid sight. Gangly and hunchbacked, the*

*woman's large nose juts out of her face at an awkward angle. Crooked elven ears peak out through scraggly silver hair rife with leaves and bugs that crawl about her happily.*

*"Who's come to visit the Old Hag in her marsh, eh?" she asks, idly petting the monstrous hundred-legged insect at her side. The elven woman's fierce green eyes almost glow from underneath a wrinkled, warted brow.*

*All about, the very ground moves with bugs, surrounding you.*

**NPCs:** Svatlena, the green hag, is currently under the effects of a *disguise self* spell to appear as the crankly old elven woman. In reality, she is much more horrid looking. The Old Hag is not here to kill the party. She does not desire a fight, but is not beyond slaying the party. She has a veritable army at her side.

If a combat breaks out, Svatlena attempts to dissuade the course of action by pointing out her overwhelming numbers and prompting Qyohre, the treant, to reveal himself.

#### All APLs (EL 12)

**Svatlena:** green hag Sor7; stats not provided – use *DMG* Sor7.

**Qyohre, treant:** hp 66; see *Monster Manual* page 244, except AL CE.

**Centipede Swarms (2):** hp 31, 33; see *Monster Manual* page 238.

**Huge Monstrous Centipedes (3):** hp 32, 33, 34; see *Monster Manual* page 286.

**Medium Monstrous Centipedes (10):** hp 4, 4, 4, 5, 5, 5, 5, 6, 6, 7, 8; see *Monster Manual* page 286.

Once the party is ready to carry on a discussion, she questions them about their presence in her Deepmarsh. She already knows the party is after white sayles berries, and says as much if the party is hesitant to reveal their purpose.

Svatlena informs the party she knows where the berries grow and since she knew they were coming, she took them all up and has them hidden somewhere they will never find. However, Svatlena offers an exchange. The berries belong to the party if they go into an old swamp cave and kill the shocker lizards there. These are her terms. They are non-negotiable.

Svatlena tells the party there are at least four shocker lizards living in the cave. She wants them all dead and wants their heads returned to her. The more heads the party brings, the more white sayles berries she provides.

If the party refuses, she grants them safe passage from the Deepmarsh and the adventure is over for the heroes.

If the party agrees to her terms, she points them to Vuthasventgixustrat's lair and waits for their return. Proceed to **Encounter Seven**.



## Encounter Seven

### The Lair of the Dead Lord

When the party arrives at the lair, read or paraphrase the following.

*In a land of death like a swamp, it is be an odd sight to see an area where even the death fights to survive. That is the only description that touches on the scene laid out just ahead. In the side of a barren marsh mound is a deep maw. Nothing decorates the mound or the ground just outside it. There are no trees for some distance around the cave entrance. Even the pesky swarms of biteme flies seem to be avoiding the darkness within.*

See **DM's Aid #3** for a map of Vuthasventgixustrat's lair.

A successful DC 10 Search or Survival (with the Track feat) check to Track around the lair reveals the footprints of the shocker lizards and a number of small humanoids. These tracks are persistent throughout the dragon's lair and indicate very recent activity.

**Creatures:** The shocker lizards are spread throughout the lair. At all APLs, they have an EL of 6, though the number of them varies.

#### APL 2 (EL 6)

**Shocker Lizards (4 groups of 1 lizard):** hp 13 each group; see *Monster Manual* page 224.

#### APL 4 (EL 6)

**Shocker Lizards (4 groups of 2 lizards):** hp 13, 14 each group; see *Monster Manual* page 224.

#### APL 6 (EL 6)

**Shocker Lizards (3 groups of 3 lizards):** hp 12, 13, 14 each group; see *Monster Manual* page 224.

One shocker lizard group resides in each room #4, #6, and #7. The judge is encouraged to place the fourth group at his discretion, though it should not accompany any other group.

### The Lair of the Marshlord

Unless otherwise stated, there are no light sources in the lair. The walls are wet mud and roots. The air is heavy with moisture, and the floors are slick muck. Treat the floors as shallow bogs. Unnumbered rooms are empty.

On the map, the judge should notice a raised pathway traveling from Room #1 to Room #7. This pathway rises from the cave floor fifteen feet, and must be climbed to get to any room except #1 and #7 where the pathway slopes down to ground level. Also, the secret door to Room #6 is level with the pathway.

#### The Entryway

Read or paraphrase the following when the party moves into the cave entrance.

*What begins as a gaping maw into the side of a marshy hill quickly narrows to a muddy crevice pressing in from all sides. The stench of swamp gas grows even thicker here, as water slides down the mud walls in tiny rivulets. The narrow passage goes on for some 20 feet.*

In spite of the text, getting through the entryway is easy. The trick is that the mud conceals a pressure plate (in square 'T') that cues sprays of acid from the sides of the entryway. It covers the squares marked 'A' and 'T' on the map.

Remember to penalize the Reflex saves of Medium or larger creatures as they are squeezing through the entryway. Creatures that are squeezing suffer a -4 penalty to attack rolls and a -4 penalty to AC; they do not suffer a Reflex save penalty unless they have to make Escape Artist checks to squeeze through (see the *Player's Handbook*, page 148).

#### APL 2 (EL 2)

**Acid Spray Trap:** CR 2; mechanical; touch trigger; automatic reset (15 minutes for the acid sacs to refill); acid jets spray from the walls (3d6 acid damage); DC 12 Reflex save for half; multiple targets (all in hallway); Search DC 18; Disable Device DC 15

#### APL 4 (EL 4)

**Acid Spray Trap:** CR 4; mechanical; touch trigger; automatic reset (15 minutes for the acid sacs to refill); acid jets spray from the walls (5d6 acid damage); DC 14 Reflex save for half; multiple targets (all in hallway); Search DC 18; Disable Device DC 18

#### APL 6 (EL 6)

**Acid Spray Trap:** CR 6; mechanical; touch trigger; automatic reset (15 minutes for the acid sacs to refill); acid jets spray from the walls (8d6 acid damage); DC 16 Reflex save for half; multiple targets (all in hallway); Search DC 19; Disable Device DC 19

### Room #1 – The Pool of Movement

This area is really just an intersection of pathways, but it contains an important feature of the lair. A 5-ft. diameter pool of water is centermost in this area. The water is thick and murky, eliminating all visibility. At the bottom of the pool is a *teleportation circle* keyed to Dragons and Reptilian creatures and teleports them to a similar circle in Room #9. The *circle* circuit is two-directional.

**Development:** At this point, Cecil offers to explore the shaft. He produces an *elixir of swimming* and consumes it. Diving into the water, he is gone for a few moments before the surface grows turbulent and the water turns a murky red. The kobolds from Room #8 laid a trap here and captured Cecil, taking him to their hideaway so they may eat him.

If the party refused Cecil's accompaniment, they find the pool already still and murky red with Cecil's sack of armor sitting at the edge. Cecil falls for the trap whether or not he is with the party.

### Room #2 – The Kobold Warrens

When the party first explores one of these rooms, read or paraphrase the following.

*Scattered about this hole-in-the-ground are the remnants of an old massacre. The bones of small reptile-like creatures lie in heaps, picked clean of flesh and possessions where they died. The stink of death that has seeped into your pores since you started into the Deepmarsh is lighter here.*

The party is free to search through the remains of this massacre. When the Wrath of the Emerald Dawn came to the Marshlord's lair, he slaughtered the kobold servants in this room. A DC 15 Heal check reveals that most died more than three years ago due to blunt force skull trauma.

A successful DC 15 Search check locates some long-forgotten treasure spread amongst the remains of the kobold colony. At APL 2, the party locates a vial of antitoxin, two flasks of alchemists' fire, a masterwork small shortsword, and two *potions of cure light wounds*. At APL 4 and 6, the party additionally finds a masterwork small net, an *oil of magic stone*, and a *ring of protection +1*.

APL 2: Loot – 34 gp, Coin – 0 gp, Magic – *potion of cure light wounds* - (4 gp each).

APL 4 and 6: Loot – 64 gp, Coin – 0 gp, Magic – *potion of cure light wounds* - (4 gp each), *oil of magic stone* (4 gp), *ring of protection +1* (166 gp).

### Room #3 – Shocker Lizard Lair

Read or paraphrase the following as the party explores this room.

*This ovular cavern's floor is riddled with cracked eggshells and small piles of sticks and mud. A number of nests have been formed up, and tiny blue-skinned lizards scatter from them into equally sized holes honeycombing the walls. Larger and less threatened, the remaining shocker(s) clack in warning.*

This is the lair of the shocker lizards. They have hatched several clutches of baby lizards here and are more than willing to defend them. One group of the shocker lizards is found here.

Searching this area finds the remains of several swamp creatures that have been captured and consumed by the shockers and their hungry offspring. The babies pose no threat to the party.

A DC 10 Survival check to Track reveals the number of adult shocker lizards inhabiting the entire dragon's lair.

### Room #4 – Illusionary Guardians

Read or paraphrase the following as the party draws near to this room.

*An immense black dragon dominates this chamber – the largest chamber yet in the complex. Fierce horns sprout from its scaled skull, and though its body is well below you on this raised pathway, its head rises well*

*above. The dragon smiles from atop its muddy horde. Already, the draconic monstrosity drools viscous green acid at some inner thought.*

*"Who dares to disturb me?" it asks rhetorically, the words somehow managing to echo even in this mud-walled chamber. "Flee, now," it orders, taking a sharp intake of breath. Expectant eyes flash at you.*

Allow the party a moment to react appropriately before the illusionary dragon opens its maw and deposits fake acid upon any remaining characters. Four years ago, this illusion would have corresponded with the deposit of true acid onto intruders from a sac in the ceiling. With the dragon dead, however, the kobolds have not maintained the acid content of the trap and so it blubbers without any bite. This is actually a *programmed image* setup to scare off intelligent intruders. Disbelief requires a DC 20 Will save, after the PCs have been breathed upon or otherwise interacted with the illusion beyond witnessing it. It repeats every time a new intelligent creature enters the chamber.

### Room #5 – Stairways to the True Lair

This room is behind a secret door. Locating the door requires a DC 25 Search check. An iron-wrought spiral stairway leads down to the rope ladder found in Room #8.

### Room #6 – The Plug

This room has little of interest except for a large boulder enchanted to keep the nearby bog from draining into the lair. This boulder is etched with runes and has a large warning scribbled onto it in Draconic. "Warning! Do not open! We'll all drown!" it says quite bluntly. Attempts, magical or mundane, to move or destroy the boulder fail; however, ambitious adventurers may attempt to circumvent the boulder and dig through the walls to see what is beyond. These attempts succeed, and result in the submersion of the entire lair. Give the party plenty of clues as to the result of this action as they take it. Persistent parties without any means of surviving a crushing tidal wave (8d6 points of bludgeoning damage) and then Swim checks (DC 15) all the way back to the Entryway are dead.

### Room #7 – The Freshwater Pool

This small pool of water is exceptionally clear. Stemming from a clean well source, it was what the kobolds used to drink when they were still alive. Still clean, the shocker lizards have taken to it. The stream runs out of the complex and into a completely submerged shaft that leads to nowhere.

When the party proceeds to Room #8, go to **Encounter Eight**.

## Encounter Eight Blood of the Fold

Read or paraphrase the following as the party enters the chamber.

*Spread out upon the ground is the unconscious form of Cecil Trueblood; his body is surrounded by five black-skinned creatures. Humanoid in shape, the kobolds are graced with spikes and leathery skin. Decked in leather and armed with small spears, they are feasting on the paladin's flesh.*

*One of the kobolds is actually scaled and bears wicked, sharp teeth in its lizard-like maw. Beady red eyes flit about the room, insanely fixating on various points in the air.*

**Combat:** Once the kobolds detect the party, they attack. If the party is making any attempt at stealth, a surprise round might be possible. Vvailkivin, the scaled kobold, opens combat with a crazed rant about how the Wrath may have killed Vuthasventgixustrat, but the green-skinned oathbreaker would never have Vvailkivin.

Cecil Trueblood is alive, though almost dead. In three rounds he dies. The wounds from the kobolds' beginning feast prevent him from stabilizing. A DC 15 Heal check recognizes this. Cecil can be stabilized magically through a *cure* or similar spell, or through the mundane means of a DC 17 Heal check. His condition makes it more difficult. Cecil does not awaken to participate in this encounter.

#### APL 2 (EL 3)

**Vvailkivin:** hp 34; see *Appendix One*.

**Kobolds (4):** hp 4 each; see *Monster Manual* page 161.

#### APL 4 (EL 5)

**Vvailkivin:** hp 51; see *Appendix One*.

**Kobolds (4):** hp 4 each; see *Monster Manual* page 161.

#### APL 6 (EL 7)

**Vvailkivin:** hp 77; see *Appendix One*.

**Kobolds (4):** hp 4 each; see *Monster Manual* page 161.

**Tactics:** Vvailkivin and the crazed kobolds are straightforward attackers. They recognize the benefit of flanking, but otherwise do not utilize more advanced tactics. Deeply insane, they fight to the death. Two of the kobolds stay back, keeping themselves between Cecil and any party members for as long as they can manage.

When the party slays the kobolds and moves into Room #9, proceed to **Encounter Nine**.

## Encounter Nine

### The Prophecy of Ascension

Read or paraphrase the following as the party enters the chamber.

*This room is the final resting place for the bones of what was quite obviously an ancient dragon. Even though its skull is gone, the skeleton still stretches some fifty-five feet; its stark white bones form a sort of macabre cage. From within that cage, a faint violet light pulses.*

The faint pulsing light is actually an altered *faerie fire* spell permanently cast in the space within the dead black dragon's chest cavity. The words are a swirling column of eldritch energy suspended in mid air and moving constantly. In spite of the movement, the words are legible, and seem to move so that they read easily. It is written in Draconic. If the party is able to translate, give them **Player Handout #2**. The Prophecy of Ascension has been rewritten here for the judge's convenience. Note that Cecil, if conscious, is capable of reading the Prophecy.

### Prophecy of Ascension

Two children, born in the union of owl and ocean, shall carry Her will.

The Harbinger will cry for the Emerald Dawn.

The Wrath will cry for the Emerald Dawn.

And She will Rise. And She will Rise.

When the darkness falls on feathers, She will gather.

When the walker flees the sea, She will move.

When the dreamer dies, She will flourish.

And She will Rise. And She will Rise.

A light She will take, the Harbinger working Her will.

A dark She will take, the Harbinger working Her will.

A hold She will take, the Harbinger working Her will.

A rose She will break, the Harbinger working Her will.

And She will Rise. And She will Rise.

Riddler. Watcher. Destroyer. Three remain with the Marshlord's skull upon Her wall.

Three remain unknowing their danger.

She silently lies in wait. To break them. To prepare them.

She will Rise. She will Rise.

Her Wrath will scour beneath the sea.

The Horn. The Moon. The Sword.

Thrown from the waters will they be.

The fish will scream out in pain.

She silently lies in wait. To prepare them. To break them.

And She will Ascend.

And as the Keeper of Word and Deed has written, the sea will thrive and the fish will tremble.

The Prophecy can be transcribed by any character who understands Draconic. For those unable to speak the language, the swirling words move too fast to allow transcription. If the party can transcribe it, allow the players to keep **Player Handout #2**.

Also present in this chamber is the twin *teleportation circle* linked to the circle in Room #1.

**Treasure:** Below the swirling column of words is a treasure of sorts. At all APLs, there is a delicate piece of porcelain. This thin, fragile piece appears to be a portion of a broken mask. The piece depicts the high cheekbone and elegant jawline of a scaly-skinned female.

At APL 6, there is also a jagged shard of oak. This is a *wand of magic missile* (3<sup>rd</sup> caster level).

APL 6: Loot – ogp; Coin – o gp; Magic – *wand of magic missile* (188 gp each).

When the party is ready to leave, they must travel back through the dragon's lair to the exit. By now, the Entryway trap has reset, and so the party must attempt to

Disable it if they haven't already. Once they have exited, proceed to **Encounter Ten**.

## Encounter Ten Tricksy and False

The party can easily leave the dragon's lair with their shocker lizard heads in toe. This encounter occurs while the party is on their way back to meet with Svatlena and acquire their white sayles berries. Read or paraphrase the following.

*"Psst!" comes and urgent whisper through the moor reeds. "Psst!"*

Assuming the party follows the urgent whisper, they come across a shallow bog. Within it, a delicate creature seemingly made of the very reeds and lilies she hides among is watching the heroes with wide childlike eyes. This is Serendipity, the swamp nixie. She is accompanied by her companion, Gutterfly the Grig.

They were sent by their fey mistress, the Dreamer of Sea and Stars, to intercept the adventurers before they returned to Svatlena. The Dreamer informed them that The Old Hag plans to kill all of the adventurers except for one and send that one running back to Highfolk Town empty-handed and missing an eye.

Serendipity and Gutterfly stole the white sayles berries from Svatlena and give them to the party only to demand afterwards that they avoid Svatlena at all costs. Among the fey, the giving of a gift always requires reciprocation. If the gifts are not exchanged simultaneously, it is not uncommon for the giver to demand of the receiver.

Assuming the party avoids Svatlena, proceed to the **Conclusion**. If they insist on seeing the Old Hag, the swamp fey do not stop them. Upon reaching the agreed meeting place, the party finds the Old Hag in a tizzy. She blames the theft of the white sayles berries on the party, and is proven right when she finds they have them. Using the creatures presented in **Encounter Six**, Svatlena attempts to slay the whole party except for one member. Due to the overwhelming nature of the fight at most APLs, the DM should ask the party if they have a plan of escape. If the DM deems their chances likely (use of *fly*, *teleport*, or similar magic) the DM may rule they escape. Otherwise, she is generous enough to allow the party to come to a consensus on who should live. Cecil insists that he be one to die. The dead are unrecoverable.

## Conclusion

There are several ends to wrap up. If the party returns the white sayles berries to Gunther, he is extremely grateful and promises to tell of their good deeds to all his companions. The party receives **Favor of Gunther Sugarbaker**. Remember that party members who refused payment receive **Legendary Deed: Selfless Giver**.

If the Guildsman of the High Art PC returns some of the berries to the Guildhall, he receives **IP: Guildsmen of the High Art** and **Berry Component**. Note that only the Guildsman of the High Art PCs receive these items.

If the Highfolk Gardening Society member or the character with **Contact: Verna Darst** to their contact, they receive **White Sayles Berry Tea**. Note that only the characters of the organization or with the contact receive this item.

If the party saves Cecil Trueblood from dying they receive **Favor of Cecil Trueblood**. He is eternally grateful, and promises to truly repay them in the future.

Some parties may attempt to decipher the Prophecy of Ascension, or alert various powers within Highfolk of the impending doom. Attempts to decipher or interpret the Prophecy are not covered in this scenario and, for now, fall wholly to the interpretation of the player. Attempts to alert the powers that be in Highfolk of some danger are met with the same diligence every report they receive each day gets. The Vesve Forest is full of horrible omens, and this one will be filed away with all the rest.

Read or paraphrase the following.

*It is not uncommon for a simple adventure to become more complex. It is not uncommon for adventurers to stumble on something they were not expecting. But, it is only in Highfolk that one can be looking for berries and end up hunting shocker lizards and uncovering a confounding prophecy.*

*And what of the prophecy? Has it already come to pass? Is it yet to happen? Exactly how long was that dragon in the marsh dead? What of the Harbinger? Or the Wrath? And who is this Keeper of Word and Deed? And since when do fish tremble?*

*Only in Highfolk can the illumination of faerie fire spread more shadow and confusion over the battlefield.*

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.

### Encounter Four

Defeating the Wandering Enconter  
All APLs: (30 xp \* EL).

### Encounter Five

Defeating the Centipedes  
APL 2: 30 xp;  
APL 4: 90 xp;  
APL 6: 150 xp.

### Encounter Seven

Defeating the Shocker Lizards  
All APLs: 180 xp.

#### Encountering or Disabling the Entry Trap

APL 2: 60 xp;  
APL 4: 120 xp;  
APL 6: 180 xp.

#### Encounter Eight

##### Defeating the Kobolds

APL 2: 90 xp;  
APL 4: 150 xp;  
APL 6: 210 xp.

#### Story Award

##### Obtaining the white sayles berries

APL 2: 45 xp;  
APL 4: 67 xp;  
APL 6: 90 xp.

##### Discovering the Prophecy of Ascension

APL 2: 25 xp;  
APL 4: 38 xp;  
APL 6: 50 xp.

#### Discretionary role-playing award

APL 2: 20 xp;  
APL 4: 30 xp;  
APL 6: 40 xp

#### Total possible experience:

DM Note: Due to the wandering encounter, it is possible to earn experience in excess of the xp cap for the adventure. Such PCs may not receive more than the maximum listed here.

APL 2: 450 xp;  
APL 4: 675 xp;  
APL 6: 900 xp

## Treasure Summary

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

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

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round

or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

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

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

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

#### Encounter One

All APLs: L: 0 gp; C: 100 gp; M: 0 gp

#### Encounter Seven – Room #2

APL 2: Loot – 34 gp, Coin – 0 gp, Magic – *potion of cure light wounds* - (4 gp each).

APL 4 and 6: Loot – 64 gp, Coin – 0 gp, Magic – *potion of cure light wounds* - (4 gp each), *oil of magic stone* (4 gp), *ring of protection +1* (166 gp).

#### Encounter Eight

All APLs: Loot – 13 gp, Coin – 0 gp, Magic – *+1 leather armor* (97 gp each), *potion of haste* (62 gp each), *potion of aid* (25 gp each).

#### Encounter Nine

APL 6: Loot – 0 gp, Coin – 0 gp, Magic – *wand of magic missile [CL3]* (188 gp each)

#### Total Possible Treasure

APL 2: L: 47 gp; C: 100 gp; M: 254 gp - Total: 401 gp

APL 4: L: 47 gp; C: 100 gp; M: 424 gp - Total: 601 gp

APL 6: L: 47 gp; C: 100 gp; M: 612 gp - Total: 789 gp

#### Special

**Favor of Gunther Sugarbaker:** Gunther has spread word of your success to his merchant companions. This favor grants you access to the items marked with a (\*). Devoted of the Green and White characters also receive access to the items marked with a (†).

**Favor of Cecil Trueblood:** You have saved the life of Cecil Trueblood, paladin of Heironeous. For your valor, you have earned his eternal gratitude. Currently, this manifests as Regional access to *elixir of swimming*.

**White Sayles Berry Tea:** This tea, distilled by a friend of a friend, is a potent poison. One cup is enough to cause slow reactions and difficulty speaking. This is enough to brew one cup.

Ingested DC 17; 1d6 Dex and 20% spell failure for spells with Verbal component; 1d6 Dex and unable to cast spells with Verbal component. The tea loses its potency 30 minutes after brewing and becomes nonpoisonous.

*Market Price:* 500 gp. *Access:* Regional. You may only ever purchase one dose.

**Mask Piece:** This elegant porcelain mask has been broken. The only piece you could find is this – the delicate cheekbone and jaw line of a scaly-skinned female. The mask radiates faint transmutation magic. Only one character may take this shard, and it is added to the MIL at no cost.

**Legendary Deed: Selfless Giver (5%):** Your selfless expedition into the Deepmarsh for zero monetary compensation has earned you a reputation as a true hero. When this deed is redeemed, you receive a +4 circumstance bonus to Diplomacy checks with the people of Highfolk. Additionally, you receive free High lifestyle for that adventure.

**Berry Component:** The Guildsmen have taught you the secret of using the white sayles berry in spellcasting. When used as a component, the berry has a 20% chance of being consumed and affecting the spell's target with a *silence* spell (with no save) in addition to whatever spell is normally being cast. The Guild has only granted you with one use of this component. Mark this text "USED" when the berry is consumed.

**IP: Guildsmen of the High Art**

## Items for the Adventure Record

### Item Access

APL 2:

- White Sayles Berry Tea (Adventure; See Above; 500 gp)
- \*Universal solvent (Adventure; DMG; 50 gp)
- \*Oil of exacting shot (Adventure; CV; 100 gp)
- †Oil of sonic weapon (Regional; CV; 300 gp)
- †Pearl of power [1<sup>st</sup> level] (Adventure; DMG; 1,000 gp)

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

- \*Slippers of spider climbing (Adventure; DMG; 4,800 gp)
- \*Wand of enlarge person (Adventure; DMG; 750 gp)
- †Ring of feather falling (Adventure; DMG; 2,200 gp)

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

- Wand of magic missile (Adventure; DMG; CL 3; 2,250 gp)

- \*Lesser metamagic rod of enlarge (Adventure; DMG; 3,000 gp)
- †Ring of counterspells (Regional; DMG; 4,000 gp)

## Appendix One – Encounter Eight

### APL 2

**Vvailkivin:** male draconic kobold War4; CR 2; Small Humanoid (Reptilian); HD 4d8+12; hp 34; Init +2; Spd 30 ft.; AC 18, touch 13, flat-footed 16 (+2 Dex, +1 size, +2 natural, +3 armor); Base Atk +4; Grp +0; Atk +9 melee (1d2+3, claw) or +7 ranged (1d3+3, sling); Full Atk as +9/+9 melee (1d2+3, claws) or +7 ranged (1d3+3, sling); SQ Darkvision 60 ft., light sensitivity, low-light vision; AL CE; SV Fort +7, Ref +2, Will -1; Str 16, Dex 15, Con 16, Int 10, Wis 7, Cha 12.

*Skills and Feats:* Climb +9, Intimidate +9, Listen +0, Spot +2. Alertness, Weapon Focus (claw).

**Light Sensitivity (Ex):** Dazzled in bright sunlight or *daylight* spell.

*Languages:* Common, Kobold, Draconic.

*Possessions:* +1 *leather armor*, flask of alchemists' fire, tanglefoot bag, *potion of haste* (x2), *potion of aid* (x1), sling (10 bullets)

### APL 4

**Vvailkivin:** male draconic kobold Ftr2/War4; CR 4; Small Humanoid (Reptilian); HD 4d8+12 plus 2d10+6; hp 51; Init +2; Spd 30 ft.; AC 18, touch 13, flat-footed 16 (+2 Dex, +1 size, +2 natural, +3 armor); Base Atk +6; Grp +2; Atk +11 melee (1d2+3, claw) or +9 ranged (1d3+3, sling); Full Atk as +11/+11 melee (1d2+3, claws) or +9/+4 ranged (1d3+3, sling); SQ Darkvision 60 ft., light sensitivity, low-light vision; AL CE; SV Fort +10, Ref +2, Will -1; Str 16, Dex 15, Con 16, Int 10, Wis 7, Cha 12.

*Skills and Feats:* Climb +10, Intimidate +10, Listen +0, Spot +3. Alertness, Blind-Fight, Combat Reflexes, Power Attack, Weapon Focus (claw).

**Light Sensitivity (Ex):** Dazzled in bright sunlight or *daylight* spell.

*Languages:* Common, Kobold, Draconic.

*Possessions:* +1 *leather armor*, flask of alchemists' fire, tanglefoot bag, *potion of haste* (x2), *potion of aid* (x1), sling (10 bullets)

### APL 6

**Vvailkivin:** male draconic kobold Bbn1/Ftr4/War4; CR 7; Small Humanoid (Reptilian); HD 4d8+12 plus 4d10+12 plus 1d12+3; hp 77; Init +3; Spd 40 ft.; AC 19, touch 14, flat-footed 16 (+3 Dex, +1 size, +2 natural, +3 armor); Base Atk +9; Grp +5; Atk +14 melee (1d2+5/19-20, claw) or +13 ranged (1d3+3, sling); Full Atk as +14/+14 melee (1d2+5/19-20, claws) or +13/+8 ranged (1d3+3, sling); SA Rage 1/day; SQ Darkvision 60 ft., fast movement, light sensitivity, low-light vision; AL CE; SV Fort +13, Ref +4, Will +0; Str 16, Dex 16, Con 16, Int 10, Wis 7, Cha 12.

*Skills and Feats:* Climb +10, Intimidate +10, Listen +0, Spot +3. Alertness, Blind-Fight, Combat Reflexes, Improved Critical (claw), Power Attack, Weapon Focus (claw), Weapon Specialization (claw).

**Light Sensitivity (Ex):** Dazzled in bright sunlight or *daylight* spell.

**Rage (Ex):** 1/day -- +4 Str, +4 Con, +2 Will, -2 AC for 8 rounds.

*Languages:* Common, Kobold, Draconic.

*Possessions:* +1 *leather armor*, flask of alchemists' fire, tanglefoot bag, *potion of haste* (x2), *potion of aid* (x1), sling (10 bullets)



# Appendix Two – Highfolk Influence Charts

## Regional Influence Points

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

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

### Church of Ehlonna

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

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

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

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

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

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

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

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

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

### Followers of the Seldarine Pantheon

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

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

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

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

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

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

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

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

#### 10 Influence Points

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

#### 15 Influence Points

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

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

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

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

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

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

- Backing of PC for Town Council position

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

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

### Guildsmen of the High Art

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

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

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

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

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

- Requirement for 5th-level spells to be cast (see the Judge Guidelines for more details)
- Members of the Guildsmen will research a topic for you. After one day they report back on one topic

(Knowledge skill check) with all information available to them (DC 25 or less).

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

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

#### **Highfolk Town Council**

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

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

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

- Business license to operate in the Town of Highfolk

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

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

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

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

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

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

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

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

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

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

#### **1 Influence Point**

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

#### **3 Influence Points**

- Admission to the Elven Court at Flameflower for one event (for non-elf (except dwarves or half-orcs) PCs only; elves and half-elves can do this if the situation warrants it without spending IPs)

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

#### **6 Influence Points**

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

#### **10 Influence Points**

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

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

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

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

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

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

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

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

- Backing of PC for Town Council position

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

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

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

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

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

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

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

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

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

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

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

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

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

**Tavin Ersteader, Mayor of Highfolk Town**

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

**1 Influence Point**

- Letter of introduction, useful for one scenario

**3 Influence Points**

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

**6 Influence Points**

- Life imprisonment sentence may be reviewed and possibly lessened

**10 Influence Points**

- Death sentence may be commuted to exile from the lands of Highfolk

**Cecil Trueblood:** Male human Pal4; CR 4; Medium Humanoid; HD 4d10+4; hp 36; Init +0; Spd 20 ft.; AC 20 (touch 10, flat-footed 20) [+8 full plate, +2 shield] or 15 (touch 10, flat-footed 15) [+3 *leather*, +2 shield]; Base Atk +4; Grp +6; Atk +8 melee (1d8+3 and 1d6 fire, *+1 flaming longsword*) or +4 ranged (1d8, longbow); Full Att +8 melee (1d8+3 and 1d6 fire, *+1 flaming longsword*), +4 ranged (1d8, longbow); SA smite evil (1/day, +3 atk, +4 dmg), turn undead (5/day, lvl 1, +3 check, 2d6+4 dmg), spells; SQ aura of good, detect evil, divine grace, lay on hands, aura of courage, divine health; AL LG (detects as CE); SV Fort +8, Ref +4, Will +5; Str 15, Dex 10, Con 13, Int 9, Wis 14, Cha 16.

**Skills and Feats:** Knowledge (Religion) +4, Knowledge (Local - Iuz's Border States) +5, Diplomacy +6, Sense Motive +6; Weapon Focus (longsword), Power Attack, Negotiator.

**Languages:** Common, Draconic, Celestial.

**Aura of Good (Ex):** The power of a paladin's aura of good (see *detect good* spell) is equal to her paladin level, just like the aura of a cleric of a good deity. [Note: Cecil does not radiate good of any sort. The curse of his sword suppresses his good aura, replacing it with one of evil. Detection spells of 6<sup>th</sup> level or lower register Cecil's alignment as CE.]

**Lay on Hands (Su):** Cecil may heal up to 12 hit points per day. These points need not be spent in a single use, and may be spread among many people or uses.

**Aura of Courage (Su):** Cecil is immune to fear (magical or otherwise). Each ally within 10 feet of him gains a +4 morale bonus on saving throws against fear effects.

**Possessions:** heavy steel shield, *+1 flaming longsword (cursed)*, *+1 leather armor*, full plate armor, holy symbol (Heironeous), backpack, 70 pp, 82 gp, trail rations x4, hemp rope (50 ft.), bedroll.

**Spells Prepared** (1; base DC = 12 + spell level): 1—*cure light wounds*.

Here is the information Cecil knows and is willing to share with kind, forward PCs. It is provided in bullet form so that you may role-play it.

- Cecil is from Bradford, in the Kingdom of Furyondy. He serves His Pious Majesty, the King of Furyondy, Belvor IV.
- Cecil is in Highfolk after rumors of the destruction of the Temple to Heironeous in Ironstead reached him while on a relief mission near Kisail.
- Cecil stopped in Ironstead, and witnessed the ruins of the Temple himself. A young gnomish woman by the name of Rjandi Tammi Tavi has taken temporary control of the Furyondian outpost until Belvor can send a new military man.
- The Temple was horribly destroyed by some creature that leaked pus and attempted to eat the Knights of the High Forest that were in the outpost.
- If any of the party brings it up, Cecil will admit that he suffers from a curse that causes him to radiate evil. He

## DM's Aid #1 – Cecil Trueblood

will also admit that the curse originates in his longsword. The most powerful priests at Chendl could not remove the curse, but Cecil is willing to let any PCs attempt it. (They will not succeed).

- He acquired the sword on a journey into a place known as Sallow Hold, but that was years ago.

Cecil intends to go on this expedition for Gunther Sugarbaker. He heard of the task through gathering information. Given Gunther's reputation as a caring member of the town, Cecil has decided to perform the task asked. Cecil insists on performing the acquisition without receiving payment. He does not allow the party to split his share between them.

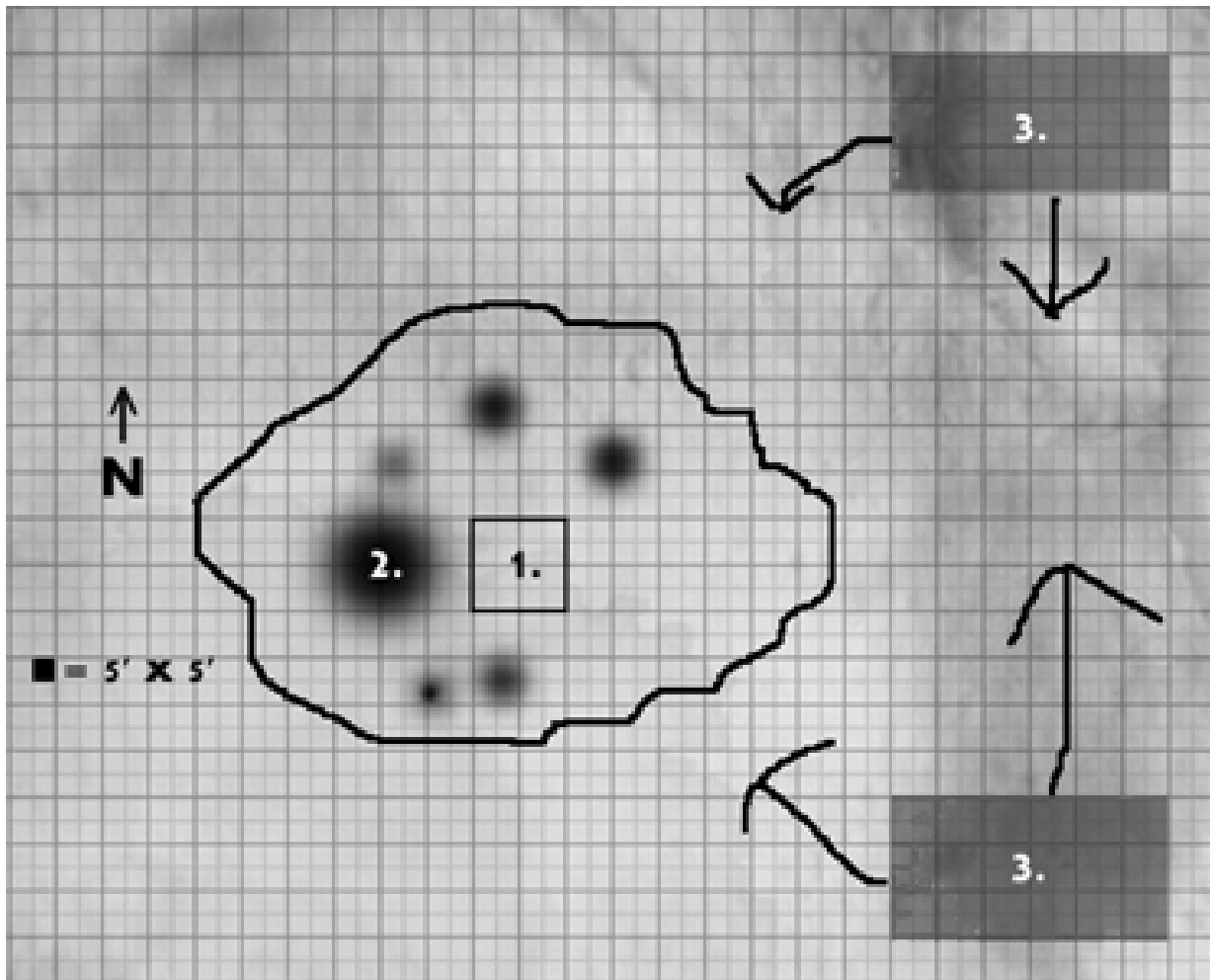
Cecil should be portrayed as a steadfast and loyal friend with few true flaws. The cursed sword truly awakened him to the wrongs of unbending paladinhood. While he should live to those standards, he cannot force them on others. It was his pride that drove him to attempts to show the world how to live... and those attempts led him to the curse. Heironeous will show him the way for its removal once his penance has been served. Or so Cecil believes.

Cecil willingly accepts all buff spells cast by members of the party, except those who radiate evil. He attempts to resist those spells, making the appropriate saving throw. He reminds them, though, that he will be acting in a support role. Cecil's main action during the course of this scenario is Aid Another.

**Radiating Evil:** Cecil Trueblood is an experienced paladin. He firmly believes that even those of evil heart can be redeemed. He also believes that bearing an evil heart is not reason to be punished. Indulging an evil heart is, though. He keeps a particularly close eye upon any PCs radiating evil.

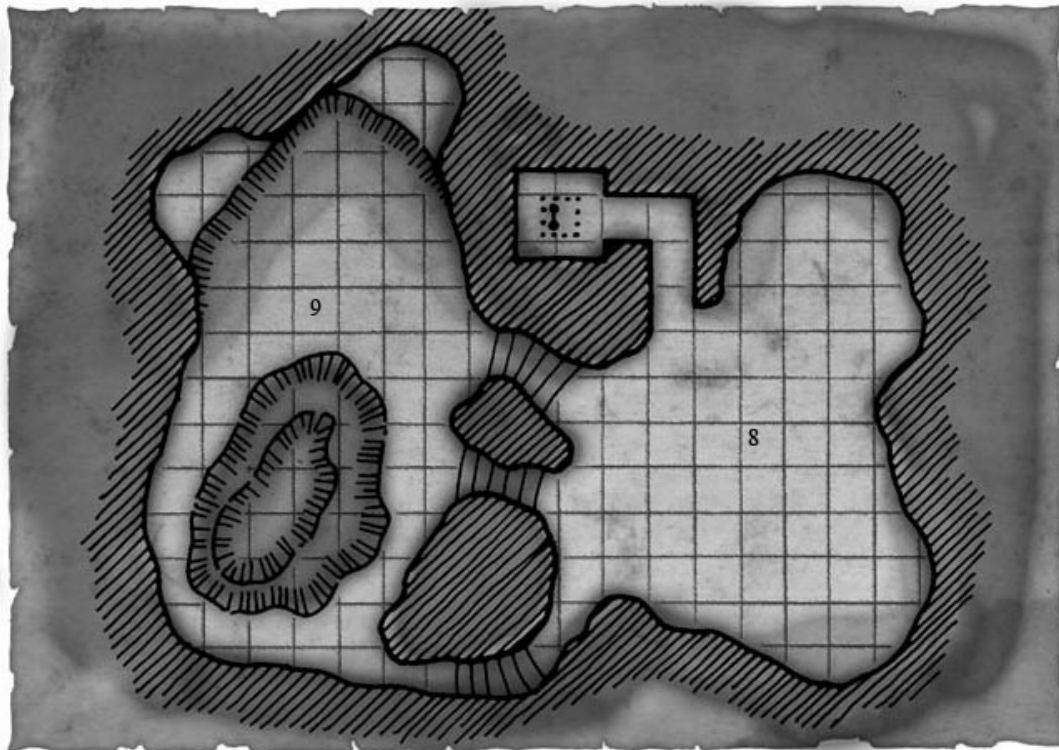
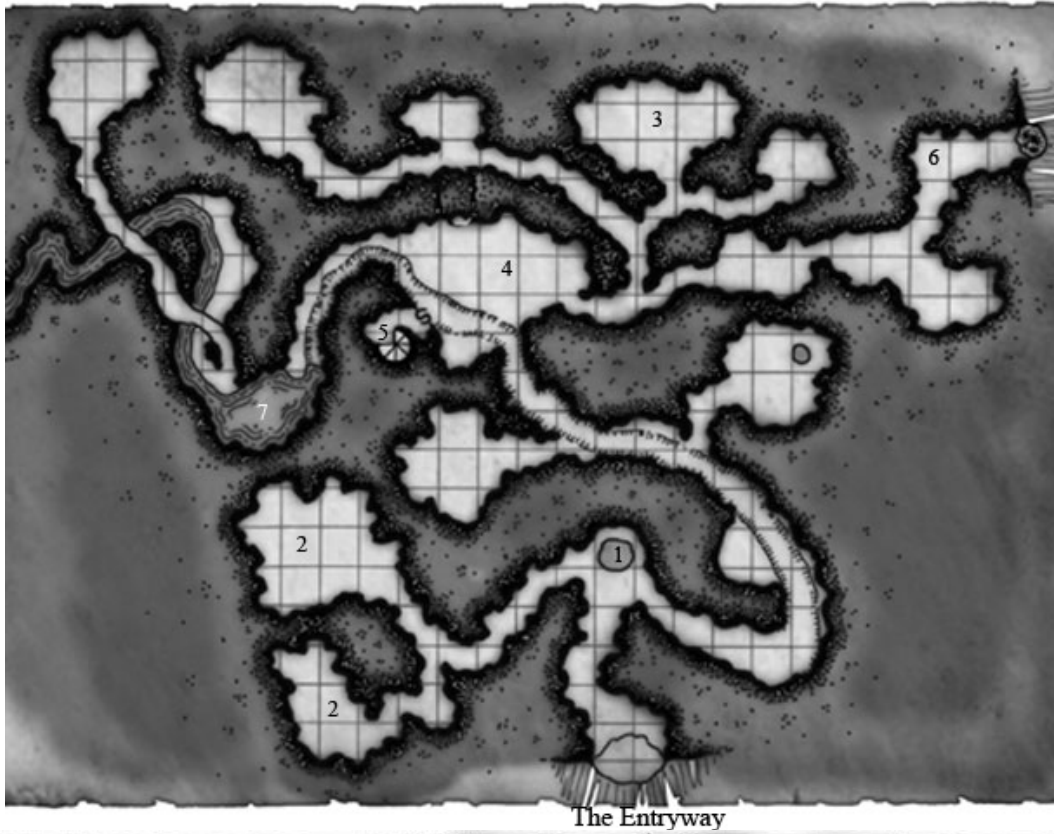
As indicated above, Cecil radiates evil due to the curse of his flaming longsword. This is another reason why the paladin does not kill outright those who radiate evil. He knows that even his own magical abilities can be misinformed at times.

## DM's Aid #2 – Encounter Five Map



1. Svatlena's Illusionary Hovel (hiding centipedes)
2. Qyohre the Treant & Svatlena the Green Hag (*invisible*)
3. Watery vermin and their direction of travel to cut off PC escape

## DM's Aid #3 – Dragon's Lair Maps



Maps borrowed from Wizards of the Coast Map-A-Week

## DM's Aid #4 – New Rules Items

### Draconic Creature Template

Reference: *Draconomicon*, pg 150

A draconic creature is descended from a dragon ancestor, though that ancestor may be many generations removed. Draconic creatures often bear hints of their heritage, such as slitted pupils or talonlike nails. They are sometimes mistaken for half-dragons.

“Draconic” is an inherited template that can be added to any living corporeal creature (referred to hereafter as the base creature) except a dragon.

A draconic creature uses all the base creature's statistics and special abilities except as noted here.

**Size and Type:** Animals with this template become magical beasts, but otherwise the creature type is unchanged. Size is unchanged.

**Armor Class:** Natural armor improves by 1.

**Damage:** Draconic creatures have two claw attacks. If the base creature does not have this attack form, use the damage values in the table below. Otherwise, use the values below or the base creature's damage, whichever is greater.

**Special Qualities:** A draconic creature has all the special qualities of the base creature, plus darkvision out to 60 ft. and low-light vision.

**Saves:** A draconic creature has a +4 racial bonus against magic sleep effects and paralysis, thanks to its heritage.

**Abilities:** Increase from the base creature as follows: Str +2, Dex +0, Con +2, Int +0, Wis +0, Cha +2.

**Skills:** Draconic creatures have a +2 racial bonus on Intimidate and Spot checks.

**Organization:** Solitary or as base creature.

**Challenge Rating:** As base creature +1.

**Level Adjustment:** As base creature +1.

Size	Claw Damage
Up to Tiny	1
Small	1d2
Medium	1d3
Large	1d4
Huge	1d6
Gargantuan	1d8
Colossal	1d10



## Player Handout #1

It is dark. Standing before you, three clergy stand bathed in holy light. One, a half-elven female bent with age and heavy with worry, basks in a green glow. The second, a delicate grey elven woman with stars for eyes tilts her head skyward as she is soothed by the yellow glow around her. The third, a sturdy high elven warrior priest cares for his elegant longsword with expert finesse as he is wrapped in a halo of blue.

One by one, they three clergy are consumed in a conflagration of dark, unholy flame. A single tree remains in place of each.

Pushing through the trees, you find a shop. It is not unusual in design or appearance. A sign in the window reads "Help Needed". The placard above the door shows only a single dollop of chocolate. A moment later, the silence is broken by the screams of the three clergy.

## Player Handout #2 – The Prophecy of Ascension

### Prophecy of Ascension

Two children, born in the union of owl and ocean, shall carry Her will.  
The Harbinger will cry for the Emerald Dawn.  
The Wrath will cry for the Emerald Dawn.

She will Rise. She will Rise.

When the darkness falls on feathers, She will gather.  
When the walker flees the sea, She will move.

She will Rise. She will Rise.

A light She will take, the Harbinger working Her will.  
A dark She will take, the Harbinger working Her will.  
A hold She will take, the Harbinger working Her will.  
A rose She will break, the Harbinger working Her will.

She will Rise. She will Rise.

Riddler. Watcher. Destroyer. Three remain with the Lord's skull upon Her wall.  
Three remain unknowing their danger.  
She silently lies in wait. To break them. To prepare them.

She will Rise. She will Rise.

Her Wrath will fall beneath the sea.  
The Horn. The Moon. The Sword.  
Thrown from the waters will they be.  
The fish will cry out.  
She silently lies in wait. To prepare them. To break them.

And She will Ascend.

And the sea will thrive. And the fish will tremble.