

HIGC-02

Organizational Problems

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

Version 1.0

Round One
by Paul Dohearty

Reputations are always a big thing with arcane spellcasters. Sometimes, one town, even one as big as Highfolk, is too small for two groups of arcane spellcasters. A lighthearted, political, role-playing intense adventure for 1st level characters.

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

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and record-keeping after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Keep in mind that you must have at least four players (not counting the judge), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Playing the Game

Instruct the players either to prepare their characters to participate in the adventure before the session begins, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the

players (and the judge) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the judge can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in bold italics. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials discussed in the Preparation section above that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

LIVING GREYHAWK Levels of Play

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

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

- If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc.) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.

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

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

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

APL also affects the amount of experience and gold a PC may 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 will receive only one-half of the experience points for the adventure. Further, if the PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. 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.

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

highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are two things that the group can do to help even the score.

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs

are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

Time Units and Upkeep

This is an introductory 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 who 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

Both the Bardic College and the Guildsman of the High Art are well known throughout the Highfolk region for the specialized tasks that they perform. However, occasionally bad blood flows between both groups. The Guildsmen are sometimes offended as townsfolk head to the Bardic College to seek spells, scrolls or potions that they require.

The Bardic College, noted for the depth of their knowledge, is oftentimes denied new bits of information that instead are added to Guildmaster Daimon Truflame’s library. It only takes one or two instigators to get the ball of rivalry rolling.

Adventure Summary

Encounter One: Our intrepid adventurers come to Highfolk town seeking fame and fortune from where ever they may have come from. After meeting a like-minded group of individuals, a strange parchment “blows” their way.

Encounter Two: The parchment sends them to a makeshift tavern, where they meet with Asa Sludge, an extremist member of the Bardic College. Asa and her friend, Roondar, present the adventurers with the option of wreaking a little havoc on the Guildsmen. Some spells, skills and money may change the adventurer’s minds if they are reluctant.

Encounter Three: With some asking around, the characters can find out that Madam Mordent, a minor member of the Guildsmen of the High Art is giving a talk about a local pest that is predicted to be quite a nuisance this year. The talk is held in the Merchant District at a shop selling seeds and farming supplies. Numerous opportunities exist for humiliating her. The characters will most likely be chased away by the city watch, if a great commotion is caused.

Encounter Four: One of the tasks that the characters are given is to temporarily kidnap Wilmont the Sagely’s former familiar, which was given a place of honor after the old Guildmaster had passed. The letter assures them that this is an old rivalry tactic. The heroes need to enter into where the familiars gather and successfully extract the selected familiar while fending off other familiars.

Encounter Five: In order to secretly discredit the Guildsmen, the characters are tasked to insert false books into their library. Stealthily entering the guildhall is only one challenge, finding the right room, dealing with the guardian, inserting the books and sneaking out are others challenges that they face.

Conclusion: The characters chat again with Asa Sludge and receive their payment.

Encounter Seven: This optional encounter details how the law deals with characters that are too obvious or dangerous.

Preparation for Play

This is introductory module set in the region of Highfolk for first-level characters only. Only first level characters may participate. Magic item creation is not allowed at the end of this module. As this module is an introductory module, it is primarily designed as a role-playing introduction to the region of Highfolk. Much of the outcome of the module is left to the imagination and adjudication of the DM. Reasonable plans should be offered a good chance of success.

The theme of this module is comedy. As this event is fairly free form, it is important to escalate a feeling of fun and comedic adventure as the PCs explore Highfolk.

Encounter One: A Fine Day for Some Mischief

Well, you thought Highfolk town would be the center of excitement. It is certainly different from wherever you came from, the Highvale, the Vesve Forest, Dargas Mor or wherever you hail from. So, far the town has been somewhat exciting. You’ve done a bit of shopping, and seen Old Bough, the ancient sleeping treant. Along the way you’ve met up with several other fresh looking faces.

The players should describe their characters here and once the PC’s have introduced themselves, the judge should pick one at random for the following read aloud text.

You are standing in an intersection of streets, amidst of bustle of people, trying to decide where to go next. Suddenly a small, balled up piece of parchment brushes against (insert character’s name here)’s leg. Strangely, no gust of wind disturbs neither smoke from nearby chimneys nor the leaves on surrounding trees.

Roondar, a companion of Asa, has first used Prestidigitation on a piece of parchment to create the writing. Next, she used Mage Hand to push the paper towards the characters. Give the players **Player Handout #1**. A DC 20 Spellcraft check at tells the characters that the writing and map was created with magic. A second DC 20 Spellcraft check, informs the character that *mage hand* was used to push the paper towards them. As the crowd is quite thick, no one individual can be picked out. There are several groups of gnomes, many humans, a few elves and one half-orc that were traversing the intersection when the paper moved towards them. Following any of these individuals takes the characters to mundane locations, bars, homes, shops, and so forth.

Encounter Two: The Set-Up

You weave your way through the tight streets following the crude map on the back of the parchment, and as you do so you witness many sights of Highfolk town's Poor District. The clothing is a lot shabbier here than in other parts of town. You see houses that have been repaired, while others have not. The gardens here are not well kept, but choked with weeds instead of the fruits and vegetables that you seen elsewhere in town. Scrawny, small, stray dogs roam the streets.

When you come to what you think is your destination, what you see is another rundown house, this one a little bigger than the rest. Braving your way through the door hanging half off its hinges, you enter into a dusty, dank house that seems to be converted into a makeshift tavern. The smell of poorly brewed ale reaches your nose, while the soft murmur of gruff conversations pour into your ears.

The man standing near an open barrel and a makeshift bar eyes you with suspicion. He croaks out, "You folks here for drinks?"

Tandolin is the unofficial barkeep of this unofficial bar. Characters that are paying standard upkeep may drink as much bad ale as they like (charged one 1 cp that is paid from their lifestyle costs). Anyone paying higher than standard upkeep is eyed with suspicion and dislike from the mixed residents of the bar (-2 circumstance penalty to all Charisma based checks). Anyone who is living off of the wild is forced to pay 1 cp for each mug of this terrible ale.

When shown the map, note or asked about "Slimy Doom", he nods and points the characters over to one side of the "tavern".

In one corner of the "tavern" sits a young female gnome in a pointy red hat. As you get closer, you see that she has a spell component pouch at her waist, and bells stitched into her clothes. On the barrel that serves as a table in front of her, sits a small drum as well as a half-drunk glass of ale. Seeing your group approach, she gets more animated.

As you step past some other patrons she whispers, "Oh, yes, excellent. Pull up something to sit on or stand. I'm glad that you've decided to come and hear me out. I'm not too interested in who you are, exactly. What I want to know is, do you want to make some coin?"

Asa Sludge (aka "Slimy Doom"): Female gnome Bard 1.

When the party indicates in the affirmative, continue on:

"I've got to keep my voice down, I don't want anyone else overhearing. Well, I see that you're pretty new around here, so let me explain some stuff to you. You see, there are some people who like to stick together in this town. Actually a whole lot of them, but I'm only going to clue you in to two of them today. I'm not sure if you've heard of it, but there's a Bardic College in Highfolk. It's actually called the Bardic College of Myrin Tyrinthaël, but it's so long that no one bothers to say all that. Anyway, I belong to the Bardic College, I'm in my first year there, came from Gildenhand, but you don't care about any of that. Basically, the Bardic College is out there to help people. We answer a lot of weird questions, play music for parties and sometimes sell a potion or scroll or something like that. Basically, happy people trying to help out. Well, not everyone in this town likes that sort of thing. There's another group in this town, called the Guildsmen of High Art. They've got a fancy tower and a big ego. There's been talk of them getting jealous that so many people come to the Bardic College to get their questions answered instead of going to those Guildsmen. They've got their noses stuck up in the air. I'm sure that people are just afraid to go to that tower

that they have, since they think a Devil would answer the door or something."

If any characters have the "Kiss of Devils" cert, "Slimy Doom" looks a little sheepish and apologizes.

"Anyways, here's what I want you to do. I want you to take down those Guildsmen a notch or two. I've got some ideas, and you're free to go above and beyond that. So, what do you say?"

Some characters, especially wizards, sorcerers and potential Guildsmen may have problems with this plan. "Slimy Doom" tries to reassure them by replying:

"See, we just want to ruffle their feathers a little bit. No real harm, come on. I'm sure that they'll get a laugh out of it when it's all through."

If that still is not enough to convince a particular character (or several), Roondar (male human, bard 2, Bluff +11), who has been watching the interaction and listening through an ongoing *message* spell, unobtrusively casts *message* on the PC's that are reluctant from across the "bar". There is no save to resist a *message* spell, so it automatically functions. Roondar can affect two PC's. A DC 20 Spellcraft Check lets the character know that the spell is *message*. Sharp-eared PC's may overhear a whispered message to a fellow PC. Other PCs who make a DC 15 Listen check hear whispering. PC's who succeed in a DC 25 Listen check can make out the words in the message (spoken in Common). Roondar is too far away from the PC's for them to overhear him whispering. Roondar whispers:

"It's okay. I'm from the Guild and we're onto her scheme. Play along with it and we'll find and reward you when she's in the Roots."

He will not say anything else. Roondar is a skilled liar and makes Bluff checks at +11. Players only get a Sense Motive roll if they ask for one. Judges should roll for the player secretly, since the bluff is believable and doesn't affect the target much; they get no bonus to Sense Motive rolls. "Slimy Doom" pretends not to hear any whispered conversations.

Once the PC's agree to the mission, "Slimy Doom" continues:

"Ah, excellent, I knew that you'd come through. So, here's my idea on how to take the Guild down a notch. Number one, publicly humiliate or embarrass a member of the Guild. It'll make 'em all look bad! Number two, take away their precious mascot and three, put some fake books in "Demon" Truflame's precious library!"

"Slimy Doom" giggles.

"Oh, yeah a couple more things. If you could do this over, say, the next week that would be great. Don't do everything on one day; if you spread it out, more people will talk. I'll try and stop here daily for lunch and you can tell me about what you've done. Do you have any more questions?"

Use the following to address likely PC questions:

- *Um, did you say something about money?*
"Oh, yeah I forgot. I have a couple of gems for you when you're through. That's pretty swell, huh?"

If asked, Asa will produce a ruby that is worth 450gp if a DC 15 Appraise check is made. She says she has one for everyone who helps. If asked for more, she says sadly that it's all she's got. She is willing to give the PCs one gem up front to cover expenses.

- *What's this Mascot thing?*
"Oh, yeah I forgot. It's the old Guildmaster's old familiar. The old Guildmaster's name was Wilmont the Sagely and the familiar's name is Nchaz. It's kinda a grey owl. I guess that they have it in some sort of stable by the Guild Tower or something."

- *How are we supposed to embarrass or humiliate a Guildmember?*
"Oh, you're creative. I'm sure you'll think of something. I'd start by asking around and find a target first. Don't do anything harmful though."

- *Why don't you do this yourself?*
"Well, you see the Bardic College really takes up a good chunk of time and to be truthful, I don't have the time for all this pranking. Plus, I've got this huge Composition assignment due soon and I haven't even started yet. Plus, they'd

know it was the Bardic College that was behind it all. Keep a low profile."

- **"Slimy Doom" isn't really your name is it? "Well, no, it isn't. Don't tell anyone, but my real name is Asa Sludge, my friends call me "Slimy Doom". It makes a pretty cool code name, doesn't it?"**

She looks sad when the PC's tell her that indeed, "Slimy Doom" is not a cool nickname.

- **Um, could we have the fake books? "Oh, yeah, I forgot. Here they are. The library of the Guildhall is one the first floor, in the tower part of the Hall. It's the one with the rounded side."**

There are three tomes and each looks very authentic. Each tome is described as follows:

- a. **Castle Greyhawk. "You should put this one by near other tomes about the Ruins of Greyhawk."** This book describes Castle Greyhawk as a silly place, filled with odd and stupid things instead of the wondrous things that should be there.
- b. **The Expedition to the Barrier Peaks.** A fantastical tale about a metal dungeon and weapons of astounding power. It couldn't be true, could it?
- c. **The Many Loves of Tavin Erstader.** This tome reads more like a gossip rag than a textbook, but places the beloved Mayor with Highfolk with everyone from Paxana Eventhil, the Constable to Megla the Dreamer, seer. Surely it's not true!

When the PC's are done questioning Asa, she wishes them well.

"Well, good luck! Keep a low profile and remember, we're only here to take them down a few notches; we really don't want anyone to get hurt. May Cold Iron Avail You, Out on the Hunt!"

Walking out of the tavern into the daylight of Highfolk, you and your boon companions contemplate how best to make mischief.

Development (Getting Help from Asa): Asa is available through the lunches to do several things. She can suggest and touch up disguises, and give information (through the use of Knowledge checks (at +2) and Bardic Knowledge +3).

Development (Going to the Guildsmen):

Some PC's may want to go to the Guild for confirmation or just to be safe. Locating the Guild takes the same skill checks as in later encounters.

After being polite enough (DC 10 Diplomacy) will land the character(s) an appointment with Fallon Oakley, a half-elven wizard with the Guild. Fallon indicates that he knows nothing about the plot of Asa, but that there has always been somewhat of a rivalry between the Bardic College and the Guildsmen. Fallon instructs the PC's to go along with Asa's plan in order to see if anything else is planned. In order for this aid, Fallon will attempt to minimize legal actions against those PC's from these escapades. In addition, such PCs may receive access to the **Alternate Familiar** certificate.

The following encounters can be run in any order the party desires. You may need to refer to Encounter 7, if the characters do too much harm or are not sneaky enough.

Encounter Three: Some Lectures Are More Fun Than Educational

The lack of knowledge about Bardic College, the Guildsmen, and their activities are a barrier to PC's for this encounter. Gaining this knowledge about can be done in several different manners:

Gather Information (Guildsmen of the High Art)

Each check takes 1d4+1 hours. Characters get a +2 bonus for every 5gp they spend. PCs native to Highfolk gain a +5 circumstance modifier due to their familiarity with the area.

- 0 or less: We have a Magic Guild in Highfolk?
- 5: Um, I think that they live somewhere in Highfolk. You can go to them with questions.
- 10: Wasn't one of their members an luzian defector? Merchants pay them to talk sometimes.
- 15: One of their members is giving a talk in the Merchant District today. Why don't you go see them?
- 20: They sometimes are consulted about problems we have in Highfolk. Someone's talking about some sort of farming topic in the Merchant District today.
- 25: Madam Mordent is giving a talk about some sort of wood beetle today in the Merchant District outside of the seed shop. If you hurry, you might be able to make it!

Knowledge Local: luz Border States or Gather Information (Bardic College)

Each Gather Info check takes 1d4+1 hours. Characters get a +2 bonus to Gather Info for every 5gp they spend. PCs native to Highfolk gain a +5 circumstance modifier due to their familiarity with the area.

- 0 or less: We have a Bardic College in Highfolk?
- 5: The Bardic College has The House of the Wooden Vale in Highfolk and a satellite campus in Quaalsten called the Elven Harp.
- 10: The Bardic College has a rivalry with the Guildsmen of the High Art. Most take it lightly, but some take it seriously.
- 15: The Bardic College was founded by Myrin Tyrinthaël in CY 541 in order to better human and Elven relations. Myrin was of Clan Shandareth.
- 20: Dara of the True Voice runs the Elven Harp in Quaalsten. The song "Dara's Deed" recounts Dara's plight helping woodsmen stand against overwhelming luzian forces.
- 25: Some of the students just entering the college have picked up the rivalry and are doing their best to advance it.

Knowledge Local (Guildsmen): luz's Border States

Knowledge checks of DC 10 or less, may be made by anyone. Any result higher than 10 requires an individual to have a rank in that particular knowledge skill.

- 10: The Merchant District of Highfolk offers something for almost everyone.
- 15: The Guildsmen are sometimes hired out as lecturers.
- 20: Guildsmen frequently give talks in the different districts of Highfolk. They can often be found in the merchant district.

Knowledge: Arcana (Guildsmen)

Knowledge checks of DC 10 or less, may be made by anyone. Any result higher than 10 requires an individual to have a rank in that particular knowledge skill.

- 10: Wizards often hire themselves out as sages to persons and merchants in their local area.

Somehow, sooner or later the PC's will end up in the Merchant District at the lecture.

Strolling through the streets brings you to the Merchant District, one of the more bustling areas of town. People carrying packages and carts laden with goods pass you by. Along the sides of the streets, vendors offer their wares ranging from normal pots pans, sacks, and clothing to more exotic items like vials of acid and spell component pouches. You note several stands selling fresh produce and others that seem to selling almost anything you could imagine.

Characters are free to buy any item that they have access to from the *Player's Handbook* at standard PHB prices. They can also pick up items that they may need for their mission, such as fresh or rotten vegetables, paint and almost whatever else they can think of.

After some more wandering you find a small scene unfolding in front of you. An aged human woman in a green robe with stars embroidered upon it stands on a small platform. In front of her a small crowd of maybe 15 to 20 people sit listening attentively to her speech. Nearby is a stand selling what looks to be agricultural supplies. There are sacks of seed and something that is advertised as a bug repellent.

While she rattles on and on about some sort of bug or crop blight that is about to hit the area, you realize that she may be the perfect target for your quest.

APL 2 (EL 3)

Madam Mordent: Female human illusionist 3; hp 16; see *Appendix One*. Note: Madam Mordent has cast *eagle's splendor* just before taking the stage due to her stage fright.

This encounter is somewhat freeform, as different parties will have drastically different ways to approach humiliating or embarrassing Madam Mordent.

The goal of the encounter is to humiliate or embarrass Madam Mordent.

Some options as follows: throwing fresh fruit or vegetables, throwing rotten fruit or vegetables, clever usage of mocking or taunts, using illusions or costumes of bugs to scare off people. This may involve the use of Charisma checks, Perform checks, Disguise checks, Bluff checks or nearly anything else that the players can come up with.

If the characters had good ideas or were effective, after all or most of the characters have

had a chance to do several actions, Madam Mordent is considered to be sufficiently humiliated or embarrassed (judge's discretion).

Madam Mordent reacts with the same degree that the PC's are using. If they are being mildly annoying, she uses cantrips; if they are more inconvenient, she uses higher level spells. She will only target those that bother her.

If the scene turns violent or drags on too long, feel free to have some of the Homeguard come and chase away the players, break things up or fine the group. See **Appendix Two** for more info on the watch.

Encounter Four: But Toads Don't Even Have an Attack Routine!

Through simple knowledge of Highfolk or asking around (DC 10 Gather Information or Knowledge Local: luz's Border states, which anyone can attempt), will locate the Guild Tower (known locally as Doom's Retreat) in Highfolk. A DC 20 of any of the above checks will identify Wilmont the Sagely's old familiar as Nchaz, a wizened old owl.

More wandering through the streets of Highfolk brings you near the Tower of the Guildsmen of the High Art. While the object of your quest today isn't Doom's Retreat itself, you see a small building nestled near its front. A building that you assume houses mounts, pack animals and some of the creatures that become familiars for fledgling Guildsmen. An iron fence with a gate separates you from your quarry.

Some excuse or stealth is required to enter the gate and proceed to the stable. As normal people are frequently passing by on the street and used to fairly odd things, most likely nothing will be made of the entrance onto Guildsmen property. If the party is not stealthy, they are noticed, read the following:

"Excuse me," says an ancient Baklunish man. I don't believe I've seen you youngsters around here before. What's your business?"

The man, Enerad Colaintain (human, commoner 2, Sense Motive +1), is a local busybody and some sort of excuse will have to be given to him. Good role-playing and a successful Bluff or Diplomacy will send him away unawares. If the

characters are rude to him or do not provide a good excuse, he will find the law and have them investigate instead.

The familiar housing unit is a 30' long by 10' wide and 15' tall structure. It is made of wood. This structure only has a few entrances: one small sized door, at the front and many diminutive sized openings located all around the structure at various levels. The small sized door is access for cleaning, while the diminutive openings are for the familiars to enter and exit.

Upon entering or peering through a small gap, characters will see the following:

Numerous different tiers, boxes and nests fill the structure. From their occupants, you can tell that these are the homes for creatures that are or will be familiars to new guildsmen. The different animals that you spot are bats, cats, hawks, lizards, owls, rats, ravens, snakes, toads and weasels. All are in various places in nests, on perches, lounging around or "talking" to each other. Very obviously, an ancient, wizened Owl sits sleeping on a small golden pedestal in the middle of the enclosure. The pedestal bears a nameplate.

The nameplate simply reads "Nchaz, beloved familiar of the late Wilmont the Sagely, former Guildmaster and Founder of the Guildsmen of the High Art" in Draconic.

The familiars are used to apprentice wizards from the Guild cleaning up the familiar habitat. They will take no notice of one character, dressed as a wizard, entering the enclosure. If more than one character enters or else a character is not dressed as a wizard would be, read the following:

Almost as one, you see numerous heads swivel around and observe you entrance. Many pairs of beady little eyes look at with a mixture of curiosity and confusion, as you enter the enclosure. The owl in the middle stirs some and opens one larger eye to peer at you.

The familiars here have a bond of kinship with each other, despite the fact that many of them cannot speak to each other. Nchaz does not wish to go with unfamiliar people. It will take a DC 15 Wild Empathy check, DC 20 Diplomacy or DC 20 Bluff roll to convince him to be taken along for a quick outing. If the character speaks Draconic or Celestial, they get a +2 bonus to the roll. If another method is used, such as trapping him in a bag or backpack, Nchaz will squawk and try to fly

away from the assailant(s). The familiars will not let Nchaz be taken by a stranger by force. If the party tries to take Nchaz by non-diplomatic means, the familiars will come to his defense.

APL 2 (EL 3)

Nchaz, Celestial Owl: hp 8; see *Appendix One*.

Familiar Swarm: hp 11; see *Appendix One*.

Tactics: The Familiar Swarm will attempt to swarm the PC's, biting, beaking and hopping all over them doing nonlethal damage unless the PCs do otherwise. Nchaz will attempt to fly away from the action, but will sit on nearby objects just out reach (as he has no where else to go) and cast spells. He attempts to Grease large weapons and Cause Fear on more martial characters. Combat actions should be described as inconveniencing, pushing away, stunning or knocking out individual familiars, as opposed to killing them. Those that specifically attempt to kill familiars will be targeted with lethal damage. The Familiar swarm will not damage Nchaz. Characters specifically performing a coup de grace action or similar actions on individual familiars may run afoul with the law later on (see **Encounter 7**).

Due to the empathic link that the familiars have with their masters, some Guildsmen will dramatically burst out of the Guild Tower after 10 rounds of combat, waving and shouting as the PC's are fleeing the area. The Guild will alert the Watch to be on the lookout for individuals that look like the ones that broke into the familiar habitat.

What goes on with the familiar after the capture is up to the characters. Asa really hadn't thought it through, but possibly a trip to Sarafina, the local Halfling Dollmaker could net some interesting clothes for the familiar...

Development (Fighting the Guildsmen): If the characters engage the Guildsmen, they will be overpowered. Guildsmen will respond in a non-lethal manner using spells like Sleep, Color Spray, Hold Person, Glitterdust, Web, Blindness/Deafness, Scare, and Cause Fear. Assume a DC of 13+Spell Level for any given spell. Incapacitated PC's will be handed over to the Home Guard (See **Encounter 7**).

Encounter Five: Breaking in...but not stealing?

Through simple knowledge of Highfolk or asking around (DC 10 Gather Information or Knowledge Local: luz's Border states, which anyone can

attempt), will locate the Guild Tower (known locally as Doom's Retreat) in Highfolk.

Your purposeful strides have you pass many farmers, hunters and shoppers today. After a short stroll, you find yourself near the Guildhall of the Guildsmen of the High Art. An iron fence with a gate separates you from your quarry. Spotting around, you see larger door at the front of Doom's Retreat and several smaller windows on the second floor of the Guildhall. The sash of one of the second story windows has been left raised.

There are essentially two ways in, the social way or the sneaky way. The DM should change any details to cater to the party's approach

The Social Way

You walk up to the front door and knock. After a moment or two, a young Halfling opens the door. He is holding a broom and asks in a squeaky voice, "Oh, um, can I help you?"

Dez Wood: Male halfling wizard 1, Sense Motive -1.

Dez, as the Halfling is called, is a new apprentice to one of the Guildsmen. The party has interrupted some of his chores. He is new here, so is somewhat cautious. Depending on the nature of the bluff, if it is believable and doesn't affect him much, there is no sense motive modifier. If the bluff is a little hard to believe, it may put Dez at some risk of getting yelled at by his master and he would get a +5 bonus to Sense Motive. Sadly, Dez has a Sense Motive modifier of -1. The party must pass an opposed Bluff roll or else a Diplomacy check DC 15 in order to be shown here the library is located.

Dez leads you and the rest of your group only about 30 or 40 feet. He opens a door for you and revealed is a plush, opulent library, complete with a spiral staircase and two fireplaces. Walls lined with books, along with several chairs and desks fill this area and give it a serene aura.

Dez will not enter the library, as he is not allowed in there without his master due to a spilled liquid incident.

Development: If Dez does not believe the PC's, they have several options. They can try the sneaky way; they could disguise themselves to

look different and try again (Spot -1) or something else clever like luring him out and sneaking past him.

The Sneaky Way

Characters are able to stealthily penetrate the Guildhall through a couple of different fashions. Climbing (DC 25) in the Guildhall is fairly difficult. However a rope and grappling hook looped through the window could lower the DC to 5 or 0 with a knotted rope.

However, the Guildsmen have trapped the windowsill so that whenever someone would step or crawl through the windowsill, the scything blade trap would activate. Usually other traps would be active, but fortunately, one of the Guildsmen is expecting his familiar to deliver a message through this window later in the day.

Scything Blade Trap: CR 1; mechanical; location, automatic reset; Atk +8 ranged (1d8x3); Search DC 21, Disable DC 21.

Note the automatic reset. Characters will have to disable or break the trap to avoid it going off multiple times.

Crawling through the window, you find yourself in some sort of laboratory. The bubbling beakers and vials of different colored liquids tell you that maybe you shouldn't touch anything that you don't know what it is. As far as exits to the room, there is a closed door and a spiral staircase that leads down.

The doorway is *arcane locked*. Behind it is the main hallway of the Guild (See the attached maps for a complete layout). Short of breaking it down, there is no way to pass it. Breaking down the door would bring instant attention by the Guildsmen.

Wooden Doors: 1 in. thick; hardness 5; hp 10; AC 5; Break DC 28, Open Lock DC 30.

When the characters decide to head down the stairs, read the following:

You enter a plush, opulent library, complete with a spiral staircase and two fireplaces. Walls lined with books, along with several chairs and desks fill this area and give it a serene aura.

Regardless of which way, the party came, they are in now in the library. All characters should make a DC 27 Spot check, if there are any successes skip down and deal with Ospro, the hidden homunculus.

Searching through the library reveals many tomes on varying topics. These include: natural

history, royal lineages, arcane formulas and theories, strange molds, fungi, alchemy and unnatural creatures. Finding the appropriate books the ones on the Ruins of Greyhawk require a Search check DC 15.

The books that you are searching for are apparently kept in a locked case for some reason.

The lock is very simple (DC 15 Open Locks) and requires a skill check to open, although PCs may take 20 on this roll. Failing anyone in the party having the Open Lock skill, the case can be forced open with a DC 15 Strength check. Characters get a +2 if they use some sort of lever or wedge. This will obviously damage the cabinet.

Wooden and Glass Cabinet: 1 in. thick; hardness 1; hp 10; AC 5; Break DC 15.

If anyone should take any of the books or alchemical equipment from the Guild, they will notice that whatever they try to take has a vivid purple *arcane mark*, DC 20 Spellcraft to recognize. There are also bookplates in the front of the books that state "Property of the Guildsmen of the High Art" or Property of Daimon Truflame". Any attempt at theft will be tracked down by the Guild through spells such as *Locate Object*. A DC 5 Wisdom check tells characters that theft; especially from a powerful wizard's guild is not the way to go.

The party may make a DC 27 Spot check when they first enter the library to spot Ospro. When spotted, a DC 12 Knowledge: Arcana roll will identify him as a homunculus. A further Knowledge: Nature roll of DC 12 or above will tell the characters that this is not a normal homunculus. Ospro is one of the minions that the Guild is not quite sure about. Subjected to spells and left behind by his master, he has developed an odd personality and is somewhat protective of the Guild. Seeing the PC's as intruders, only when the books are in place and the party is ready to leave, only then will Ospro will strike.

APL 2 (EL 2)

Ospro: Homunculus Incarnate Construct Rogue 2; hp 22; see *Appendix One*.

Tactics: Ospro will hide before the characters enter the room. He will watch them for a while and determine that they are not doing the Guild's bidding. When they are ready to leave, he will start sniping with his tiny sized crossbow. Unless the characters made their Spot roll initially or

searched the shelves and beat an opposed hide check, Ospro will receive a surprise round. If cornered, he will attack with his tiny sized club (really a stick). He will try to feign in combat since his damage is low. If cornered, he will try to create a diversion, through the bluff skill to hide and try to assault the party again. If Ospro is destroyed, the Guild will not complain or press charges.

Any loud spells, raging barbarians or sounds of loud combat will bring some Guildsmen yelling and knocking on the door. The Guildsmen respond quickly to any threats and two rounds after loud sounds, a wizard will come to the door, fling it open and demand to know what is happening. The wizard will then scream as he sees an armed band and then run for help. As the characters are exiting the tower and leaving the premises, Guildsmen will be coming out, yelling or fruitlessly trying to pursue the characters by foot.

Conclusion: A Job Well Done?

Once the PCs have finished the plan to embarrass the Guildsmen, they will have to report back to Asa Sludge in the nameless inn.

Attempting all of the tasks sets before you, you trudge once again through the Poor District of Highfolk to the nameless inn and to the table that Asa Sludge aka "Slimy Doom" seems to occupy for most of her waking hours.

"Well, I've heard the talk around the town, but I'd like to hear it in your own words."

She laughs and giggles at the appropriate times during the character's stories.

"Well, a deal's a deal." She hands over a sack with the gems in it. "It may have cost me some coin, but it was worth it to see the look on those Guildsmen's faces. Well, I'll keep you folks in mind if I have any more tasks that I need. Thanks again!"

Treasure: There is one gem per PC in the sack (minus one if they required a gem upfront to cover expenses).

APL A: Coin – 450 gp.

Encounter Seven (Optional): The Long Arm of the Law

The PC's may run afoul of the law many times during this adventure. Feel free to run this encounter if appropriate. If the PC's have been obvious (i.e. not sneaking or wearing disguises), this encounter could happen at their inn at the end of any day. Please modify the text to accommodate the current circumstances.

A group of five individuals come running up to you. The individuals are wearing leather armor and armed with clubs. They also wear a sash of green and white, the symbol of Highfolk. You guess that this is the Home Guard, Highfolk's militia. The only one of them wearing a blue sash asks, "What's going on here?" He looks sternly around, waiting for you to explain yourselves.

Most of the crimes in this adventure should be minor offenses, for example: fraud, deception, vandalism, assaulting an animal companion and slander. A PC may try to apologize for their actions, with a Diplomacy or Bluff Check DC 15. Half-Orc PC's take a -2 to this roll. Also, each previous encounter with the law results in an addition -2 to this check. Fines for minor offenses are 5gp per PC.

Fines of a more severe nature (murder or grievous assault, theft of 100gp or more) result in TU's in the Roots (Highfolk's subterranean prison).

Time served will be immediately after the module concludes. See **Appendix Two** for more info on the watch and Highfolk's legal system.

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 Three

Humiliate Madam Mordent

APL 2: 120 xp

Encounter Four

Defeat the familiar swarm and capture Nchaz

APL 2: 60 xp

Encounter Five

Encounter the Scything Blade Trap or Bluff past Dez Wood

APL 2: 30 xp

Defeat Ospro

APL 2: 60 xp

Story Award

Objective(s) met:

APL 2: 90 xp

Discretionary role-playing award

APL 2: 90 xp

Total possible experience:

APL 2: 450 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 Six

APL 2: C: 450 gp

Total Possible Treasure

APL 2: 450 gp

Special

Alternate Familiar: For helping the Guildsmen expose the Bardic College’s attempt to embarrass them, they have awarded you access to an unusual familiar found in the Vesve (you must still pay 100 gp to take this familiar). This familiar has the same game statistics as the PHB familiar listed. Choose from the following list:

- Chipmunk (as Rat)
- Nightingale (as Raven)
- Raccoon (as Cat)
- Squirrel (as Weasel)

Bardic Favor: You have helped the bardic student Asa Sludge (aka “Slimy Doom”) embarrass the Guildsmen. She vows to recommend you to all her instructors incase you ever try to join the bardic college.

Appendix One – APL 2

Encounter Three

Madam Mordent: Female human illusionist 3; CR 3; Medium humanoid (human); HD 3d4+6; hp 16; Init +0; Spd 30 ft.; AC 11 [+1 armor], touch 10, flat-footed 11; BAB/Grp: +1/+0; Atk: +0 melee (1d4-1/19-20, dagger) or +1 ranged (1d4-1/19-20, dagger); Full Atk: +0 melee (1d4-1/19-20, dagger) or +1 ranged (1d4-1/19-20, dagger); AL LN; SV Fort +3, Ref +1, Will +4; Str 8, Dex 10, Con 14, Int 16, Wis 10, Cha 10.

Skills and Feats: Concentration +9, Knowledge (nature) +12, Profession (sage) +9, Spellcraft +9; Scribe Scroll, Skill Focus (Knowledge: nature), Spell Focus (Illusion), Spell Focus (Enchantment).

Languages: Celestial, Common, Giant, Sylvan.

Possessions: Bracers of armor +1, cloak of resistance +1, holy symbol of Boccob, spell component pouch, robes.

Physical Description: An elderly human woman of Suel decent.

Spells Prepared (5/4/3; base DC = 13 + spell level; 14 + spell level for Enchantment or Illusion; banned schools Necromancy & Evocation): 0th – *daze*, *detect magic*, *detect poison*, *ghost sound* (Will DC 14), *read magic*; 1st – *charm person* (Will DC 15), *color spray* (Will DC 15), *expeditious retreat*, *silent image*; 2nd – *eagle's splendor*, *hypnotic pattern* (Will DC 16), *Tasha's hideous laughter* (Will DC 16).

Power-up Suite (*eagle's splendor*): Cha 14.

Encounter Four

Familiar Swarm: CR 2; Tiny magical beast (swarm); HD 2d10; hp 11; Init +3; Spd 20 ft.; AC 15 [+3 Dex, +2 size], touch 15, flat-footed 12; BAB/Grp: +1/-; Atk: 1d6+poison; Full Atk: 1d6+poison; Space/Reach 10 ft./0 ft.; SA Poison; SQ Darkvision 60', distraction, evasion, half damage from slashing or bludgeoning Weapons poison, swarm traits; AL N; SV Fort +3, Ref +6, Will +0; Str 1, Dex 17, Con 10, Int 6, Wis 10, Cha 2.

Skills and Feats: Listen +4, Spot +4; Alertness.

Distraction (Ex): Any living creature that begins its turn with a swarm in its square must succeed on a DC 11 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Poison: DC 10 Fortitude negates (1d2/1d2 Con). The save DC is Constitution-based.

Nchaz: Imbued Celestial Owl Familiar; CR 1; Tiny magical beast (augmented, extraplanar); HD 1d8; hp 8; Init +3; Spd 10 ft., fly 40 ft. (average); AC 18 [+2 size, +3 Dex, +3 natural], touch 15, flat footed 15; BAB/Grp: +0/-11; Atk: +5 melee (1d4-3, talons); Full Atk: +5 melee (1d4-3, talons); Space/Reach 2½ ft./0 ft.; SA Smite evil; SQ Darkvision 60', improved evasion low-light vision, resist acid, cold and electricity 5, SR 6; AL NG; SV Fort +2 Ref +5, Will +2; Str 4, Dex 17, Con 10, Int 6, Wis 14, Cha 4.

Skills and Feats: Listen +14, Move Silently +17, Spot +6; Weapon Finesse.

Smite Evil (Su): Once per day a celestial creature can make a normal melee attack to deal extra damage equal to its HD (+1 for Nchaz) against an evil foe.

Spells Imbued (2/2); base DC = 13 + spell level): 0th – *acid splash* (+5 ranged touch), *ray of frost* (+5 ranged touch); 1st – *cause fear* (Will DC 14), *grease* (Reflex DC 14).

Encounter Five

Ospro: Homunculus Incarnate Construct Rogue 2; CR 2; Tiny humanoid; HD 2d8+2d6; hp 22; Init +2; Spd 20 ft.; AC 14 [+2 Dex, +2 size, +2 armor]; BAB/Grp: +2/-7; Atk: +3 melee (1d3-1, club) or +6 ranged (1d4/19-20, light crossbow); Full Atk: +3 melee (1d3-1, club) or +6 ranged (1d4/19-20, light crossbow); Space/Reach 2½ ft./0 ft.; SA Sneak attack +1d6; SQ Evasion, trapfinding; AL N; SV Fort +3, Ref +5, Will +1; Str 8, Dex 15, Con 10, Int 10, Wis 11, Cha 7.

Skills and Feats: Balance +6, Bluff +3, Climb +3, Escape Artist +6, Hide +17, Move Silently +6, Spot +5, Tumble +6; Skill Focus: Hide.

Possessions: Tiny leather armor, tiny masterwork light crossbow, 10 bolts, tiny club

Appendix Two: The Highfolk Legal System

The Basics

Highfolk Town is not a very stringent, or particularly orderly, community. It does have however, laws that are to be followed. The laws are grouped into general categories, and punishment can be somewhat subjective. It is somewhat rare to have criminal acts go to court in Highfolk. Note that many other settlements in the region employ law enforcement systems similar to the Town of Highfolk.

The Home Guard Police Force

The Home Guard in Highfolk, a militia force, policies the town. This force of approximately 100 men and women (the rest serve with the Defense Force or with the Fifth District, a sort of "special operations") are under the command of Constable Paxana Eventhil. The more law-conscious citizens of the town often sight her as being a bit "soft" on certain crimes. She does not however, go easy on those that commit grievous acts on their fellow townsfolk or those who threaten the safety that Highfolk offers.

The typical response team to a criminal or suspicious act is a group of five men or women, wearing leather armor and armed with clubs. They each wear a sash over their left shoulder, with a pin of Highfolk's symbol (the green-and-white checkerboard shield) attached. Most often, there are 4 guardsmen wearing red sashes (privates) and one in charge of the team, wearing a blue sash (corporal). On particularly large or troublesome disturbances, heavier weapons will be brought to the scene (usually short swords and short bows), and every 2 teams will be lead by a sergeant (wearing a green sash). Every so often, when many teams are dispatched, a lieutenant (wearing a silver sash) or even the captain of a division (wearing gold) will appear on the scene. The constable herself wears the colors of Highfolk itself as her sash (green-and-white checkerboard).

The response team is to neutralize any violent threat upon arrival (through escalation of force- using the minimum necessary to accomplish the mission), and failing that mission, to send for assistance. The Defense Force, Fifth District agents, and even the Velunese garrison have been called in to assist in matters that could not be resolved by the Police Force. This is very rare, however; a single team of five individuals can deal with most criminal elements in the town.

It should also be noted that Fifth District agents might work "undercover" and have the powers of the regular Police Force. It is not uncommon for these agents to work against threats that require "special procedures" to defeat or eliminate.

The Police Force acts as a sort of on-the-spot sentencing committee. After making an arrest, the guardsmen confer to determine the sentence for the lawbreakers, and then state their finding to the criminal. This type of sentence is usually reserved for those that commit crimes of a fineable nature (e.g., burglary or vandalism). Some other crimes, such as assault without grievous injury, are also sentenced as necessary; the punishment for such crimes is usually a jail sentence. A court handles the sentencing of the most violent crimes; in the interim, the prisoner is taken to a holding cell in one of the four Highfolk District Jails.

Such "crimes" as public drunkenness, rude and disorderly behavior, and general mischief, will often be "brushed away" by the guardsmen arriving at the scene. As long as the individual is aware of the fact that they are not acting proper in public, and the situation does not become repetitive, the guardsmen will usually let those involved off with a warning. Townsfolk have more leniencies in this regard; strangers (particularly half-orcs) are dealt with in a more "official" manner.

The Courts

There is but one judge in Highfolk, Hoseik Yellindarth (a human male of thirty-nine years). There is no need in Highfolk for a larger judicial system, as most criminal sentencing is resolved at the scene. Each case is heard, witnesses are called forward, and the judge then makes a determination. Those put on trial are allowed a barrister to defend them, but must pay for the luxury. The witnesses or victims may also pay for a barrister to represent them; this does not occur very often (except for cases involving the elven district). Otherwise, Hoseik makes a sentencing decision after all witnesses have spoken. Cases without witnesses commonly have a member of the community (usually a relative of the victim) pay a barrister to investigate the case and bring the findings. Guardsmen may also be called forward as witnesses, and to reveal their investigation.

Doing Time

Those sentenced by Hoseik, or sentenced on the spot, may wind up behind bars for a while. Criminals sentenced to lockup that have not committed crimes of grievous injury or death of another can expect to serve their stint in one of the Highfolk District Jails. The terms of incarceration are usually less than a few months, in these cases. Many of the criminals that wind up in the District Jails are those merely unable to pay the requisite fine.

Criminals that commit more serious crimes, if not executed, will find themselves locked away in the real prison, the Roots. Underneath a portion of the town, the Roots are a labyrinthine dungeon filled with traps and armed guards. Prisoners are given hard labor during their stay, and are always under close watch. They are treated as criminals, but not entirely inhumanely. After all, those irredeemable to society are usually executed rather than given lengthy prison terms.

Those criminals that society deems too far morally corrupt are sentenced to execution. This is not a common punishment, but occasionally such measures have to be taken to preserve the safety of Highfolk Town. They are commonly lead outside of the city, and are taken to a secluded area. There, a strong tree is used to unceremoniously hang the vile wretch. The body is then burned, after confirming death.

Laws of Highfolk

Irredeemable Offenses (Punishable by Death)

Usually meted out by the Highfolk Town Judge.

- Murder with aforethought
- Arson in the elven district
- Treason (this includes aid given to luz's forces that results in a compromise of the town's security)

Grave Offenses

Punishable by Imprisonment in the Roots; Usually meted out by the Highfolk Town Judge

- Murder with intent
- Arson (anywhere in the town except elven district)
- Grievous assault (which results in the victim being unable to continue his/her livelihood)
- Intentionally harming Old Bough

Reconcilable Offenses

Punishable by Fine of usually half or more of the criminal's worth, or Incarceration in the District

Jail, Usually meted out by the Home Guard Police Force

- Assault
- Unintentional death
- Bribery
- Forgery of official or religious documents
- Murder or grievous injury of an animal companion
- Burglary or theft of valuable items (100+ solars' worth) or animals of transportation
- Terrorizing the populace (through extortion, strong-arm tactics, etc., over a period of time)
- Vandalism of a recognized holy place (temple, shrine, etc.)
- Unintentionally harming Old Bough

Minor Offenses

Punishable by Fine of usually 5+ solars, or Deeds of Recompense; Usually meted out by the Home Guard Police Force

- Fraud/Deception
- Theft of items
- Vandalism (except holy places)
- Assaulting an animal companion
- Slander

Occasionally, some crimes may warrant a higher or lower sentence based upon the circumstances. Frequency and scope of offenses may lead to a higher sentence. Some minor offenses may even be resolved without any recompense; occasionally, an apology will suffice.

Appendix Three: New Rules

New Template

Incarnate Construct

(As presented in *Savage Species* P. 120)

An incarnate construct is a construct creature that has been given actual life and a living body by the *incarnate construct* spell. Made of flesh and bone, it has a mind and feelings like any true creature; it is no longer the automaton it was created to be. An incarnate construct looks like a living version of its former self, having normal flesh instead of inanimate material and showing emotion instead of coldly programmed servitude.

Size & Type: The creature's type changes to humanoid if it is Medium-size or smaller, or giant if it is Large or larger:

Hit Dice: The creature's Hit Die type changes to d8.

Speed: If Small or smaller, land speed is 20 feet. If Medium-sized, land speed is 30 feet. If Large or larger, land speed is 40 feet. If the base creature had wings and could fly, use the base creature's fly speed and maneuverability.

AC: The base creature's natural armor bonus is reduced to a maximum of +3 if Medium-size or smaller, otherwise reduced to maximum of +9.

Attacks: An incarnate construct's base attack bonus is normal for a construct of its Hit Dice. An incarnate construct loses all its original attacks. It may attack with unarmed strikes in the manner of a creature similar to its size and shape.

Damage: The damage for its unarmed strike is standard for its size. For example, a Medium-sized incarnate construct can deal 1d3 points of subdual damage with an unarmed strike; a Large incarnate construct can deal 1d4 points.

Special Attacks: The base creature loses all its special attacks.

Special Qualities: The base creature loses all its special qualities.

Base Saves: An incarnate construct's good saving throw is Fortitude. Its poor saving throws are Reflex and Will.

Abilities: Any ability score lower than 3 is increased to 3 and nonabilities such as Constitution and Intelligence are rolled (4d6, drop lowest result).

Skills: An incarnate construct gains no skill points for becoming a living creature, but if it gains levels, it acquires skill points normally.

Feats: An incarnate construct gains no feats for becoming a living creature, but if it gains levels, it acquires skill points normally.

Climate/Terrain: Any land and underground

Organization: Solitary (alone or with spellcaster liberator)

Challenge Rating: Base Creature's CR divided by 2.

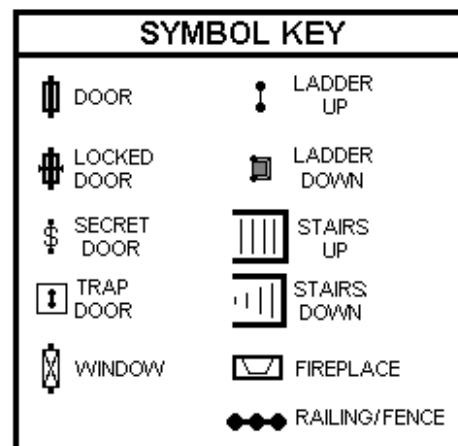
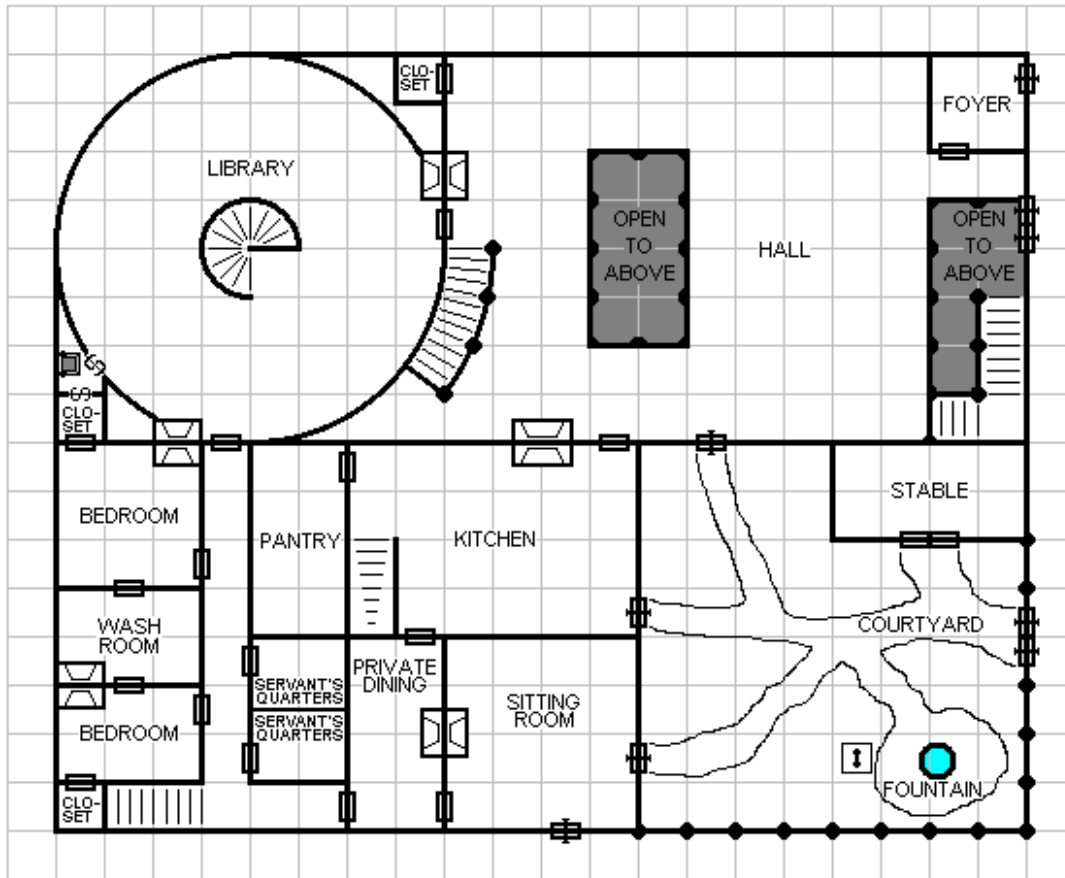
Treasure: Standard (initially none)

Alignment: Usually neutral.

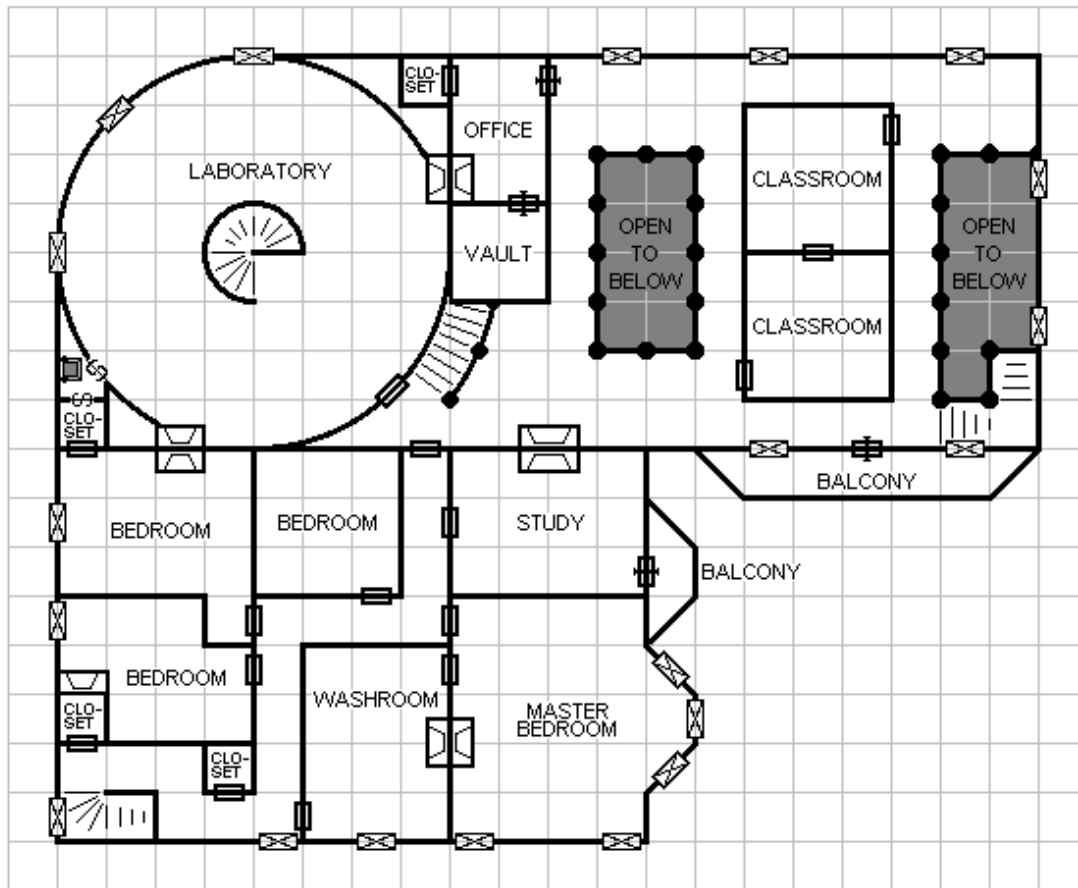
Advancement: By character class.

Level Adjustment: -2 (minimum 0)

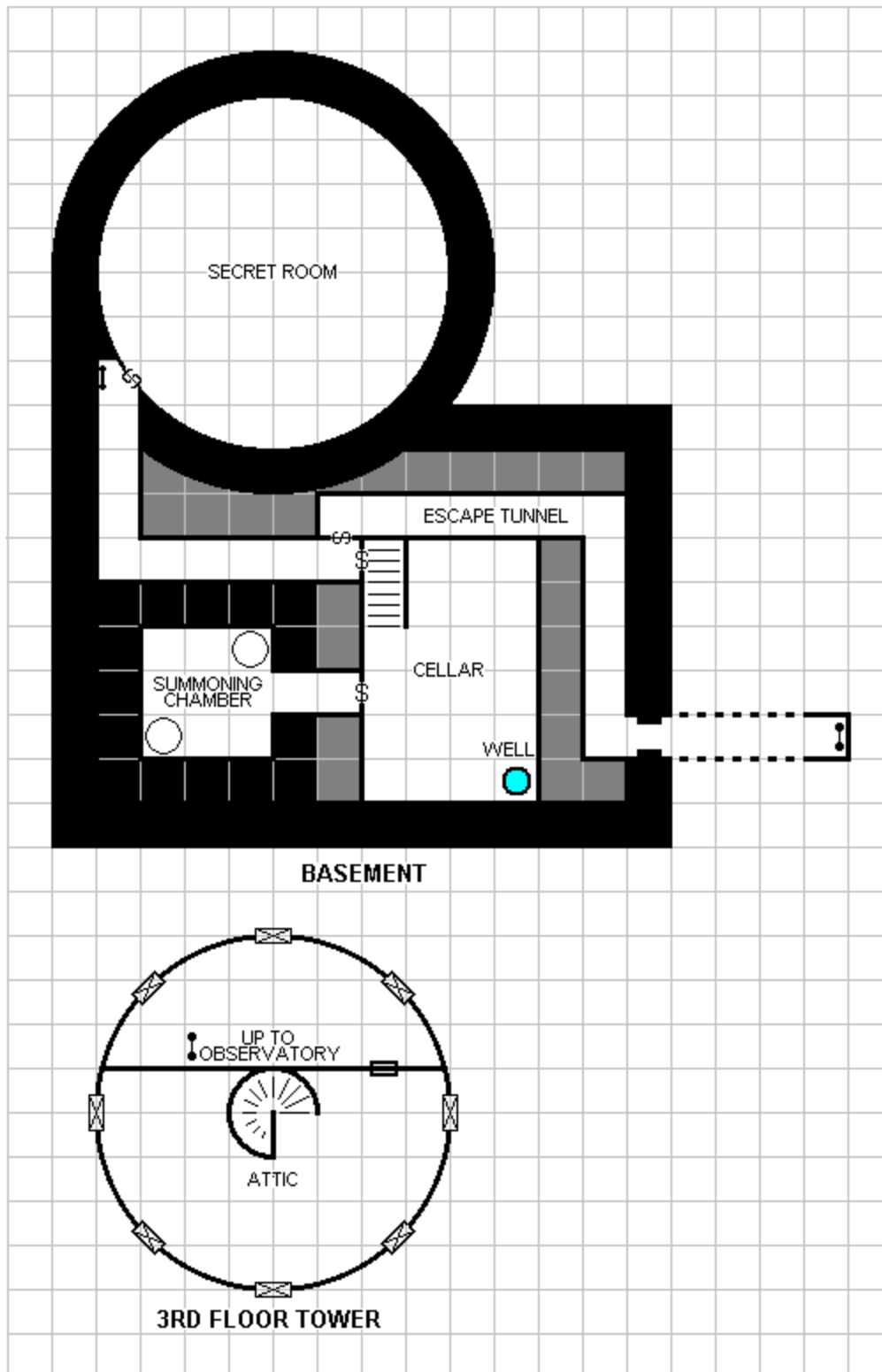
DM Map #1: Doom's Retreat, First Floor



DM Map #2: Doom's Retreat, Second Floor



DM Map #3: Doom's Retreat, Basement Floor



Player Handout #1: The Missive

Good people. Follow the map on the reverse of this paper if you'd like to make some coin.

(A badly drawn map is on the reverse side)

Slimy Doom