

HIG6-03

Heavy Upon A Heart

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

Version 1.0

by Greg Marks

After recovering from Growfest celebrations, the party discovers the theft of a powerful relic and joins the chase to recover it before it leaves the region and is lost forever. A Highfolk regional adventure for APLs 2 to 8; Part One of the Waits and Measures Trilogy.

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

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

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

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

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

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important

information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought

	CR	1	2	3	4
by virtue of a	1/4 and 1/6	0	0	0	1
class ability	1/3 and 1/2	0	0	1	1
(such as animal	1	1	1	2	3
companions,	2	2	3	4	5
familiars	3	3	5	6	7
paladin's	4	4	6	7	8
mounts) or the	5	5	7	8	9
warhorse of a	6	6	8	9	10
character with	7	7	9	10	11
the Mounted					

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

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

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins

whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

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

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

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

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

TIME UNITS AND UPKEEP

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

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

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

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

Adventure Background

The accidents of birth can weigh heavy upon one's heart when you don't feel part of the community. More than one half-elf or half-orc has felt ostracized by the forest communities of the Vesve after being born of a union forced by one of the Old One's soldiers. That has led to a plethora of hardened bandits and mercenaries living outside the bounds of normal society. Searching for something to believe in, these men and women are easy prey for smooth tongues who know how to manipulate their thirsts for vengeance upon the communities they feel have wronged them.

A half-elven man known as Hygwell Scarlet has organized a band of similar minds in order to hire them out as a mercenary company with a pension for hurting human and elven settlements. Their first job was to locate a magical device in a forgotten ruin in the Vesve and deliver it to their new patron. After succeeding in that job, their patron sent them after a richer target: a relic carried by a Highfolk Merchant's Guild's caravan.

Rather than use brute force, Hygwell was able to find another scarred heart, a half-elven woman known as Leta Pewter. Leta is a member of the Merchant's Guild, who deeply feels the loneliness of her bastard heritage. Her mother died as a result of her birth, and her mother's family wanted nothing to do with the product of war's horror. Leta feels the pain of that loss still, and was easily convinced to join Hygwell's band and help steal the *effulgent candle of Pelor*. The Highfolk Merchant's Guild was transporting the relic from Traft in Perrenland for a local cleric of Pelor when Leta stole away with it.

At the beginning of this adventure, the delivery is three days overdue and the Merchant's Guild is at wits end trying find out what happened without letting on that there might be a problem with their services.

Adventure Summary

The adventure begins the morning after the last day of Growfest. It is the first of Planting in Highfolk town.

Introduction: Recovering from the previous night's festivities, the PCs explore Ruins Square and see a man helping townsfolk. The PCs witness the birth of a new organization: the "Helpinger Hands of Pelor" and are asked by Fraek to assist him with his problem.

Encounter One: Going to the Highfolk Merchant's Guild, they are notified that the relic the Guild had been sent to retrieve has been stolen and one of their members is missing. After any investigations in town, the party is asked to travel to the scene of the crime and quietly investigate.

Encounter Two: The party leaves Highfolk for the Wanderer's Way, an inn and temple of Fharlanghn, where the Merchant's Guild Caravan was last seen with the relic. While there, they can speak with witnesses and meet with travelers. Eventually they learn enough information to continue the search elsewhere.

Encounter Three: While pursuing the trail, the PCs are attacked by some of "Logan's Men," a group of halfling brigands seeking to safeguard the smaller races. The outcome of this battle may leave some PCs a little less than they once were.

Encounter Four: Just south of Crystal Springs, the trail leads the PCs into the Vesve. While traveling through the forest, the PCs encounter an unusual Shrine to Hanali Celanil.

Encounter Five: The party finds its way into the Baklunish ruins where the thieves have taken residence. They must fight their way past the traps and bandits that infest the place to find and recover the relic.

Conclusion: The PCs return to Highfolk town where they meet with the cleric of Pelor and the Highfolk Merchant's Guild.

Preparation for Play

When preparing your table, it is important to note if any of the players possess any of the following special PCs.

- **Chosen of Logan:** Those PCs with this designation from *HIG5-103 In a Handbasket* are favorites of Logan Wood and his men and receive special deference in Encounter Three.
- **Dwarves of Dargas Mor:** PCs with this special regional certificate are courted rather than reviled by Logan's Men in Encounter Three.
- **Born of the Vesve:** PCs that possess this regional certificate, are particularly affected by their experiences in Encounter Four.
- **Karma:** PCs with this designation from *IUZ4-08 Shattered Reflections of a Frozen Twilight* are warned by their mistress during Encounter Four and receive another of her boons.
- **Devoted of the Green and White:** PCs with this regional certificate are especially attractive to Fraek during the Introduction and he goes out of his way to recruit them.

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.

Introduction

The PCs begin stumbling out of their nearby home or inn, whether being early risers, or turned out by their innkeeper. The previous night was the last night of Growfest, sacred to Olidammara as Foolsday, and sacred to the goddess of spring as the Feast of Atroa. All the PCs meet in Ruins Square, also known as Market Square and Town Council Square, where the remains of the last night's party is being cleaned away so life can return to normal.

It is early morning on the first of Planting as you tumble out onto the street, the haze of Growfest still heavy in your head. The bright early morning sunshine leaves few folk on the street with you as you find your way into Ruin's Square. Town workers sweep away empty bottles and remove handmade decorations. A small half-elven man polishes a sign in front of the Mayor's office, while a smiling young human man seems to be casting a spell upon a passed out dwarf who snores loudly in the gutter. No one seems particularly focused upon anyone else, going about their business as several lost looking adventurers make their way into the square.

The PCs have the opportunity to meet each other, or move about the square as they desire. None of the PCs have any particular plans or duties today. They are free to make their own adventure.

The Cleaning Crew

The PCs can speak with any of the six members of the cleaning crew, a mix of men and women of various races. All are employees of the town, hired to do various odd jobs. They can share any of the following details or rumors:

- They are cleaning up after the festivities from last night. The Temple of Change sponsored a big feast in Ruin's Square and the party went late into the evening. The party was plagued by many practical jokes perpetrated by followers of the Laughing Rogue (Olidammara).
- A highwayman wearing a velvet surcoat and a metal helmet styled after a jack-o-lantern has been plaguing the Quaagflow Road the last few months. Some say that makes the caravan masters perform

humiliating tricks and those that do are allowed to leave unmolested. Baklunish traders have suffered the most.

- The workers are in a hurry to finish their work here because they might also need to help with a Highfolk Merchant's Guild caravan that might arrive any minute. The caravan is already a few days overdue.

Secretary

If the PCs question the man polishing the sign in front of the Mayor's Office, they encounter Milinor Verra, the Highfolk Town secretary. Milinor and a handful of scribes look after the limited bureaucracy generated by the Mayor, Town Constable, and the Town Council.

Milinor Verra: Male half-elf Com2.

The half-elven man looks up at you with a start, as he drops his rag. "Oh, you startled me," he says. "Can I help you folks with something?"

Milinor is vaguely jumpy as he is polishing a death threat that Mayor Mordianna Tamarel received, and immediately had framed, on the day of her election as town mayor. It is his least enjoyable duty, as Milinor is often afraid the assailant will view him as a viable target.

The PCs may speak with Milinor as they like, and he can share the following details or rumors:

- The previous night saw a big feast to celebrate the end of Growfest. The festivities were sponsored by the Temple of Change and was held right here in Ruin's Square. Now that the invasion by the Old One has finally been repulsed, the party was particularly joyous.
- The Mayor is currently not in her office, as she is visiting the Poor District to see what might be done to better conditions there now that time has come to rebuild since the war is over. Currently, the Mayor is considering offering free land and housing to those who know some trade and want to service the adventurers who live in Ashenglade. Now that the Perrenland army has vacated the many buildings they erected, there is plenty of empty space for those interested in starting a new life.
- A delegation of elves from Clan Volmiryth are in town, meeting with the Guildsmen. Rumors are that they are testing a new spell to allow non-elves to bypass the strange enchantment currently preventing them from entering the elven capital of Flameflower. The field appeared unexpectedly around this time last year and as of yet no one knows where it came from or how to undo it.

Cleric of Pelor

Fraek, a cleric of Pelor is casting a *neutralize poison* (DC 19 Spellcraft) spell upon the intoxicated dwarf when the PCs enter the square. If the PCs do not interrupt him, he goes on to cast a *lesser restoration* (DC 17 Spellcraft) to remove the sleeping dwarf's fatigue. Closer inspection reveals a large symbol of Pelor (DC 5 Knowledge (Religion), followers of Pelor automatically succeed).

Fraek: Male human (Oeridian), NG, Cleric 6/Radiant Servant 5/Sacred Exorcist 6

The young man looks up smiling as you approach. "Hello? Do you need help?"

Fraek has witnessed the good works of the Helping Hands of Ehlonna, but feels they have not been proactive enough so he is attempting to start a similar group that spreads the good works of Pelor, whose worship has recently taken root in the High Vale. Members do not need to worship Pelor in order to join; only be devoted to freely doing good. Not being especially creative, he calls his group, of which he is so far the only member, the Helper Hands of Pelor. Fraek naively explains this to anyone who asks what he is doing, or why he is doing it. Fraek generally assumes all people to be good hearted and goes out of his way to help others. He is especially interested in recruiting PCs who are Devoted of the Green and White who he has heard of as being dedicated to helping the region. If the PCs seem interested in his organization or his good works, Fraek urges the PCs to consider joining him in doing good works for the people of Highfolk. In fact, he has a small job they can help him with. Those that succeed will have proved themselves sufficiently that he will consider them for membership in the Helper Hands of Pelor.

"You might be able to help me with something. I have work to do, but I was to have an important package delivered to me three days ago by the Highfolk Merchant's Guild, but it still hasn't arrived. If you are interested, it would be a great help to me if you could look into why it hasn't been delivered yet, and retrieve my package. I'm sure it's nothing, so it should be a very small thing that is easily accomplished."

Fraek was supposed to receive an item related to his faith acquired in Traft (Perrenland) for him by agents of the Highfolk Merchant's Guild. He was told it would have arrived three days ago during the festival, and when it was late, he thought little of it due to the celebrations. Now that Growfest has ended, he has begun to wonder about it. The item is known as the *effulgent candle of*

Pelor. He can't imagine that anyone would have a reason to steal it, as only a worshiper of Pelor can use it.

Once the PCs are interested in helping him, he sends them off to the Highfolk Merchant's Guild with instructions that he can be found in the area for most of the day helping those in need. Fraek can give directions to the guildhall if the PCs do not know its location.

Development: If the PCs are not interested in the "Helpinger Hands of Pelor," Fraek is still looking for someone to help him today and he offers each PC 5 gp to run this errand for him. He's not one to negotiate, but is easily swayed by tales of woe. PCs that demand more money are turned away as not being nice people, but a PC that mentions his "eight starving children" are likely to receive a small bonus up to another 5 gp.

Encounter One: Guild Matters

Whether the PCs decide to assist Fraek or they are investigating rumors of the Highfolk Merchant's Guild, they will eventually lead to the guildhall in the Merchant District. The Merchant's Guild is actually a conglomeration of all the various trade guilds that work throughout Highfolk and the High Vale, and they use the small guildhall for those few meetings between guild masters, and for a small public office.

The small guildhall is located in the Merchant District, not far from the edge of the Temple District on the main thoroughfare that leads to East Gate. Entering into the building, the large hall seems vacant, but a light comes from a nearby office.

There is no one in the meeting hall, but a handful of scribes occupy the front office, and direct curious PCs to the rear office where Endavon, a Factor in the Guild is currently in, and willing to receive inquiries.

Endavon: Male human Exp3.

A smiling young human man in fine clothing rises as you enter the office. Offering his hand, he says "Hello and welcome to the Highfolk Merchant's Guild. You may call me Factor Endavon. How can I aid you today?"

Endavon is currently studying the reports of the robbery sent ahead by the caravan master, Gherwold Hammerstrike. While he suspects the PCs are here on some business deal, interest in Fraek's missing package or the rumors of late caravans catch him off guard and he quickly becomes nervous and decides to confide in the PCs, that they might help him. He approaches the party seeming very worried, and perhaps a bit naive.

Endavon can relate the following while asking the PCs for aid:

- He can't deliver Fraek's package, because the item in question is missing.
- The caravan, lead by Gherwold Hammerstrike, successful made it to Traft in Perrenland but has run into some troubles on the way back to Highfolk town.
- Three days ago, the guild received a post rider from the caravan informing the Guild that an incident has occurred and the caravan master has halted the caravan at the Wanderer's Way Inn until he can either sort it out or receive further instructions. Caravanmaster Gherwold used the Growfest celebrations as the reason for stopping the caravan.
- Apparently the night before the message was sent, a longtime and trustworthy guild member Leta Pewter and *effulgent candle of Pelor* that she was sent to acquire in Traft, disappeared.
- The Guild is unsure what to do. They don't want it to appear as though their members are untrustworthy. That would damage their business image, so thus far they have prevented any word from spreading but sooner or later they will have to inform the owner of the package, a cleric named Fraek, that it appears it may have been stolen.
- If no gnomes are present, Endavon will say that some members believe that the Gnomish Consortium of Merchants, Moneylenders, Miners, and Gemcutters out of Gildenhand may be involved. Endavon does not personally believe they would have stooped to thievery to damage the reputation of a rival, but the thought has occurred to others. If the party contains any gnomes, Endavon will tactfully refrain from mentioning this gossip.
- If the PCs are interested, Endavon would like to hire them to investigate the disappearance and retrieve the missing package. He will offer each of them 50 gp for the job, as well as any assistance they might need navigating the bureaucracy of the Guild (Influence Points). Endavon can be negotiated 10 gp higher if the PCs are particularly mercenary.
- Endavon can give directions to the Wanderer's Way. It is well known as both a comfortable halfling run inn, and a temple to Fharlanghn.
- Endavon cannot describe the package, or the item inside it, as he was not present when it was acquired. He expects that the caravan people will have more information.
- Leta Pewter is a half-elven woman with long steel colored hair. She is thin, and of pale complexion with watery blue eyes. She has no particularly

distinguishing features. She has no family in Highfolk that Endavon knows of.

- When the PCs are ready to leave, he wishes them good luck and implores them to keep his secret as long as possible. Once the truth is known, then he and the PCs can tell Fraek and others what happened. He doesn't want anyone jumping to conclusions about what occurred and damaging Leta's, or the Guild's, reputation.

If the PCs choose to continue investigations in town, go to the appropriate subsection. If they head west into the High Vale to the Wanderer's Way, proceed with Encounter Two.

Investigating Leta Pewter

Given the disappearance of Leta Pewter at the same time as the missing relic, it is likely that some PCs may wish to investigate Leta while in town. Efforts to look into her can determine several things, all listed below. Bardic Knowledge can be substituted for any of the Knowledge checks at a +5 penalty to the DC.

- **DC 25 Knowledge (Local: Iuz Border States):** Leta Pewter is a prominent member of the Highfolk Merchant's Guild, and has been for approximately forty years (making her nearly middle aged for a half-elf). She has a small home in the Elven District. Highfolk PCs receive a +4 circumstance bonus to this check.
- **DC 30 Knowledge (Local: Iuz Border States):** Leta is a member of the Merchant's Guild, who is the product of an Iuzian soldier and a violated mother. Her mother died as a result of her birth, and her mother's family wanted nothing to do with the product of war's horror.
- **DC 10 Knowledge (Nobility and Royalty):** As a half-elf, the surname Pewter, a descriptive noun, suggests bastard parentage. That Leta does not possess a name from one of the local elven clans makes it likely that she is either not originally from the Vesve, or she is the product of a rape and the mother was not willing to claim the child.
- **DC 10 Gather Information:** Leta is a lonely, somewhat sad, merchant who specializes in importing wares from Perrenland. With the exception of her cat, she generally keeps to herself. She is not particularly memorable. She has no family in town.
- A careful search of Leta's cottage home in the Elven District determines that it is the abode of a fastidious, lonely woman. A cat named Lilac is in residence, currently being fed by the neighbor children. Neither the home, nor the contented cat (using a *Speak with Animals*) have anything to say

about the woman that the PCs would find incriminating. Leta is quiet and keeps to herself. Lilac believes she is quite lonely but for her company. No family has come to visit her since she has lived in this house.

Investigating Gherwold Hammerstrike

Hearing the name Hammerstrike, it is possible that some PCs may seek some of the few local dwarves to investigate the caravan master. Those seeking out a dwarf to question will be directed to Hammerstrike Goods in East Gate Plaza where they will encounter Brottor Hammerstrike, a young dwarf working the front of Hammerstrike Goods while his older brothers and father work at the forge out back. He is cheerful in his attempts to sell weapons and armor to customers. Brottor will point out the superior dwarven craftsmanship; much sturdier than elven made weapons while answering PC questions. All goods are available at standard prices.

The follow details can be learned without speaking to Gherwold himself. Any NPC Hammerstrike dwarf may provide the information these knowledge checks impart.

- **DC 25 Knowledge (Local: Iuz Border States):** Gherwold is a member of the Hammerstrike clan of dwarves from the dwarven citadel of Dargas Mor. He is not a member of the Hammerstrike dwarves of Highfolk.
- **DC 10 Gather Information:** Gherwold has only been a member of the Highfolk Merchant's Guild for a year, but his talents have quickly lead him to a position of prominence. He does not live in Highfolk.

Revisiting Fraek

If the PCs choose, they can return to Fraek. He is easily found wandering the streets not far from where the PCs left him asking everyone he can if they need help and offering healing to the sick. He also hands out handwritten bills giving directions to the Shrine of Pelor in the village of Weeping Willow to all passersby.

He is saddened that his package has not yet arrived, but will be pleased if the PCs are going to continue looking into it. If the PCs reveal the duplicity of the Merchant's Guild, Fraek urges the PCs to help them save their reputation, as that's what good folk would do. He promises to pretend that he is none the wiser about the theft until the PCs return.

Encounter Two: Wandering this Way

This encounter deals with the Wanderer's Way Inn and Temple, as well as the Highfolk Merchant's Guild caravan currently encamped there. Listed below is a room-by-room description of the Wanderer's Way Inn and Temple. Once the PCs have arrived, they are free to explore or interrogate the NPCs there until they uncover enough clues to follow the bandits' trail. More information is provided than necessary in order to expand role-playing opportunities in non-convention settings. During convention play, the DM is encouraged to take note of time and not tarry in the Wanderer's Way for more time than is necessary for the PCs to interrogate the NPCs.

Please note that the abbreviated statistics, personalities, and actions of all NPCs are described under the description of their particular room in the inn. The DM is encouraged to come up with reasonable statistics as needed. Note that the NPCs do not spend all of their time solely in their rooms; indeed most of their time is spent either in the taproom or just outside the inn relaxing.

When the heroes approach the inn, read or paraphrase the following.

Standing resolute near the calm waters of the Volverdyva is a tall inn and temple. A large symbol of Fharlaghn, the god of travelers, is emblazoned onto the front of the two-story building directly above the main entrance. A regular pattern of windows on the building suggests sleeping rooms and a large stable yard sits directly to the building's east.

A large signpost sits near the path that leads to the building. On the top of the post is a sign pointing east that says Highfolk. Another on the bottom points to the west and says Crystal Springs, Stoutstump, and Verbeeg Hill. Between the two is a larger sign depicting a large mug of ale and a lavish bed. Written plainly in common below the finely crafted images are the following words, "Wanderer's Way Inn and Temple – All are Welcome"

Location A

A stable yard is attached directly to the inn. When the heroes arrive there are eight horses grazing in the yard and several wagons are arrayed outside it. The gate leading into the yard is unlocked but the young stable boy sits nearby watching the yard.

Developing: If the PCs ask to search Leta's wagon, they are directed to her wagon here. A DC 20 Search check determines that the wagon does look ransacked, as

though someone searched it in a hurry. A DC 25 Search check finds a few drops of blood. The cause of the blood is not obvious. (Hygwell nicked himself on a loose nail in the wagon before helping Leta from the wagon.) There is no sign of Leta, the relic, or actual evidence as to their location.

Location B

This small building is primarily open to the side facing the yard. Just inside is a long trough for feeding and watering the horses. On one side of the trough is a ladder heading up to a small loft. This is the residence of the stable boy Kimlay Graycap. Kimlay is a young halfling who trained to become a cleric of Fharlaghn. After having traveled for a year, Kimlay has recently returned to visit the Inn for the holidays.

Kimlay: Male halfling commoner 1/cleric 1; climb +3.

Tucked away up in the loft is a tall twenty-gallon barrel full of water. In the bottom of the barrel is a small bag containing 48gp, 30sp and about 24cp. This represents all of Kimlay's savings. There is also a heavy straw mat, a small lantern and unlocked chest full of clothing and shoes. Hanging on the wall is a slightly rusted light mace and a holy symbol of Fharlaghn.

Location C

These small docks are used to moor any boats traveling the Volverdyva that wish to stop at the inn. When the PCs arrive, all three of them are empty.

Location D

This is the inn and temple proper. Room by room descriptions are included below, refer to **DM Map #2**. In addition to this there are some standards that apply throughout the inn. Unless otherwise noted all of the interior walls are wooden and the doors are made of wood as well. The exterior walls and floors are made of stone. In general, all the halls and common rooms are well lit.

Doors: 1-1/2-in. thick; hardness 5; hp 15; Break DC 18 (if locked).

It should also be noted that there is a good amount of wealth located within the temple. This wealth should not be part of the treasure garnered from the adventure. Only cowardly and evil PCs would steal from the innocent.

1. Vestibule

Upon entering the inn, characters enter a large and spacious vestibule. In this vestibule are many wooden pegs with shelves above them. This is for any travelers who do not intend to stay the night. There is also a stone

pillar next to the doors with a collection box attached to the top. The box is emptied nightly and rarely contains more than 5gp. It is locked with a good lock (DC 30 to pick). Directly above this box is a sign that reads *"For a small donation, all your travels will be blessed."*

2. Common Room

This room is the main common room of the inn, when the players enter, read or paraphrase the following to them.

The large vestibule leads directly into the common room of the tavern. It is a large room, with plenty of space to seat more than forty. At the head of the room is a large shallow alcove that serves as a stage and pulpit with the symbol of Fharlaghn clearly displayed.

On the right is number of openings leading off into private booths and a staircase that leads up to a balcony and the second floor. Off to the left is a long bar with many stools in front of it. Behind the bar is a raised platform on which walks a halfling with a towel over his shoulder. Wandering about the room is a young human girl cleaning the busy tables. She looks up at you and says, "Ahh, I see that Fharlaghn has brought us even more guests. Please come in, find yourself a table wherever you can."

When the PCs first arrive the members of the caravan are making the Wanderer's Way extra crowded. While many are in their rooms, others fill the Common Room. There is a tension among the guests, as most are eager to be on the road to Highfolk.

The barkeep is the owner and head priest of the temple. He is a stout old halfling by the name of Gileed Wanderfoot. Gileed founded the temple and inn after retiring from his life as a traveler. Gileed is fully described in room 7, which is his bedroom.

The barmaid is one of two sisters who work for the temple. The other is currently cleaning some of the rooms upstairs. The one who greets the PCs as they enter is Lyrin Vilyren. The sister working upstairs is Oyrin. Lyrin is a devout worshiper of Fharlaghn, and while not quite a priestess she is a well-versed follower. Both sisters are fully described under room 8.

Assuming that the PCs arrive in the evening, they will more than likely want to get a room. The Wanderer's way has accommodations a plenty at reasonable prices. All rooms come with a light breakfast, morning service, and free blessing. Below is a full list of available services and their price. Any PC who is Devoted of the Green and White is noticed by Gileed and offered a free drink, on the house, for their dedication to helping the region.

Inn Services

- *Travelers Room – 4sp/night*

This room is suitable for only one or perhaps a couple. All the available common rooms are labeled 12 on the DMs map.

- *Companies Room – 15sp/night*

This room features three bunk beds suitable for 6. Both of the Company rooms are not available and labeled 16 on the map.

- *Merchants Room – 1gp/night*

This room features a large double bed and many amenities. The available Merchants rooms are labeled 19 on the map.

Meals prices are as follows:

- *Travelers Meal – 2sp*

This meal consists of sliced mutton, fire roasted potatoes, leafy vegetables, bread, and one mug of ale.

- *Grand Feast – 1gp*

This meal is just like the Travelers meal but it feeds six. It also comes with two mugs of ale per person.

- *Merchant Banquet – 8sp*

This meal comes with a side of lamb, goose, or boar along with roasted potatoes, steamed vegetables, bread, honey cake and limitless ale (or one glass of wine).

- *Mug of Ale – 4cp*

- *Glass of Wine – 1sp*

- *Glass or Ilymirth Wine – 4sp*

- *Shot of Shadow Ale – 1gp*

(Note: that the DM is free to impose penalties on any PC who drinks a bit too much... this is left up to your discretion.)

3. Private Booths

Each one of these small rooms are divided from the main room by a heavy curtain. The room features a large rectangular table with six chairs. Small companies and those seeking a bit of privacy mainly use these rooms. Each room also has a myriad of paintings on the walls depicting far away places such as Greyhawk, the free city of Dyvers, and the Lortmil mountains.

4. Kitchen

This room serves as the main kitchen for the entire inn. There is a large table in the center of the room and a huge fireplace located in the south wall. Hanging on racks all about the room are many different sizes of pots, pans, and kettles. Underneath the table are a number of drawers containing utensils of all sorts including many long knives that could be used as daggers. Sitting next to the fireplace is a large amount of wood and the tools to tend the fire.

There is usually something cooking in this room all the time except for the late night. Usually Oyrin or Gileed is the one doing all of the cooking.

5. Dry Storage

This room contains most of the provisions used by the inn on a regular basis. Contained in the room is the following.

- 1 20-gallon barrel of water
- 1 20-gallon barrel of ale
- 1 half full 20-gallon barrel of lamp oil
- 2 sacks of flour
- 1 sack of corn
- 2 jug of honey
- 2 large sacks of potatoes
- 8 Large serving platters
- 1 Rack of spices
- 3 bottles of Shadow Ale
- 8 bottles of Ilymirth Wine
- 24 bottles of Normal Wine

6. Cold Storage

This room is kept cold by a 6 large metal shields; each permanently enchanted with a *chill metal* spell. There are two large leather straps attached to the shields for easy handling. Failure to use the straps results in 1d4 points of cold damage per round of contact. The door to this room is always locked and only Gileed has the key. Inside the room is the following.

- 3 chests each containing frozen meats
- 6 racks of chilled fresh vegetables
- 6 bottles of chilled wine

7. Gileed's Room

This room is Gileed's private quarters. In the room is a small bed next to a short table. At the foot of the bed is a locked chest containing all of the temples wealth (about 400gp). There is also a short wardrobe in the room. Hanging in the wardrobe is an old, slightly rusty suit of halfling-sized chainmail and a dusty light mace.

Gileed Wanderfoot: male halfling Cleric 6.

As a cleric of Fharlaghn, Gileed spent most of his early days traveling the world and experiencing many of its pleasures and terrors. After many years of wandering, Gileed decided it was time to retire and picked this spot to found the inn and temple. It was perfect for his needs; Gileed could still be close to the traveling spirit and at the same time spread the word of Fharlaghn. The inn has been a great success, most travelers making their way up and down the Velverdyva try to visit the inn whenever they can because of the warm hospitality and reasonable prices. After a series of problems with fires set by

arsonists who were later defeated by local adventurers, Gileed has rebuilt the inn using stone.

Gileed himself is a jolly old halfling. He is very talkative and attempts to have a lengthy conversation with all who visit the inn. He is immensely interested in the stories of others. If asked about his life, he is more than happy to tell of the doctrine of Fharlaghn. Gileed can be used to introduce the PCs to other NPCs if they do not seem social.

Gileed spends most of his time tending bar or cooking. On occasion if things are going very slow, Gileed turns in early leaving Lyrin to run the bar.

Developments (Questions): Gileed is happy to tell the PCs where any of the caravan members are staying, but he knows nothing about Leta. He has heard that some of the caravan members may be missing but has no specific details. He also can tell the PCs briefly about the inn's other two current guests: Rolan and Urrai. He is beginning to wonder why the caravan hasn't moved on by now, as it's not natural behavior for a caravan and Fharlaghn encourages travel.

8. Sisters' Room

The sisters Oyrin and Lyrin Vilyren use this room. The two grew up on a farm not far from here and have been working at the inn for almost eight years. Lyrin is considering becoming a priestess of Fharlaghn whereas Oyrin wants nothing to do with it. Oyrin had previous run off to seek her fortune elsewhere, but after drifting without any real purpose she came back to visit her sister a few months ago. After a few months helping around the inn, she is ready to leave again.

Oyrin Vilyren: female human Commoner 1; Diplomacy +2.

Lyrin Vilyren: female human Commoner 1; Diplomacy +2.

The room contains one bunk bed, a desk with chair, and full size wardrobe. Inside the desk is a small chest containing about 100gp. This represents all of the sisters saved earnings from their employment. The wardrobe is full of clothing.

Both of the sisters are bright and clever but a bit naive. They also share very attractive features. Lyrin is flirtatious and outgoing. Oyrin has no patience for customers who make passes at her. Despite any of their opinions and disagreements, both follow Gileed with confidence in any crisis.

9. Storage

This room is used for storage of the inns material needs. The door to this room is always locked and Gileed has the only key. The room contains the following.

- 4 empty 20 gallon barrels

- 2 chests containing: 6 sets of extra bed sheets, 20 sets or towels, 4 lanterns, 10 sets of extra plates and silverware
- 4 extra straw mattresses
- 2 washing basins
- 4 long tablecloths
- 24 heavy winter blankets

10. Albeth Dettle's Room

A halfling merchant named Albeth Dettle is staying in this room. She has spread her things throughout the room and made it quite messy in just the few days that she has been here. She is friendly, but flighty and rarely can keep her attention on any one thing for a significant time. She spends her time trying to keep the spirits of the caravan members high, resulting in many loud, long nights of drinking and dancing followed by morning headaches.

Albeth Dettle: Female Halfling, Expert 2.

Developments (Questions): Albeth suspects that Leta was seeing a half-elven man. He was in Verbeeg Hill, and she also saw him in Crystal Springs and Stoutstump. She hasn't seen Leta since just south of Crystal Springs, though Albeth isn't certain exactly when she left the caravan. It is Albeth's opinion that she ran away with her young man. She describes the man as a handsome half-elven man with his red hair tied back in a ponytail.

11. Rolan Mirimbuon's Room

Rolan Mirimbuon, a member of the Gnomish Consortium of Merchants, Moneylenders, Miners, and Gemcutters traveling from Gildenhand to Highfolk, rents this room. It is pure coincidence that he arrived the same night as the merchant caravan. Since he has no immediately pressing business, he decided to stay in the inn and try to cultivate some business contacts. He has no knowledge of the theft, and is not any kind of spy despite what the PCs might have been lead to believe elsewhere. Rolan is friendly and curious.

Rolan Mirimbuon: Male Gnome Expert 4.

Developments (Questions): If the PCs should question Rolan about the theft, he doesn't know anything, but if they should mention Leta's absence he can tell the PCs more. He did see a group of people traveling north from this direction and they turned off the road onto a trail heading towards the Vesve. The trail seemed seldom used, but a tall willow that had been struck by lightning sometime in the past clearly marked it. He could not see everyone in the group, as it was night, but there was definitely one woman in the group and there was definitely a thin man of medium build

with a ponytail. There was also some sort of animal with them, probably a large dog.

Should any of the PCs warn him that the Merchant's Guild might be attempting to blame the Consortium for the theft or kidnapping, Rolan becomes extremely interested in what happened; asking many questions. Come morning Rolan has disappeared; left during the night to warn his compatriots in Gildenhand that they may have problems with the Guild.

12. Empty Travelers Room

These rooms are uninhabited at the start of the adventure. These rooms are available for rent at the cost of 4sp per night, which includes a light breakfast. Each room contains the following.

- A full size single bed w/ straw mattress
- A small table with one drawer
- A tall wardrobe with an average lock (DC 25 to pick).
- A washbasin, bedpan, and towel

13. Fazou's Room

Fazou, one of the merchants traveling with the caravan, has rented this room. Fazou is a Baklunish merchant, originally from Ket, who has been hired to ferry goods to Highfolk. He traffics in various goods; anything he can charge exorbitant prices for. In general, he distrusts the PCs (especially elves). His portion of the caravan is made up of wool blankets and clothing, copper goods, and dried fish. The PCs may have previous met Fazou in *HIG2-07 Dark and Restless Dreams* or *HIG5-09 Twilight*.

Fazou: Male Human (Baklunish), Expert 3.

Developments (Questions): Fazou does easily give himself over to questioning; demanding the PCs buy something to earn his time as otherwise his seventeen, five, or thirty children will starve (the number varies with his mood). Once the PCs do actually corner him, he is quick to blame everything on Leta. She was furtive and dangerous Fazou claims, suggesting that she may have used her elven tainted charms to woo several of the men in the caravan in order to get better deals for her wares. Fazou knows of no actual details, but is happy to disparage the half-elf.

14. Gherwold Hammerstrike's Room

This room is being rented by the caravanmaster Gherwold Hammerstrike. This stout mountain dwarf is a member of the Hammerstrike Clan of Dargas Mor and joined the Highfolk Merchant's Guild just a year ago in order to help reestablish trade ties with the outside world. Gherwold is the stereotypical dour dwarf with a loud voice and no patience for shenanigans.

Gherwold Hammerstrike: Male Dwarf Expert 3.

So far Gherwold has managed to keep the theft quiet by delaying the caravan at the Wanderer's Way for the celebration of Growfest, but now that it has passed, the rest of the members are growing restless and have begun to suspect that something untoward may be happening. So far Gherwold has forestalled them while he waits for help from the Guild.

Developments (Questions): Once the PCs arrive, they will most likely seek out Gherwold and he is only too happy to speak with them in private. He can share the following details:

- The caravan, led by him, left Highfolk last Autumn and arrived in Perrenland just before snow made travel too difficult. After the winter snow melted, the caravan began its return from Traft.
- The caravan consisted of himself, twelve teamsters, Leta Pewter, Fazou, and Albeth Dettle.
- On the first night that the caravan stopped at the Wanderer's Way, Leta Pewter was noticed to be missing. Her wagon appeared ransacked and both her and the *effulgent candle of Pelor* that she was transported were missing. She never struck Gherwold as the dishonest sort and the disruption in her wagon makes him think maybe she was kidnapped.
- Gherwold never saw the candle closely, but it appeared to be orange, nearly a foot long, and about three inches in diameter.
- As soon as her disappearance was noted, Gherwold called a stop to the caravan to make investigation easier. Not wanting to alert any accomplices, he hasn't shared the theft with anyone else in the caravan, though Leta's absence is well known.
- The person to report her absence was Teldt the man driving her wagon. He can be found bunking with the other men in one of the company rooms. Gherwold has sworn Teldt to secrecy.
- Leta does not have a room in the Wanderer's Way, as she disappeared prior to the caravan's arrival.
- Gherwold focuses his attention upon any Dargas Mor Dwarven PCs, naturally assuming them to be the leaders of any group. He switches to dwarven in their presence, and talks to them like long lost friends.

15. Reserved Room

Gileed's daughter Asyna uses this room whenever she visits the inn. Asyna is a worshipper of Fharlaghn and a painter. Currently she is off traveling the world. Gileed does not allow the heroes to access this room but will explain its purpose. Aside from an easel, assorted brushes, paint and a few half finished paintings this room is identical to room 12.

16. Companies Room

Both of these rooms are occupied at the beginning of the adventure. The various teamsters and drovers have taken up residence in both of these rooms. Normally the rooms can be rented for 15sp per night. Both contain the following.

- 3 bunk beds
- 1 table with three locking drawers (DC 20 to pick)
- 1 chest with average lock (DC 25 to pick)
- 6 wash basins, towels, and bedpans

Developments (Questions): If the PCs come to question Teldt, Leta's wagon driver, they can find him in the northern room that faces the river. Teldt is a simple human man who is not especially quick witted. He can tell the PCs that Leta was very quiet, but was pleasant to him. She was often a late sleeper, waking from the back of the wagon while they were well on their way. He investigated after she wasn't awake by noon, and though he never saw the candle himself, he noticed that her wagon was ransacked about midday after leaving Crystal Springs. He quickly informed Gherwold after he realized they seemed to have left her behind, and that the wagon may have been stolen from. Gherwold told him all was well and that he shouldn't speak of it again until he was told otherwise. Gherwold said he would lose his job if he did. Teldt is very afraid of Gherwold. His beard makes him look dangerous.

17. Upstairs Lounge

This area is used as a quiet spot for relaxation away from the often noisy bar downstairs. Only those staying at the inn are allowed to use this space. It contains four large comfortable chairs, two small tables, and two plush sofas. Underneath all of this is a new 10-ft. by 20-ft. area rug depicting a rough map of the Vesve and High Vale.

18. Urrai's Room

This large and well-appointed room is being rented by Urrai Isalos, a clan Shandareth high elf who is the scion of House Isalos. The quiet Urrai has recently been thrust into the politics when he was rescued from his grugach captors two years ago (*HIG4-02 Losing the War We've Won*). The oldest and only surviving member of a ravaged House, Urrai is a quiet scholar and astronomer. Previously he took great stock in what his sister Sata, a sometimes seer, suggested to him, and indeed many whispered that it was she that truly ruled the House. Sadly, Sata and her husband Ruzel died in the fighting at the end of last year struggling to expel the Iuzian invaders. Now of his bloodline, only the unmarried Urrai remains. A successful DC 15 Bardic Knowledge, Knowledge (Local: Iuz's Border States) or DC 10

Knowledge (Nobility and Royalty) reveals this above information to the PCs.

Urrai Isalos: Male High Elf Aristocrat 2/Expert 3.

Urrai is on his way to Highfolk from Weeping Willow, checking on various business enterprises of his House in the High Vale. Now that Sata is not present to direct him, he is easily suggestible and tends to do what others say, making him a pleasant if not particularly effective business partner. During the PCs' time at the Wanderer's Way, Urrai will usually be nearby, watching the crowd except at night when he watches and records the movements of the stars. He tends to gravitate toward strong, refined elven female personalities and would likely become fast friends with such PCs. Such female elven PCs should receive the **Friend of Urrai Isalos** notation upon their AR if they catch his eye.

Developments (Questions): If the PCs should question Urrai about the events surrounding the theft, he is happy to speak with them. He knows that he has not seen this missing Leta, though he has heard rumors about a new bandit gang taking over the southern Vesve from the now vanquished Bloody Maw (events of *HIG5-09 Twilight*). It's possible that maybe she was abducted? If so, he has heard that this new gang is operating in some little used area of the Heartlands in the Vesve.

19. Merchant's Room

These two rooms are unoccupied at that start of the adventure. Each room can be rented for 1gp per night. The rooms contain the following amenities.

- 1 large double bed
- 1 tall wardrobe with average lock (DC 25)
- 1 large desk with locking drawers (DC 25)
- 1 large chest with good lock (DC 30 to pick)
- 1 small table with a vase of fresh flowers
- 2 wash basins, towels and bedpans.
- 1 small wall mirror
- 3 sets of nice curtains

20. Outdoor Deck

This area is always locked from the inside by a simple sliding bolt. Outside there are a number of wood chairs and a few small tables. There is a flimsy wood railing to prevent anyone from falling. This is also the easiest way to get onto the roof. This feat requires a DC 21 Climb skill check as opposed to two successful checks (DC 21) to accomplish from the ground level.

Encounter Three: Short Stuff

Once the PCs leave the Wanderer's Way on the trail of the missing relic they encounter a group of Logan's Men on the road, extracting a height tax on passers by. If the

party is made up entirely of small sized PCs, the DM will have to adjust the read aloud text accordingly.

A band of cloaked halflings, each wearing a small wooden badge, waits on the road ahead. One of them raises his hand and hails your group. "Hey there tallies, you be on Logan's Road now and it's time to pay the tax."

This small band is a militant group of halflings under the leadership of Logan Wood. Logan was a simple farmer before a bunch of tall folk ruined his life and since then he has nurtured a hatred for all the tall races. For six years, Logan has been rounding up like-minded individuals intent upon stopping the injustices done to short folk. A few months ago, a mysterious group of halflings under the leadership of someone known only as "Logan's Woman" undertook a mission to the depths of Hell where they recovered a powerful powder that can be used to shrink any whom it is sprinkled over. Armed with this powerful magic, Logan's Men have begun their plan to remake the world in their image.

The halflings are obnoxious, pushy, and mean, demanding that medium PCs submit to a height tax in order to use the road. The halflings constantly use the word "tallie" to refer to humans, elves, and other medium sized humanoids. Each halfling wears a wooden badge that displays a halfling standing astride Oerth.

The Tax: To use the road, the halflings demand a height tax. Each PC who is medium size or larger must pay 5 gp for every foot, or portion thereof, that they exceed the maximum height of a standard halfling (3' 4").

Dwarves are immune to this tax, despite being medium sized. Any PC who is a member of Logan's Men may exempt one medium PC from the tax by claiming they are halfling sympathizers. Any more than that and the halflings begin to get suspicious. Any PC who has a regional certificate proclaiming one of the "Chosen of Logan" may exempt two PCs. The halflings claim that proceeds from this tax will be used to help needy smallfolk oppressed by the "tallie" majority.

Creatures: The band is made up of various halflings, better trained than many of Logan's usual rabble. If the PCs refuse to pay the tax, they are likely to start a fight. Prior to beginning a fight, the halflings attempt to use their Intimidate to demoralize the PCs (*PHB*, p. 76). If that doesn't work, they are likely to begin combat themselves. *DM Note: This encounter has had its EL decreased by 1 because of the tactics used by the halflings. It is important that the DM use those tactics.*

APL 2 (EL 2)

Bauble, Colam, Elarth, Joscaloton, Phyndor, Wyldin; Halfling Thugs: Male halfling War1; hp 5;

see *Monster Manual*, p. 149, each also carries a sap, a tape measure, a pinch of *halfling shrinking powder*, and a *potion of expeditious retreat*.

APL 4 (EL 4)

Bauble, Colam, Elarth, Joscaloton, Phyndor, Wyldin; Halfling Thugs: Male halfling Ftr1/War1; hp 16; see *Appendix Two*.

APL 6 (EL 6)

Bauble, Colam, Elarth, Joscaloton, Phyndor, Wyldin; Halfling Thugs: Male halfling Ftr2/War1; hp 25; see *Appendix Three*.

APL 8 (EL 8)

Bauble, Colam, Elarth, Joscaloton, Phyndor, Wyldin; Halfling Thugs: Male halfling Brb1/Ftr2/War1; hp 33; see *Appendix Four*.

Tactics: Logan's men have no desire to actually harm anyone. In any combat, they attempt to shrink medium enemies and then flee; using their *potion of expeditious retreat* if necessary. If cornered, they preferentially use their saps only resorting to their lethal weapons if consistently the target of lethal attacks. The halflings DO NOT attack small sized PCs unless they have no other choice.

Development: If all the PCs are Small sized, that alters this encounter significantly. The halflings will not attack a group of all Small PCs, but instead greet them fondly and warn them against the depredations and oppression of "tallies." If the PCs seem receptive to their railing against the tallfolk, they are offered membership in Logan's Men and given a token to declare their membership.

In addition, if a mixed party contains Small PCs, or any Dwarf of Dargas Mor, those PCs will be asked to convert to being a member of Logan's Men and may still receive Logan's Token as long as they do not aid "tallies" against Logan's tax collectors.

Treasure: Since the Halfling ambushed the PCs, no one would come looking for the PCs if they claimed the halflings equipment.

APL 2: Loot – 40 gp, Magic – *pinch of halfling shrinking powder* -(167 gp ea.), *potion of expeditious retreat* -(4 gp ea.; 24 gp).

APL 4: Loot – 40 gp, Magic – *pinch of halfling shrinking powder* -(167 gp ea.), *potion of expeditious retreat* -(4 gp ea.; 24 gp).

APL 6: Loot – 40 gp, Magic – *pinch of halfling shrinking powder* -(167 gp ea.), *potion of expeditious retreat* -(4 gp ea.; 24 gp).

APL 8: Loot – 40 gp, Magic – *pinch of halfling shrinking powder* -(167 gp ea.), *potion of expeditious retreat* -(4 gp ea.; 24 gp).

Encounter Four: Visions of Love's Future Loss

After the PCs have dealt with Logan's Men and continued on their way, the path leads off the Quaagflow Road just south of Crystal Springs, and into the Vesve. The travel is easy, and their directions make following the way simple for even those who are untrained in ways of the wild. The first night sees the PCs camping in the wilderness.

Travel has been easy as you trek through the area of the Vesve known as the Heartlands. Most well known paths through this area of the great forest lead to small villages, though so far you wander an area of untouched wilderness. Moonlight from a pregnant Luna and her gibbous handmaiden decorate a nearby clearing, illuminating leaf covered marble. The glade appears to have once been more than just a clearing in the wood.

The PCs have happened upon a forgotten shrine dedicated to the goddess Hanali Celanil, the elven goddess of love and beauty. From where the PCs currently stand, they cannot yet tell what the place is, but it still has an effect on some PCs.

Born of the Vesve: Those elven PCs that possess the "Born of the Vesve" regional certificate feel a strong pull to enter the clearing. Those who fail a DC 10 Will saving throw (Enchantment based) automatically walk forward heedless of danger, and sit on the marble bench. Those that succeed feel the urge to enter, but may act under their own willpower.

Karma: PCs who possess the "Karma" notation hear a catty female voice in their head. *"Do not be taken in by harlots. True beauty lies with elegance, and power."* Such PCs receive the Elegance boon on their AR.

Once the PCs choose to enter the clearing, proceed with the read aloud text.

Vines and leaves clutter several statues and a lithe marble bench that are all tastefully placed in the glade. On the left, a small statue of an elven woman dressed in leaves with unicorn foal laying at feet looks loving up toward the center statue. The small statue on the right is of a young elven woman carrying a wand and a staff, her head silhouetted by the halo of a full moon. She also gazes up at the larger center statue. The center statue is nearly twice

as big as the other two, approximately as tall a longspear. It depicts a curvaceous elven woman clad in the slimmest of wraps, smiling down at you with her arms out stretched, welcoming. About her neck rests a locket shaped like a heart.

A DC 5 Knowledge (Religion) check identifies the statuettes from left to right as: Ehlenestra (Ehlonna), Hanali Celanil, Sehanine Moonbow. Elves receive a +5 circumstance bonus to this roll, and worshippers automatically identify their particular deity. The glade is filled with an unnatural quiet, and is particularly warm, as though it was summer despite the collected detritus of winter still giving way to the green of spring.

Sitting upon the bench triggers a vision for all in the glade:

Sitting upon the warm bench, some moisture must have collected on their faces, as you notice the small statuettes to the sides are weeping. A flash of thunder draws your attention to the center statue, as clouds cover the sun. Suddenly there is a female scream and the heart-shaped locket cracks, leaking blood between the valley created by the statue's chest. You smell smoke just before your senses return to you with a feeling of vertigo. The glade is as it was before. Perhaps it was all in your imagination.

The vision is slightly different for some PCs. If the PC is "Born of the Vesve," they hear a sad female voice just before regaining their senses. She says, "I grieve for my feuding children who would strip the blood of magic from our soul." Karma PCs see the vision as above, but they see the statue of Hanali as bloated and fat, and looking particularly haggard and sad.

The vision will not repeat itself. There is no magic to be detected after the vision has occurred, and nothing to be found. They have witnessed their warning, and nothing else can be found or learned.

Encounter Five: Shrine of Foul Fortunes

The Vesve is filled with ruins, most of them of unexplained Baklunish origin. One such place, the Shrine of Foul Fortunes, once housed a powerful relic of evil until Hygwell and his gang stole it as part of their first assignment from their unknown benefactor. Since clearing out the squat black ruin, the bandit gang has made their home in this place dedicated to Istus and Incabulos.

Made of unadorned black stone, a squat ruin huddles under the high canopy of the Vesve. The walls taper gradually toward the flat top, as though some great giant busted off the top of a spire. No windows are present, and only wide pair of recessed double doors of corroded brass give entrance deeper into the shadows.

A figure is imprinted upon each of the doors underneath centuries of dirt and corrosion. If a PC takes the time to clear away the dirt, a task requiring at least a minute per door, they can barely make out some of the details. The right hand door depicts a woman weaving a web across the stars. Dozens of children are caught inside the web. The left hand door depicts a cloaked figure riding a horse over a village of Baklunish design. The figure appears to be breathing out a cloud of stars upon the homes. A DC 10 Knowledge (Religion) for each of the doors can respectively identify them as the goddess of fate, Istus, and the god of pestilence, Incabulos. Those who succeed in a DC 30 Bardic Knowledge or Knowledge (History) check have heard the story of Baklunish ruin known as "Shrine of Foul Fortunes" where both Istus and Incabulos were worshipped. Sadly the details are lacking.

The wide double doors are locked and have no handles to pull them open, suggesting they push inward. Hygwell's key opens this door.

Metal Doors: 2 in. thick; hardness 10; hp 40; AC 5; Break DC 28; Open Locks DC 25.

All of the doors and walls are made of thick stone. Unless otherwise noted, all halls and rooms are lit by smoking torches leading to shadowy illumination. The ceilings are ten feet high.

1. Entrance (EL 2)

The flat black floor and walls quickly gobble up the little light provided by two sputtering torches. A dark passage proceeds both east and west.

The doors open onto a small ten by ten entrance hall that has two additional exits: one to the east and one to the west. However, to proceed to one of the halls, the PCs must first deal with a trap laid here for intruders.

Trap: While the doors to this room are themselves not trapped, the entrance hall beyond is. Passing through the room triggers the *alarm* spell alerting the NPCs above. In addition to magical means, there is a redundant mechanical trigger. Stepping into the room triggers a pressure plate that rings a bell in Room 14. If either alarm is sounded, the NPCs are prepared for the arrival of the PCs. A DC 32 Listen hears the alarm sound from the entranceway. A separate successful Search is required to find both alarms, though only one successful Disable

Device check is needed to prevent the blades from firing. Triggering either the spell or the pressure plate also triggers the trap which fires two curved axe-like blades (similar to the heads of hand axes) into the room at randomly determined targets. Twenty feet down the western corridor is a hidden switch (DC 29 Search) that disables the trap when the bandits go out.

Blade Trap: CR 2; magical and mechanical; location trigger (*alarm* spell or pressure plate); manual reset; Atk +14/+14 ranged (1d6/x3, two hand axes); Search DC 29; Disable Device DC 24.

2. Doors of Famine

A pair of locked doors block passage to either path. The northern door radiates abjuration magic due to its reinforcement. The key from Room 4 opens the Northern door. Hygwell's key opens the Eastern door.

Magically Treated Northern Stone Door: 5 in. thick; hardness 16; hp 120; AC 5; Break DC 38; Open Locks DC 35; radiates faint abjuration magic (DC 16 Spellcraft), 11th caster level.

Eastern Stone Door: 5 in. thick; hardness 8; hp 60; AC 5; Break DC 18; Open Locks DC 25.

3. Cleansing Pool

A small, nondescript basin of fresh water rises from the center of the floor. A faint bubbling of a spring can be detected, entering through the drain at the bottom of the bowl.

In both of these rooms there is a basin connected to an underground spring that brings fresh water into the complex. The basin is meant to be used both for drink, but also to cleanse oneself before entering into either of the shrines. They are not magical, trapped, or unique.

This room also contains a secret door that leads to the stairway (Room 7) to the third level. It can be located with a successful DC 20 Search check.

4. Shrine to Incubulos

The room is dominated by a statue of great cowed figure with a bony arm outstretched, reaching for you while the other loosely grasps a brass key. A lozenge shaped symbol with an eye in the center is carved upon the floor before the form. The torches in this room radiate no heat and one burns with green fire while the other a sickly orange.

A successful DC 10 Knowledge (Religion) identifies the statue and symbol as that of Incubulos, the deity of sickness and famine. The torches lose their magic if taken from this room.

Entering the room with this statue of Incubulos is not without its dangers. Attempting to approach the shrine subjects the PC to the inevitability of Incubulos' sickness that all must suffer. The statue radiates strong necromantic magic (DC 24 Spellcraft) if it is checked for. Entering the room causes the victim to feel chills, as though they had become sick (-2 Strength and Dexterity penalty). The symptoms worsen as the victim approaches the statue (-4 Strength and Dexterity penalty), and he or she begins to sweat heavily and shake badly. As the PC reaches of its base where the key can be reached, the PC begins to cramp badly and vomit blood (-6 Strength and Dexterity penalty). These Strength and Dexterity penalties fade after 1 minute. There is no saving throw for this effect. If the statue is targeted with any attempt to channel negative energy that successfully rebukes 4 HD or more, the necromantic magic and its effects fade for one minute and the statue may be safely approached.

The key in the statue's hand may be easily removed and unlocks the northern door described under in Room 2. If this key is used to open the northern door, it disappears, reappearing in the statue's hand.

Treasure: The secrets of the statue's dark power are not all that is hidden here. If the statue is carefully searched (DC 20 Search), a hidden compartment can be found behind the statue within which is a small vial.

All APLs: Magic – *powder of the black veil* – (63 gp).

5. Cave-In

The ruin has collapsed here, the way entirely blocked by fallen stone and debris.

The structural integrity of the building has failed and led to a collapse that blocks passage through this area. It would take several days to safely excavate this hall.

6. Shrine to Istus

The room is dominated by a statue of tall Baklunish woman wearing a dress of spider silk, and carrying a golden spindle in one hand and a key in the other. A spinning wheel symbol is carved upon the floor before the form. The torches in this room radiate no heat and one burns with red fire while the other a shining silver.

A successful DC 10 Knowledge (Religion) identifies the statue and symbol as that of Istus, the deity of fate. The torches lose their magic if taken from this room.

Entering the room with this statue of Istus is not without its dangers. Attempting to approach the shrine subjects the PC to the inevitability of Istus' fate that all must suffer. The statue radiates strong necromantic magic (DC 24 Spellcraft) if it is checked for. Entering the

room causes the victim to feel the stabs of many swords and spears chills, as though they had been stabbed by enemies (-2 Constitution penalty). The symptoms worsen as the victim approaches the statue (-3 Constitution penalty), and he or she begins to age rapidly. As the PC reaches of its base where the key can be reached, the PC has aged to nearly the end of their life and they suffer from all the effects of being venerable (-3 Strength, Dexterity and Constitution penalty). These penalties fade after 1 minute. There is no saving throw for this effect. If the statue is targeted with any attempt to channel positive energy that successfully turns 4 HD or more, the necromantic magic and its effects fade for one minute and the statue may be safely approached.

The key in the statue's hand may be easily removed and unlocks the northern door now buried under the collapse described under in Room 5. If this key is used to open the northern door, it disappears, reappearing in the statue's hand.

Treasure: The secrets of the statue's power are not all that is hidden here. If the statue is carefully searched (DC 20 Search), a hidden compartment can be found behind the statue within which is a small book describing the machinations of fate and how to construct an *amulet of fortune prevailing*.

All APLs: Magic – *book of chance* – (8 gp)

7. Stairs to 3rd level

Crumbling black stone steps rise into the darkness. Where other halls were lit by sputtering torches, only gloom and shadows can be found here.

These stairs proceed up to a landing (Room 13), and from there to the third floor (Room 14). There is no light in the stairwell. The stairs cannot be accessed without locating the secret doors described in Room 3. Even from this side, the doors are also hidden.

8. Mausoleum

Six stone sarcophagi rest quietly in this dark chamber. The three to the west depict the faces of men, covered in sores and little more than skeletons in robes. The three to the east depict frail women with thin flowing hair.

Inside the six burial places reside the remains of some of the clerics that once worshipped here. Now they are little more than dust and bones, though a successful DC 20 Track check reveals that the graves have been disturbed within the last month. Nothing of value remains inside the coffins, as the bandits claimed all of it during their first search of the complex.

9. Stairs

A mosaic is imprinted upon the floor. A fire blazes in a nearby hearth, with a large barrel of water nearby. A small stool is against the north wall near the stairwell and a door that exits this room.

The mosaic here varies. In the western room, it is a symbol of Incubulos; while the eastern room possesses a symbol of Istus. These two rooms mirror each other, with the fireplace being in the southwestern corner and southeastern wall respectively. If Shennu (Room 10) has been alerted to the PCs presence by either the alarm in Room 1 or by the noise or light created by the PCs, he and his pets are prepared to ambush the PCs in this room.

10. Discarded Shrine

This room looks as though it may have once been a small private altar, but it has since been converted into a bedroom. A dirty bedroll is lain upon the stone altar, and two piles of brush and rags are piled on either side of it. Water has been slopped from a nearby barrel in front of a lit hearth, adding dampness to the strong smell of unwashed animals.

This room has been converted over into a residence by Shennu the Rotten Vine of Quaalsten and his two companions. If he is aware of the PCs, he attempts to attack them in Room 9 as they come up the stairs from Room 8. He will only be found here if caught unaware.

APL 2 (EL 3)

Dub: Wolf Animal Companion; hp 13; see *Appendix One*.

Shennu the Rotten Vine of Quaalsten: Male half-orc Druid 2; hp 17; see *Appendix One*.

Riding Dog: hp 13; see *Monster Manual* page 272.

Tactics: If Shennu has been alerted by the *alarm* spell, or by the bell on the floor above, he has cast the spells in his and Dub's power-up suite by the time the PCs arrive. While Dub and the other dog block the doorway, attacking all comers, Shennu casts *animate wood* on the stool to gain an additional combatant (Small animated object, *Monster Manual* p. 13) and then uses *produce flame* or his spears to attack from range while under cover from a nearby corner. He switches to his long spear or club when necessary.

APL 4 (EL 5)

Dub: Wolf Animal Companion; hp 31; see *Appendix Two*.

Shennu the Rotten Vine of Quaalsten: Male half-orc Druid 4; hp 31; see *Appendix Two*.

Worg: hp 30; see *Monster Manual* page 256.

Tactics: If Shennu has been alerted by the *alarm* spell, or by the bell on the floor above, he has cast the spells in his and Dub's power-up suite by the time the PCs arrive. While Dub and the worg block the doorway, attacking all comers, Shennu casts *animate wood* on the stool (Small animated object, *Monster Manual* p. 13) and *animate water* on the water in the barrel (Medium animated object, *Monster Manual* p. 13) in order to gain an additional combatants and then uses *produce flame* or his spears to attack from range while under cover from a nearby corner. He switches to his longsword or club when necessary. If he comes under ranged fire, he uses *obscuring mist* to his best advantage.

APL 6 (EL 7)

Dub: Wolf Animal Companion; hp 51; see *Appendix Three*.

Shennu the Rotten Vine of Quaalsten: Male half-orc Druid 6; hp 45; see *Appendix Three*.

Displacer Beast: hp 51; see *Monster Manual* page 66.

Tactics: If Shennu has been alerted by the *alarm* spell, or by the bell on the floor above, he has cast the spells in his and Dub's power-up suite by the time the PCs arrive. He has also cast *greater magic fang* on the displacer beast to give it a +1 enhancement bonus to all attacks and damage. While Dub and the displacer beast block the doorway, attacking all comers, Shennu casts *animate wood* on the stool (Small animated object, *Monster Manual* p. 13) and *animate water* on the water in the barrel (Medium animated object, *Monster Manual* p. 13) in order to gain an additional combatants and then uses *produce flame* or his spears to attack from range while under cover from a nearby corner. He switches to his longsword or club when necessary. If the party contains any animal companions, Shennu attempts to control them using his *dominate animal* spell as soon as they become a threat. If he comes under ranged fire, he uses *obscuring mist* to his best advantage.

APL 8 (EL 9)

Dub: Wolf Animal Companion; hp 51; see *Appendix Four*.

Shennu the Rotten Vine of Quaalsten: Male half-orc Druid 8; hp 59; see *Appendix Four*.

Girallon: hp 58; see *Monster Manual* page 126.

Tactics: If Shennu has been alerted by the *alarm* spell, or by the bell on the floor above, he has cast the spells in his and Dub's power-up suite by the time the PCs arrive. He has also cast *greater magic fang* on the girallon to give it a +1 enhancement bonus to all attacks and damage. While

Dub and the girallon block the doorway, attacking all comers, Shennu casts *animate wood* on the stool (Small animated object, *Monster Manual* p. 13), *animate water* on the water in the barrel (Medium animated object, *Monster Manual* p. 13), and *animate fire* on the fire in the hearth (Medium animated object, *Monster Manual* p. 13) in order to gain an additional combatants and then uses *flamestrike*, *produce flame*, or his spears to attack from range while under cover from a nearby corner. He switches to his longsword or club when necessary. If the party contains any animal companions, Shennu attempts to control them using his *dominate animal* spell as soon as they become a threat. If he comes under ranged fire, he uses *obscuring mist* to his best advantage.

Development: Neither Dub nor Shennu's other pet has much useful to say if captured. They know that Dub was their friend who cared for them, and so they helped him on a number of expeditions from the dark building to bring back supplies.

If Shennu himself is captured, the half-orc has a lot more information at his disposal but is less forthcoming. If forced to speak, he does know that the rest of the bandits are on the floor above, though he does his best to avoid describing how to get there, or what their numbers or abilities might be. If the PCs do not prevent him, he lies in whatever way is likely to help his companions best, perhaps suggesting that Leta is their captive and they might ransom her. He also knows that Hygwell brokers their jobs as mercenaries, though their last two jobs have been for the same employer whom he has never met.

As a follower of Obad-Hai from Quaalsten, Shennu has a powerful dislike for followers of Ehlonna who he views as weak and conniving. He does his best to be rude to them and lead them astray.

Treasure: If they take the time, the PCs may claim Shennu's equipment before moving on. Besides what he and Dub carry, there is nothing of value.

APL 2: Loot – 75 gp.

APL 4: Loot – 75 gp.

APL 6: Loot – 75 gp, *potion of cure light wounds* – (4 gp), *potion of shield of faith +2* – (4 gp), *scroll of resist energy* – (13 gp).

APL 8: Loot – 75 gp, *potion of cure light wounds* – (4 gp), *potion of shield of faith +2* – (4 gp), *scroll of resist energy* – (13 gp).

11. Bedroom

This ancient bedroom has clearly been ransacked and little remains but dust and clutter. A bas-relief of a skull shaped faced with bits of hanging rotted flesh is carved into the ceiling.

This chamber was used as the bedchamber of the head priest of Incabulos. After taking everything of value, none of the bandits would stay here due to the disturbing carving in the ceiling.

12. Bedroom

This ancient bedroom has clearly been ransacked and little remains but dust and clutter. A bas-relief of an old woman spinning strands of thread throughout the room is carved into the ceiling. Thin wires hang haphazardly throughout the room where her stands depart from the carving.

This chamber was used as the bedchamber of the head priestess of Istus. After taking everything of value, none of the bandits would stay here due to the disturbing carving in the ceiling.

13. Landing

A mosaic bars passage to the next flight of stairs. Careful examination shows it to depict a spindle superimposed over an eye inside a lozenge shape.

The mosaic radiates faint abjuration (DC 18 Spellcraft, *detect magic*). If any magical effect that creates light crosses the mosaic to proceed up the stairs, it is targeted by a *dispel magic* (5th caster level). The effect can also be found by a DC 28 Search check (with the trapfinding ability), and disabled by a similar successful Disable Device check. The mosaic is otherwise not harmful.

14. Temple of Foul Fortunes

Lit by numerous torches, this large room was clearly once a temple. A black statue of a cloak rider rests opposite the altar from a white statue of a young woman at work before a spinning wheel. However, now a small table and several bedrolls fill the room making it look more the boarding house. An orange candle is placed in a bowl upon the altar.

The statues are of course Incabulos and Istus, though no magic remains in them or the altar. The room is now used to house the bandits and their gains.

The bandits, with the exception of Shennu who prefers the company of his animals, make their lair here. If they are caught unaware, they will be spread throughout the chamber, resting, eating, or otherwise engaged in daily life. If they are prepared for the PCs due to the alarm in Room 1, other noise, or the PCs approaching with light, they are prepared for an attack (Shennu uses his darkvision and is normally

accompanied by the noises of his animals when he comes).

The *effulgent candle of Pelor* floats in a bowl of enchanted oil upon the altar. To deliver the candle, the bandits are supposed to light the candle while it floats in the special oil given to them by their employer and it will supposedly transport itself to their master. Hygwell has been building up Leta's joining the gang and trying to make her feel as though she has run to a family, rather than run from her life. He plans to allow her the "honor" of lighting the candle come the next morning as a symbolic gesture.

Creatures: The setup varies with the time the bandits have to prepare. If they are fully prepared, Leta is "tied" to the altar next to the candle (in its bowl with the enchanted oil). The knots are not firm, and she can easily slip the bonds. All the spells in the NPCs power-up suites have been cast. Black Edra takes cover behind the altar while Shield presents a target at the top of the stairs. Hygwell hides in a blind spot either near the stairs or around a corner and then works with Shield. They try and maintain the higher ground and prevent the PCs from entering the room. If it looks like the PCs will get to the candle or hope is lost, one of the NPCs attempts to light the candle to send it off to their employer, hoping good will might earn them some assistance when they are put in the Roots.

APL 2 (EL 5)

Black Edra: Female half-elf Bard 1; hp 7; see *Appendix One*.

Hygwell Scarlet: Male half-elf Ranger 1/Sorcerer 1; hp 13; see *Appendix One*.

Leta Pewter: Female half-elf Expert 1; hp 6; see *Appendix One*.

Shield: Male half-orc Barbarian 2/Fighter 1; hp 31; see *Appendix One*.

Tactics: Leta will scream for help as though she is a captive. If necessary, she will slip her ropes and try and aid other bandits who are in dire need. Black Edra will offer spell support such as *daze* against troublesome fighters while using her bow and inspiring courage. She hides behind the altar for cover, and preventing the use of area of effect spells that might hit Leta. If directly approached, she tries to use her whip to trip enemies. Shield attacks to the best of his ability, trying to block the stairs. Hygwell attacks or uses spells as appropriate, trying to fight as smart as possible.

APL 4 (EL 7)

Black Edra: Female half-elf Bard 3; hp 17; see *Appendix Two*.

Hygwell Scarlet: Male half-elf Fighter 1/Ranger 2/Sorcerer 1; hp 28; see *Appendix Two*.

Leta Pewter: Female half-elf Expert 1; hp 6; see *Appendix Two*.

Shield: Male half-orc Barbarian 2/Fighter 2/Ranger 1; hp 46; see *Appendix Two*.

Tactics: Leta will scream for help as though she is a captive. If necessary, she will slip her ropes and try and aid other bandits who are in dire need. Black Edra will offer spell support such as *cure light wounds* for her allies or *daze* against troublesome fighters while using her bow and inspiring courage. She hides behind the altar for cover, and preventing the use of area of effect spells that might hit Leta. If directly approached, she tries to use her whip to trip enemies. Shield attacks to the best of his ability, trying to block the stairs. Hygwell attacks or uses spells as appropriate, trying to fight as smart as possible.

APL 6 (EL 9)

Bandit Thug: Male half-orc warrior 1; hp 10; see *Appendix Three*.

Black Edra: Female half-elf Bard 5; hp 27; see *Appendix Three*.

Hygwell Scarlet: Male half-elf Fighter 1/Ranger 2/Sorcerer 2/Scar Enforcer 1; hp 40; see *Appendix Three*.

Leta Pewter: Female half-elf Expert 1; hp 6; see *Appendix Three*.

Shield: Male half-orc Barbarian 2/Fighter 2/Ranger 1/Outcast Champion 2; hp 62; see *Appendix Three*.

Tactics: Leta will scream for help as though she is a captive. If necessary, she will slip her ropes and try and aid other bandits who are in dire need. Black Edra will offer spell support such as *cure light wounds* for her allies or *daze* against troublesome fighters while using her bow and inspiring courage. She hides behind the altar for cover, and preventing the use of area of effect spells that might hit Leta. If directly approached, she tries to use her whip to trip enemies. Shield attacks to the best of his ability, trying to block the stairs. He uses his avenging strike as soon as appropriate. Note allies within thirty feet gain his aura of confidence. Hygwell attacks or uses spells as appropriate, trying to fight as smart as possible. The bandit thug attacks to aid Shield.

APL 8 (EL 11)

Bandit Thug (3): Male half-orc fighter 1/warrior 1; hp 18; see *Appendix Four*.

Black Edra: Female half-elf Bard 7; hp 37; see *Appendix Four*.

Hygwell Scarlet: Male half-elf Fighter 1/Ranger 2/Sorcerer 2/Scar Enforcer 3; hp 54; see *Appendix Four*.

Leta Pewter: Female half-elf Expert 1; hp 6; see *Appendix Four*.

Shield: Male half-orc Barbarian 2/Fighter 2/Ranger 1/Outcast Champion 4; hp 87; see *Appendix Four*.

Tactics: Leta will scream for help as though she is a captive. If necessary, she will slip her ropes and try and aid other bandits who are in dire need. Black Edra will offer spell support such as *cure light wounds* for her allies, *silence* near enemy spellcasters, or *glitterdust* against troublesome fighters while using her bow and inspiring courage. She hides behind the altar for cover, and preventing the use of area of effect spells that might hit Leta. If directly approached, she tries to use her whip to trip enemies. Shield attacks to the best of his ability, trying to block the stairs. He uses his avenging strike as soon as appropriate. Note allies within thirty feet gain his aura of confidence. Hygwell attacks or uses spells as appropriate, trying to fight as smart as possible; smiting at the first opportunity. The bandit thugs attack to aid Shield and Hygwell, using Shield's Teamwork benefit and their Distracting Attack feat.

Development (Capturing the Bandits): If any of the bandits are captured, they can relate the story as described in the Adventure Background. Black Edra is a morose woman for whom all is darkness and pain and relates the story as true she suffered at the hands of others. Hygwell tries to stay jovial and friendly, hoping to win sympathy. Leta is confused, and largely cries. Shield simply claims to have been helping his friends, but he clearly doesn't understand the ramifications of his friend's actions and the banditry they performed. In the end, none of them know who hired them. If they live, all of them are headed for incarceration in the Roots.

The bandits can also describe their previous job. They were hired by their unnamed employer to explore this ruin and recover a magical spinning wheel that was on the altar in this room. According to the wishes of their employer, they carried it more than a week north into the woods and burned it. After that, they decided the ruins would make a good headquarters.

Development (Loosing the Candle): If any of the bandits successfully light the candle, the oil that surrounds it explodes with green flame and in one round, it appears to be entirely consumed. If the candle is pulled from the bowl during that one round, it is unharmed, though who or whatever pulled it from the fire takes 1d6 points of magical fire damage.

Treasure: Once defeated, there is no one else to lay claim to the bandit's equipment but the PCs.

APL 2: Loot – 69 gp, Magic – *potion of cure light wounds* - (4 gp).

APL 4: Loot – 94 gp, Magic – *gloves of fortunate striking* - (167 gp), *potion of cure light wounds* - (4 gp), *potion of shield of faith +2* - (4 gp), *scroll of grease* - (2 gp), *scroll of silent image* - (2 gp).

APL 6: Loot – 96 gp, Magic – *gloves of fortunate striking* - (167 gp), *necklace of fireballs I* - (138 gp), *potion of cure light wounds* - (4 gp), *potion of shield of faith +2* - (4 gp), *Quaal's feather token: whip* - (42 gp), *scroll of grease* - (2 gp), *scroll of silent image* - (2 gp), *wand of summon monster I* - (63 gp).

APL 8: Loot – 100 gp, Magic – brooch of shielding - (125 gp), gloves of fortunate striking - (167 gp), lesser enlarge metamagic rod - (250 gp), necklace of fireballs I - (138 gp), potion of cure light wounds - (4 gp), potion of shield of faith +2 - (4 gp), Quaal's feather token: whip - (42 gp), scroll of grease - (2 gp), scroll of silent image - (2 gp), wand of detect magic - (31 gp), wand of summon monster I - (63 gp).

Conclusion

Once the PCs have defeated the bandits inhabiting the Shrine of Foul Fortunes they will either have recovered or failed to recover, the *effulgent candle of Pelor*. Once they bring the relic, or proof of its loss back to Highfolk, they will likely meet with the Homeguard, Endavon or Fraek. If the PCs choose a different path, the DM will have to adjust accordingly.

Homeguard

If the PCs have captured any of the bandits or Leta, they might choose to bring them to the proper authorities. While technically the crimes occurred outside of Highfolk's legal boundaries (3 miles) Constable Paxana is still likely to arrest the bandits regardless of the rules.

It did not take long before Constable Paxana arranged for Judge Hoseik Yellindarth to meet you and your captive(s). After hearing your testimony, you were dismissed and were later told that nothing further was learned from the captive(s) and they were consigned to the Roots below Highfolk Town till such time as they were willing to be more forthcoming.

Any recovered NPCs are imprisoned, and the PCs will not be allowed to visit them at this time. The PCs are congratulated by the Constable for a job well done.

Fraek

If the PCs contact Fraek, he is deeply concerned about the disposition of the relic. If the PCs do not have it, he

wants to know everything they can tell him about it and what occurred with it. If the PCs have captives, he would like to question them, though they have little to tell him, even under magical spells to compel the truth.

Fraek is willing to keep the Highfolk Merchant's Guild's secret if they desire it so. He doesn't care to tarnish anyone's reputation. No matter the outcome, as long as the PCs honestly made an effort to help him without demanding money, Fraek still offers them membership in the Helper Hands of Pelor. He is also willing to cast a *remove curse* on anyone still affected by the *Halfling Shrinking Powder* regardless of the result of his or her efforts.

Treasure: If any of the PCs demanded coin for their efforts at the beginning of the event, Fraek pays them now.

All APLs: Coin – 10 gp.

Endavon

If the PCs return to the Highfolk Merchant's Guild, they will be quickly be given a private audience with Endavon who listens to what the PCs have to say.

If they have recovered the relic, or proof of what happened to it, he will pay them any monetary reward they previously negotiated.

If the PCs have any captives besides Leta, he suggests that they be imprisoned. Upon Leta he takes pity and asks that the PCs leave her, if alive, in his care. If they refuse, they may also take her to the Homeguard, but Endavon feels she was duped and deserves forgiveness.

Endavon also promises to tell Fraek all about what happened, and will do so in the presence of the PCs if they would like to come along and explain their parts in what occurred. Fraek for his part agrees that wayward souls performed these acts and that there is no need to tarnish the reputation of the Guild. If the PCs agree, Endavon agrees to give them aid in the future and they receive two IP with the Highfolk Merchant's Guild.

Treasure: If the PCs negotiated any money for helping the Highfolk Merchant's Guild during Encounter One, Endavon pays them now.

All APLs: Coin – 60 gp.

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

Defeat the halfling thugs

APL 2: 60 xp
APL 4: 120 xp
APL 6: 180 xp
APL 8: 240 xp

Encounter Five

Encounter the Blade Trap

All APLs: 60 xp

Defeat Shennu and his pets

APL 2: 90 xp
APL 4: 150 xp
APL 6: 210 xp
APL 8: 270 xp

Defeat Hygwell and the bandits

APL 2: 150 xp
APL 4: 210 xp
APL 6: 270 xp
APL 8: 330 xp

Story Award

Recover the *effulgent candle of Pelor*

APL 2: 25 xp
APL 4: 25 xp
APL 6: 25 xp
APL 8: 25 xp

Discretionary role-playing award

APL 2: 65 xp
APL 4: 115 xp
APL 6: 155 xp
APL 8: 200 xp

Total possible experience:

APL 2: 450 xp
APL 4: 675 xp
APL 6: 900 xp
APL 8: 1,125 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 Three

Defeat the halfling thugs

APL 2: Loot – 40 gp, Magic – *pinch of halfling shrinking powder* – (167 gp ea.), *potion of expeditious retreat* – (4 gp.; 24 gp).

APL 4: Loot – 40 gp, Magic – *pinch of halfling shrinking powder* – (167 gp ea.), *potion of expeditious retreat* – (4 gp.; 24 gp).

APL 6: Loot – 40 gp, Magic – *pinch of halfling shrinking powder* – (167 gp ea.), *potion of expeditious retreat* – (4 gp.; 24 gp).

APL 8: Loot – 40 gp, Magic – *pinch of halfling shrinking powder* – (167 gp ea.), *potion of expeditious retreat* – (4 gp.; 24 gp).

Encounter Five

Search the Shrine to Incubulos

All APLs: Magic – *powder of the black veil* – (63 gp)

Search the Shrine to Istus

All APLs: Magic – *book of chance* – (8 gp)

Defeat Shennu and his pets

APL 2: Loot – 75 gp.

APL 4: Loot – 75 gp.

APL 6: Loot – 75 gp, *potion of cure light wounds* – (4 gp), *potion of shield of faith +2* – (4 gp), *scroll of resist energy* – (13 gp).

APL 8: Loot – 75 gp, *potion of cure light wounds* – (4 gp), *potion of shield of faith +2* – (4 gp), *scroll of resist energy* – (13 gp).

Defeat Hygwell and the bandits

APL 2: Loot – 69 gp, Magic – *potion of cure light wounds* – (4 gp).

APL 4: Loot – 94 gp, Magic – *gloves of fortunate striking* – (167 gp), *potion of cure light wounds* – (4 gp), *potion of shield of faith +2* – (4 gp), *scroll of grease* – (2 gp), *scroll of silent image* – (2 gp).

APL 6: Loot – 96 gp, Magic – *gloves of fortunate striking* – (167 gp), *necklace of fireballs I* – (138 gp), *potion of cure light wounds* – (4 gp), *potion of shield of faith +2* – (4 gp), *Quaal's feather token: whip* – (42 gp), *scroll of grease* – (2 gp), *scroll of silent image* – (2 gp), *wand of summon monster I* – (63 gp).

APL 8: Loot – 100 gp, Magic – brooch of shielding – (125 gp), gloves of fortunate striking – (167 gp), lesser enlarge metamagic rod – (250 gp), necklace of fireballs I – (138 gp), potion of cure light wounds – (4 gp), potion of shield of faith +2 – (4 gp), Quaal's feather token: whip – (42 gp), scroll of grease – (2 gp), scroll of silent image – (2 gp), wand of detect magic – (31 gp), wand of summon monster I – (63 gp).

Conclusion

Payment from Fraek

All APLs: Coin – 10 gp.

Payment from the Highfolk Merchant's Guild

All APLs: Coin – 60 gp.

Total Possible Treasure

APL 2: L: 184 gp; C: 70 gp; M: 266 gp - Total: 450 gp (Actual Total 520 gp)

APL 4: L: 209 gp; C: 70 gp; M: 441 gp - Total: 650 gp (Actual Total 720 gp)

APL 6: L: 211 gp; C: 70 gp; M: 705 gp - Total: 900 gp (Actual Total 986 gp)

APL 8: L: 215 gp; C: 70 gp; M: 1111 gp - Total: 1300 gp (Actual Total 1396 gp)

Special

Book of Chance: This treatise on the machinations of fate provides a +2 circumstance bonus to Knowledge (Religion) checks concerning Istus. It also contains all the information necessary to construct an *amulet of fortune prevailing*. Price: 100 gp.

Elegance of Power: The Ruby Sorceress has warned you that “*True beauty lies with elegance, and power.*” Your Karma PC gains a +4 sacred bonus to Sense Motive checks made to resist seduction attempts (DM's discretion) by another who is of equal or lower HD.

Halfling Shrinking Powder: When a pinch of this fine dust is sprinkled over a target, requiring a ranged touch attack with a maximum range of five feet, they must succeed in a DC 11 Fortitude saving throw or be affected permanently by a *reduce person* spell. *Halfling shrinking powder* functions only on Medium sized humanoids. This curse can be removed by the application of a *remove curse* or *break enchantment*. Only one pinch may be purchased per PC.

Faint transmutation; CL 1st; Craft Wondrous Item, *reduce person*, crafter must be a devil; Price: 2000 gp.

Logan's Token: This wooden token was given to your halfling, gnomish or dwarven PC for helping Logan's Men dispense justice against “tallie” oppression. The carved wooden amulet represents a halfling standing on the top of a sphere not unlike Oerth and marks you as a member of Logan's Men. You have regional access to *halfling shrinking powder*, but may never own more than one pinch at a time.

Potion of expeditious retreat: As PHB spell. Faint transmutation; CL 1st; Brew Potion, *expeditious retreat*; Price: 50 gp.

Items for the Adventure Record

Item Access

APL 2:

- Book of Chance (Adventure; above; 100 gp)
- Halfling Shrinking Powder (Adventure; above; 2,000 gp, limit one per PC)
- Potion of Expeditious Retreat (Adventure; above; 50 gp)
- Powder of the Black Veil (Adventure; CA; 750 gp)
- Wildwood Breastplate (Adventure; RW; 700 gp)

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

- Gloves of Fortunate Striking (Adventure; MH; 2,000 gp)

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

- Necklace of Fireballs type I (Adventure; DMG; 1650 gp)
- Quaal's Feather Token: Whip (Adventure; DMG; 500 gp)
- Wand of Summon Monster I (Adventure; DMG; 750 gp)

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

- Brooch of Shielding (Adventure; DMG; 1,500 gp)
- Lesser Enlarge Metamagic Rod (Adventure; DMG; 3,000 gp)
- Wand of Detect Magic (Adventure; DMG; 375 gp)

Appendix One – APL 2

Encounter Five

Room 10: Discarded Shrine

Dub: Male Wolf Animal Companion; CR -; Medium Animal; HD 2d8+4; hp 13; Init +2; Spd 50 ft.; AC 18 (+4 armor, +2 Dex, +2 natural), touch 12, flat-footed 16; BAB/Grp: +1/+2; Atk: +3 melee (1d6+1, bite); Full Atk: +3 melee (1d6+1, bite); SA Trip; SQ Low-light vision, link, scent, share spells; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1 (+5 to track by scent); Track, Weapon Focus (bite).

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Tricks: Armor, Attack (x2), Defend, Down, Guard, Track.

Possessions: Chain shirt barding.

Power-Up Suite (*magic fang*) - Atk: +4 melee (1d6+2, bite); Full Atk: +4 melee (1d6+2, bite).

Shennu the Rotten Vine of Quaalsten: Male half-orc Druid 2 (Obad-Hai); CR 2; Medium Humanoid (orc); HD 2d8+4; hp 17; Init +0; Spd 30 ft.; AC 14 (+4 armor), touch 10, flat-footed 14; BAB/Grp: +1/+3; Atk: +3 melee (1d8+3/x3, longsword) or +1 ranged (1d8+2/x3, spear); Full Atk: +3 melee (1d8+3/x3, longsword) or +1 ranged (1d8+2/x3, spear); SQ Darkvision 60 ft., wild empathy (+2), woodland stride; AL CN; SV Fort +4, Ref +0, Will +6; Str 14, Dex 10, Con 12, Int 10, Wis 17, Cha 6.

Skills and Feats: Concentration +6, Handle Animal +3, Knowledge (Nature) +3, Spellcraft +5, Spot +6, Survival +6; Improved Toughness.

Languages: Common, Orcish.

Possessions: Wildwood breastplate, longsword, spear (4), club, holy symbol (2), spell component pouch (2).

Physical Description: Shennu is an ill-kept half-orc with stringy hair and a foul musky smell.

Spells Prepared (4/3; base DC = 13 + spell level): 0th – cure minor wounds, detect magic, flare, guidance, 1st – animate wood, produce flame, shillelagh.

Power-Up Suite (*shillelagh*) – Atk: +4 melee (2d6+4, club); Full Atk: Atk: +4 melee (2d6+4, club).

Room 14: Temple of Foul Fortunes

Black Edra: Female half-elf Bard 1; CR 1; Medium Humanoid (elf); HD 1d6+1; hp 7; Init +1; Spd 30 ft.; AC 14 (+3 Dex, +4 armor), touch 13, flat-footed 14; BAB/Grp: +0/+0; Atk: +0 melee (1d6/18-20, rapier) or +3 ranged (1d6/x3, shortbow); Full Atk: +0 melee (1d6/18-20, rapier) or +3 ranged (1d6/x3, shortbow); SA *Fascinate*, SQ Bardic music (1/day), bardic knowledge (+1), countersong, immune to sleep, inspire courage +1, low-light vision; AL CE; SV Fort +1, Ref +5, Will +2 (+4 vs. Enchantment); Str 10, Dex 16, Con 13, Int 10, Wis 10, Cha 17.

Skills and Feats: Bluff +7, Concentration +5, Diplomacy +5, Gather Information +5, Listen +1, Perform (Singing) +7, Search +1, Spellcraft +4, Spot +1, Tumble +7, Use Magic Device +7; Exotic Weapon Proficiency (Whip), Lingering Song.

Languages: Common, Elven.

Possessions: Chain shirt, whip, rapier, shortbow, 20 arrows, spell component pouch, lute, black clothing, tanglefoot bag, flask of acid.

Physical Description: Edra is a spindly half-elven woman with patchy thin hair and bulging dark eyes.

Spells Known (2; base DC = 13 + spell level): 0th – daze, detect magic, lullaby, read magic.

Power-Up Suite (*Inspire Courage*) – Atk: +1 melee (1d6+1/18-20, rapier) or +4 ranged (1d6+1/x3, shortbow); Full Atk: +1 melee (1d6+1/18-20, rapier) or +4 ranged (1d6+1/x3, shortbow); SV Will +2 (+3 vs. fear, +4 vs. Enchantment, +5 vs. charm).

Hygwell Scarlet: Male half-elf Ranger 1/Sorcerer 1; CR 2; Medium Humanoid (elf); HD 1d4+1d8+4; hp 13; Init +2; Spd 30 ft.; AC 12 (+2 Dex), touch 12, flat-footed 10; BAB/Grp: +1/+4; Atk: +5 melee (2d4+4/18-20, falchion) or +3 ranged (1d8/x3, longbow); Full Atk: +5 melee (2d4+4/18-20, falchion) or +3 ranged (1d8/x3, longbow); SA Favored enemy (elf +2); SQ Immune to sleep, low-light vision, wild empathy (+3); AL NE; SV Fort +4, Ref +4, Will +2 (+4 vs. Enchantment); Str 16, Dex 14, Con 14, Int 10, Wis 11, Cha 14.

Skills and Feats: Bluff +6, Concentration +6, Diplomacy +6, Gather Information +4, Hide +5, Listen +1, Move Silently +5, Search +1, Spot +1; Track, Weapon Focus (Falchion).

Languages: Common, Elven.

Possessions: Falchion, longbow, 20 arrows, spell component pouch (2), lacy shirt, leather breeches, high boots, key, flask of acid.

Physical Description: Hygwell is a handsome man with his red hair tied back in a ponytail.

Spells Known (5/4; base DC = 12 + spell level): oth – *acid splash*, *detect magic*, *read magic*, *resistance*, 1st – *mage armor*, *shield*.

Power-Up Suite (Inspire Courage*, *mage armor*, *resistance***, *shield***)** - AC 20 (+2 Dex, +4 armor, +4 shield), touch 12, flat-footed 18; Atk: +6 melee (2d4+5/18-20, falchion) or +4 ranged (1d8+1/x3, longbow); Full Atk: +6 melee (2d4+5/18-20, falchion) or +4 ranged (1d8+1/x3, longbow); SV Fort +5, Ref +5, Will +3 (+4 vs. fear, +5 vs. Enchantment, +6 vs. charm).

*Cast by Edra

**Cast by Hygwell

Leta Pewter: Female half-elf Expert 1; CR ½; Medium Humanoid (elf); HD 1d6; hp 6; Init +1; Spd 30 ft.; AC 11 (+1 Dex), touch 11, flat-footed 10; BAB/Grp: +0/-1; Atk: -1 melee (1d4-1/19-20, dagger) or +1 ranged (1d4-1/19-20, dagger); Full Atk: -1 melee (1d4-1/19-20, dagger) or +1 ranged (1d4-1/19-20, dagger); SQ Immune to sleep, low-light vision; AL CN; SV Fort +0, Ref +1, Will +2 (+4 vs. Enchantment); Str 8, Dex 12, Con 10, Int 13, Wis 11, Cha 15.

Skills and Feats: Appraise +5, Bluff +6, Diplomacy +8, Gather Information +8, Knowledge (Local: Iuz Border States) +5, Listen +1, Profession (Merchant) +8, Search +2, Sense Motive +4, Spot +1; Skill Focus (Profession).

Languages: Common, Elven

Possessions: Elegant gown, dagger, tindertwig, *potion of cure light wounds*.

Physical Description: Leta Pewter is a thin, plain half-elven woman with long steel colored hair, pale complexion and watery blue eyes.

Power-Up Suite (Inspire Courage*) – Atk: +0 melee (1d4/19-20, dagger) or +2 ranged (1d4/19-20, dagger); Full Atk: +0 melee (1d4/19-20, dagger) or +2 ranged (1d4/19-20, dagger); SV Will +2 (+3 vs. fear, +4 vs. Enchantment, +5 vs. charm).

*Cast by Edra

Shield: Male half-orc Barbarian 2/Fighter 1; CR 3; Medium Humanoid (orc); HD 2d12+1d10+6; hp 31; Init +4; Spd 30 ft.; AC 15 (+5 armor), touch 10, flat-footed 15; BAB/Grp: +3/+7; Atk: +8 melee (2d4+6/18-20, falchion) or +3 ranged (1d8/x3, longbow); Full Atk: +8 melee (2d4+6/18-20, falchion) or +3 ranged (1d8/x3, longbow); SA Rage (1/day); SQ Darkvision 60 ft., uncanny dodge; AL CE; SV Fort +7, Ref +0, Will +0; Str 18, Dex 10, Con 14, Int 8, Wis 10, Cha 15.

Skills and Feats: Intimidate +8, Listen +5, Survival +5; Improved Initiative, Power Attack, Weapon Focus (Falchion).

Languages: Common, Orcish.

Possessions: Breastplate, falchion (2), dagger, longbow, 20 arrows.

Physical Description: Shield is a hulky half-orc with a protruding brow and a dim-witted look.

Power-Up Suite (Inspire Courage*) – Atk: +9 melee (2d4+7/18-20, falchion) or +4 ranged (1d8+1/x3, longbow); Full Atk: +9 melee (2d4+7/18-20, falchion) or +4 ranged (1d8+1/x3, longbow); SV Will +0 (+1 vs. charm and fear).

*Cast by Edra

Appendix Two – APL 4

Encounter Three

Bauble, Colam, Elarth, Joscaltot, Phyndor, Wyldin; Halfling Thugs: Male halfling Ftr1/War1; CR 1; Small Humanoid (Halfling); HD 1d8+1d10+2; hp 16; Init +1; Spd 20 ft.; AC 16 (+1 size, +1 Dex, +3 studded leather, +1 light shield), touch 12, flat-footed 15; BAB/Grp: +2/-2; Atk: +4 melee (1d4 nonlethal, sap) or +4 ranged (1d6/19-20, light crossbow); Full Atk: +4 melee (1d4 nonlethal, sap) or +4 ranged (1d6/19-20, light crossbow); SA Halfling traits; SQ Halfling traits; AL CN; SV Fort +6, Ref +2, Will +0; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb +2, Hide +5, Intimidate +3, Jump -4, Listen +3, Move Silently +3; Point Blank Shot, Weapon Focus (sap)

Languages: Common, Halfling.

Possessions: Studded leather, light wooden shield, sap, longsword, light crossbow, 10 bolts, dirty clothing, chewing tobacco, tape measure, pinch of *halfling shrinking powder*, *potion of expeditious retreat*.

Physical Description: Logan's men are rough looking scruffy halfling toughs looking for trouble.

Encounter Five

Room 10: Discarded Shrine

Dub: Male Wolf Animal Companion; CR -; Medium Animal; HD 4d8+12; hp 31; Init +3; Spd 50 ft.; AC 20 (+4 armor, +3 Dex, +3 natural), touch 13, flat-footed 17; BAB/Grp: +3/+5; Atk: +6 melee (1d6+2, bite); Full Atk: +6 melee (1d6+2, bite); SA Trip; SQ Evasion, low-light vision, link, scent, share spells; AL N; SV Fort +7, Ref +7, Will +2; Str 14, Dex 16, Con 16, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +3, Listen +3, Move Silently +4, Spot +4, Survival +2 (+6 to track by scent); Improved Natural Armor, Track, Weapon Focus (bite).

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Tricks: Armor, Attack (x2), Defend, Down, Guard, Heel, Track.

Possessions: Chain shirt barding.

Power-Up Suite (*barkskin*, *magic fang*) – AC 22 (+4 armor, +3 Dex, +5 natural), touch 13, flat-footed 19; +7 melee (1d6+3, bite); Full Atk: +7 melee (1d6+3, bite).

Shennu the Rotten Vine of Quaalsten: Male half-orc Druid 4 (Obad-Hai); CR 4; Medium Humanoid (orc);

HD 4d8+8; hp 31; Init +0; Spd 30 ft.; AC 14 (+4 armor), touch 10, flat-footed 14; BAB/Grp: +3/+5; Atk: +5 melee (1d8+3/x3, longspear) or +3 ranged (1d8+2/x3, spear); Full Atk: +5 melee (1d8+3/x3, longspear) or +3 ranged (1d8+2/x3, spear); SQ Darkvision 60 ft., resist nature's lure, trackless step, wild empathy (+4), woodland stride; AL CN; SV Fort +5, Ref +1, Will +8; Str 14, Dex 10, Con 12, Int 10, Wis 18, Cha 6.

Skills and Feats: Concentration +8, Handle Animal +5, Knowledge (Nature) +3, Spellcraft +7, Spot +7, Survival +9; Improved Toughness, Rapid Spell.

Languages: Common, Orcish.

Possessions: Wildwood breastplate, longspear, spear (4), holy symbol (2), spell component pouch (2).

Physical Description: Shennu is an ill-kept half-orc with stringy hair and a foul musky smell.

Spells Prepared (5/4/3; base DC = 14 + spell level): 0th – *cure minor wounds* (2), *detect magic*, *flare*, *guidance*, 1st – *cure light wounds*, *obscuring mist*, *produce flame*, *shillelagh*; 2nd – *Rapid animate water*, *Rapid animate wood*, *barkskin*.

Power-Up Suite (*shillelagh*) – Atk: +6 melee (2d6+4, club); Full Atk: +6 melee (2d6+4, club).

Room 14: Temple of Foul Fortunes

Black Edra: Female half-elf Bard 3; CR 3; Medium Humanoid (elf); HD 3d6+3; hp 17; Init +1; Spd 30 ft.; AC 14 (+3 Dex, +4 armor), touch 13, flat-footed 14; BAB/Grp: +2/+2; Atk: +2 melee (1d6/18-20, rapier) or +5 ranged (1d6/x3, shortbow); Full Atk: +2 melee (1d6/18-20, rapier) or +5 ranged (1d6/x3, shortbow); SA *Fascinate*, SQ Bardic music (3/day), bardic knowledge (+3), countersong, immune to sleep, inspire competence, inspire courage +1, low-light vision; AL CE; SV Fort +2, Ref +6, Will +3 (+5 vs. Enchantment); Str 10, Dex 16, Con 13, Int 10, Wis 10, Cha 17.

Skills and Feats: Bluff +9, Concentration +7, Diplomacy +7, Gather Information +5, Listen +1, Perform (Lute) +9, Search +1, Spellcraft +6 (+8 scrolls), Spot +1, Tumble +9, Use Magic Device +9 (+11 scrolls); Exotic Weapon Proficiency (Whip), Lingering Song, Quicken Spell.

Languages: Common, Elven.

Possessions: Chain shirt, whip, rapier, shortbow, 20 arrows, spell component pouch, lute, black clothing, tanglefoot bag, flask of acid, *scroll of grease*, *scroll of silent image*.

Physical Description: Edra is a spindly half-elven woman with patchy thin hair and bulging dark eyes.

Spells Known (3/2; base DC = 13 + spell level): 0th – *daze*, *detect magic*, *ghost sound*,

lullaby, message, read magic; 1st – cure light wounds, focusing chant, inspirational boost.

Power-Up Suite (Inspire Courage, inspirational boost) – Atk: +4 melee (1d6+2/18-20, rapier) or +7 ranged (1d6+2/x3, shortbow); Full Atk: +4 melee (1d6+2/18-20, rapier) or +7 ranged (1d6+2/x3, shortbow); SV Will +3 (+5 vs. fear, +5 vs. Enchantment, +7 vs. charm);

Hygwell Scarlet: Male half-elf Fighter 1/Ranger 2/Sorcerer 1; CR 4; Medium Humanoid (elf); HD 1d4+2d8+1d10+8; hp 28; Init +2; Spd 30 ft.; AC 12 (+2 Dex), touch 12, flat-footed 10; BAB/Grp: +3/+6; Atk: +7 melee (1d6+3/19-20, shortsword) or +5 ranged (1d8/x3, longbow); Full Atk: +5/+5 melee (1d6+3/19-20, shortsword) or +5 ranged (1d8/x3, longbow); SA Favored enemy (elf +2); SQ Immune to sleep, low-light vision, wild empathy (+4); AL NE; SV Fort +7, Ref +5, Will +2 (+4 vs. Enchantment); Str 17, Dex 14, Con 14, Int 10, Wis 11, Cha 14.

Skills and Feats: Bluff +8, Concentration +6, Diplomacy +6, Gather Information +4, Hide +6, Intimidate +4, Listen +1, Move Silently +6, Search +1, Spot +1; Dodge, Mobility, Track, Two Weapon Fighting, Weapon Focus (Shortsword).

Languages: Common, Elven.

Possessions: Shortsword (2), longbow, 20 arrows, spell component pouch (2), lacy shirt, leather breeches, high boots, key, flask of acid.

Physical Description: Hygwell is a handsome man with his red hair tied back in a ponytail.

Spells Known (5/4; base DC = 12 + spell level): 0th – *acid splash, detect magic, read magic, resistance*; 1st – *mage armor, shield*.

Power-Up Suite (Inspire Courage, mage armor, resistance**, shield**)** – AC 20 (+2 Dex, +4 armor, +4 shield), touch 12, flat-footed 18; Atk: +9 melee (1d6+5/19-20, shortsword) or +7 ranged (1d8+2/x3, longbow); Full Atk: +7/+7 melee (1d6+5/19-20, shortsword) or +7 ranged (1d8+2/x3, longbow); SV Fort +8, Ref +6, Will +3 (+5 vs. fear, +5 vs. Enchantment, +7 vs. charm).

*Cast by Edra

**Cast by Hygwell

Leta Pewter: Female half-elf Expert 1; CR ½; Medium Humanoid (elf); HD 1d6; hp 6; Init +1; Spd 30 ft.; AC 11 (+1 Dex), touch 11, flat-footed 10; BAB/Grp: +0/-1; Atk: -1 melee (1d4-1/19-20, dagger) or +1 ranged (1d4-1/19-20, dagger); Full Atk: -1 melee (1d4-1/19-20, dagger) or +1 ranged (1d4-1/19-20, dagger); SQ Immune to sleep, low-light vision; AL CN; SV Fort +0,

Ref +1, Will +2 (+4 vs. Enchantment); Str 8, Dex 12, Con 10, Int 13, Wis 11, Cha 15.

Skills and Feats: Appraise +5, Bluff +6, Diplomacy +8, Gather Information +8, Knowledge (Local: Iuz Border States) +5, Listen +1, Profession (Merchant) +8, Search +2, Sense Motive +4, Spot +1; Skill Focus (Profession).

Languages: Common, Elven

Possessions: Elegant gown, dagger, tindertwig, *potion of cure light wounds*.

Physical Description: Leta Pewter is a thin, plain half-elven woman with long steel colored hair, pale complexion and watery blue eyes.

Power-Up Suite (Inspire Courage*) – Atk: +1 melee (1d4+1/19-20, dagger) or +3 ranged (1d4+1/19-20, dagger); Full Atk: +1 melee (1d4+1/19-20, dagger) or +3 ranged (1d4+1/19-20, dagger); SV Will +2 (+4 vs. fear, +4 vs. Enchantment, +6 vs. charm).

*Cast by Edra

Shield: Male half-orc Barbarian 2/Fighter 2/Ranger 1; CR 5; Medium Humanoid (orc); HD 2d12+2d10+1d8+10; hp 46; Init +4; Spd 30 ft.; AC 15 (+5 armor), touch 10, flat-footed 15; BAB/Grp: +5/+9; Atk: +11 melee (2d4+6/18-20, falchion) or +5 ranged (1d8/x3, longbow); Full Atk: +11 melee (2d4+6/18-20, falchion) or +5 ranged (1d8/x3, longbow); SA Favored enemy (human +2), rage (1/day); SQ Darkvision 60 ft., uncanny dodge, wild empathy (+4); AL CE; SV Fort +10, Ref +2, Will +0; Str 18, Dex 10, Con 14, Int 8, Wis 10, Cha 16.

Skills and Feats: Intimidate +11, Listen +8, Survival +5; Improved Initiative, Power Attack, Power Critical, Track, Weapon Focus (Falchion).

Languages: Common, Orcish.

Possessions: Breastplate, MW falchion, falchion, dagger, longbow, 20 arrows, *gloves of fortunate striking, potion of shield of faith +2*.

Physical Description: Shield is a hulky half-orc with a protruding brow and a dim-witted look.

Power-Up Suite (Inspire Courage*, *potion of shield of faith +2*) – AC 17 (+5 armor, +2 deflection), touch 12, flat-footed 17; Atk: +13 melee (2d4+8/18-20, falchion) or +7 ranged (1d8+2/x3, longbow); Full Atk: +13 melee (2d4+8/18-20, falchion) or +7 ranged (1d8+2/x3, longbow); SV Will +0 (+2 vs. charm and fear).

*Cast by Edra

Appendix Three – APL 6

Atk: +11 melee (1d6+6, bite); Full Atk: +11 melee (1d6+6, bite).

Encounter Three

Bauble, Colam, Elarth, Joscaloton, Phyndor, Wyldin; Halfling Thugs: Male halfling Ftr2/War1; CR 2; Small Humanoid (Halfling); HD 1d8+2d10+3; hp 25; Init +1; Spd 25 ft.; AC 16 (+1 size, +1 Dex, +3 studded leather, +1 light shield), touch 12, flat-footed 15; BAB/Grp: +3/-1; Atk: +5 melee (1d4 nonlethal, sap) or +5 ranged (1d6/19-20, light crossbow); Full Atk: +5 melee (1d4 nonlethal, sap) or +5 ranged (1d6/19-20, light crossbow); SA Halfling traits; SQ Halfling traits; AL CN; SV Fort +7, Ref +2, Will +0; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb +2, Hide +5, Intimidate +5, Jump -4, Listen +3, Move Silently +3; Dash, Point Blank Shot, Run, Weapon Focus (sap)

Languages: Common, Halfling.

Possessions: Studded leather, light wooden shield, sap, longsword, light crossbow, 10 bolts, dirty clothing, chewing tobacco, tape measure, pinch of *halfling shrinking powder*, *potion of expeditious retreat*.

Physical Description: Logan's men are rough looking scruffy halfling toughs looking for trouble.

Encounter Five

Room 10: Discarded Shrine

Dub: Male Wolf Animal Companion; CR -; Medium Animal; HD 6d8+18; hp 51; Init +3; Spd 50 ft.; AC 23 (+4 armor, +3 Dex, +6 natural), touch 13, flat-footed 20; BAB/Grp: +4/+6; Atk: +7 melee (1d6+2, bite); Full Atk: +7 melee (1d6+2, bite); SA Trip; SQ Devotion, evasion, low-light vision, link, scent, share spells; AL N; SV Fort +8, Ref +8, Will +3; Str 15, Dex 17, Con 16, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +3, Listen +3, Move Silently +4, Spot +5, Survival +3 (+7 to track by scent); Improved Natural Armor (2), Track, Weapon Focus (bite).

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Tricks: Armor, Attack (x2), Come, Defend, Down, Guard, Heel, and Track.

Possessions: Chain shirt barding.

Power-Up Suite (*barkskin*, *greater magic fang*, *nature's favor*, *resist energy (fire, 10 pts.)*) – AC 26 (+4 armor, +3 Dex, +9 natural), touch 13, flat-footed 23;

Shennu the Rotten Vine of Quaalsten: Male half-orc Druid 6 (Obad-Hai); CR 6; Medium Humanoid (orc); HD 6d8+12; hp 45; Init +0; Spd 30 ft.; AC 14 (+4 armor), touch 10, flat-footed 14; BAB/Grp: +4/+6; Atk: +6 melee (1d8+3/x3, longspear) or +4 ranged (1d8+2/x3, spear); Full Atk: +6 melee (1d8+3/x3, longspear) or +4 ranged (1d8+2/x3, spear); SQ Darkvision 60 ft., resist nature's lure, trackless step, wild empathy (+6), wild shape (2/day), woodland stride; AL CN; SV Fort +6, Ref +2, Will +9; Str 14, Dex 10, Con 12, Int 10, Wis 18, Cha 6.

Skills and Feats: Concentration +10, Handle Animal +7, Knowledge (Nature) +5, Spellcraft +9, Spot +7, Survival +11; Boar's Ferocity, Improved Toughness, Rapid Spell.

Languages: Common, Orcish.

Possessions: Wildwood breastplate, longspear, spear (4), holy symbol (2), spell component pouch (2), *scroll of resist energy*, *potion of cure light wounds*, *potion of shield of faith* +2.

Physical Description: Shennu is an ill-kept half-orc with stringy hair and a foul musky smell.

Spells Prepared (5/4/4/3; base DC = 14 + spell level): 0th – *cure minor wounds* (2), *detect magic*, *flare*, *guidance*, 1st – *cure light wounds*, *obscuring mist*, *produce flame*, *shillelagh*; 2nd – *Rapid animate water*, *Rapid animate wood*, *barkskin*, *nature's favor*; 3rd – *dominate animal*, *greater magic fang* (2).

Power-Up Suite (*shillelagh*) – Atk: +7 melee (2d6+4, club); Full Atk: +7 melee (2d6+4, club).

Room 14: Temple of Foul Fortunes

Bandit Thug: Male half-orc warrior 1; CR ½; Medium humanoid (orc); HD 1d8+2; hp 10; Init +1; Spd 30 ft.; AC 13 (+2 armor, +1 Dex), touch 11, flat-footed 12; BAB/Grp: +1/+5; Atk: +6 melee (1d10+6, great club) or +2 ranged (1d6+4, javelin); Full Atk: +6 melee (1d10+6, great club) or +2 ranged (1d6+4, javelin); AL CN; SV Fort +4, Ref +1, Will +0; Str 18, Dex 12, Con 14, Int 8, Wis 8, Cha 6.

Skills and Feats: Tumble +3; Weapon Focus (Great Club).

Languages: Common, Orcish.

Possessions: Leather armor, great club, 2 javelins.

Power-Up Suite (*Inspire Courage)** – Atk: +8 melee (1d10+8, great club) or +4 ranged (1d6+6, javelin); Full Atk: +8 melee (1d10+8, great club) or +4 ranged (1d6+6, javelin); SV Will +0 (+2 vs. charm and fear).

*Cast by Edra

Black Edra: Female half-elf Bard 5; CR 5; Medium Humanoid (elf); HD 5d6+5; hp 27; Init +1; Spd 30 ft.; AC 14 (+3 Dex, +4 armor), touch 13, flat-footed 14; BAB/Grp: +3/+3; Atk: +3 melee (1d6/18-20, rapier) or +6 ranged (1d6/x3, shortbow); Full Atk: +3 melee (1d6/18-20, rapier) or +6 ranged (1d6/x3, shortbow); SA *Fascinate*, SQ Bardic music (5/day), bardic knowledge (+5), countersong, immune to sleep, inspire competence, inspire courage +1, low-light vision; AL CE; SV Fort +3, Ref +7, Will +4 (+4 vs. Enchantment); Str 10, Dex 16, Con 13, Int 10, Wis 10, Cha 18.

Skills and Feats: Bluff +12, Concentration +9, Diplomacy +8, Gather Information +6, Listen +1, Perform (Lute) +12, Search +1, Spellcraft +8 (+10 scrolls), Spot +1, Tumble +11, Use Magic Device +12 (+14 scrolls); Exotic Weapon Proficiency (Whip), Lingering Song, Quicken Spell.

Languages: Common, Elven.

Possessions: Chain shirt, whip, rapier, shortbow, 20 arrows, spell component pouch, lute, black clothing, tanglefoot bag, flask of acid, *scroll of grease*, *scroll of silent image*, *necklace of fireballs type I*, *wand of summon monster I*.

Physical Description: Edra is a spindly half-elven woman with patchy thin hair and bulging dark eyes.

Spells Known (3/4/2; base DC = 14 + spell level): 0th – *daze*, *detect magic*, *ghost sound*, *lullaby*, *message*, *read magic*; 1st – *cure light wounds*, *focusing chant*, *inspirational boost*, *Tasha's hideous laughter*; 2nd – *blur*, *glitterdust*, *heroism*.

Power-Up Suite (Inspire Courage, inspirational boost) – Atk: +5 melee (1d6+2/18-20, rapier) or +8 ranged (1d6+2/x3, shortbow); Full Atk: +5 melee (1d6+2/18-20, rapier) or +8 ranged (1d6+2/x3, shortbow); SV Fort +3, Ref +7, Will +4 (+4 vs. fear, +4 vs. Enchantment, +6 vs. charm).

Hygwell Scarlet: Male half-elf Fighter 1/Ranger 2/Sorcerer 2/Scar Enforcer 1; CR 6; Medium Humanoid (elf); HD 2d4+3d8+1d10+12; hp 40; Init +2; Spd 30 ft.; AC 12 (+2 Dex), touch 12, flat-footed 10; BAB/Grp: +4/+7; Atk: +8 melee (1d6+3/19-20, shortsword) or +6 ranged (1d8/x3, longbow); Full Atk: +6/+6 melee (1d6+3/19-20, shortsword) or +6 ranged (1d8/x3, longbow); SA Favored enemy (human +2, elf +4); SQ Immune to sleep, low-light vision, wild empathy (+4); AL NE; SV Fort +7, Ref +5, Will +5 (+7 vs. Enchantment); Str 17, Dex 14, Con 14, Int 10, Wis 11, Cha 14.

Skills and Feats: Bluff +10, Concentration +6, Diplomacy +6, Gather Information +4, Hide +6, Intimidate +4, Listen +1, Move Silently +6, Search +1, Spot +1, Tumble +8; Dodge, Mobility, Spring Attack, Track, Two Weapon Fighting, Weapon Focus (Shortsword).

Languages: Common, Elven.

Possessions: Shortsword (2), longbow, 20 arrows, spell component pouch (2), lacy shirt, leather breeches, high boots, key, flask of acid, *Quaal's feather token: whip*.

Physical Description: Hygwell is a handsome man with his red hair tied back in a ponytail.

Spells Known (6/5; base DC = 12 + spell level): 0th – *acid splash*, *detect magic*, *read magic*, *resistance*, *touch of fatigue*; 1st – *mage armor*, *shield*.

Power-Up Suite (blur* (20% miss chance), Inspire Courage*, mage armor, resistance**, shield**)** – AC 20 (+2 Dex, +4 armor, +4 shield), touch 12, flat-footed 18; Atk: +10 melee (1d6+5/19-20, shortsword) or +8 ranged (1d8+2/x3, longbow); Full Atk: +8/+8 melee (1d6+5/19-20, shortsword) or +8 ranged (1d8+2/x3, longbow); SV Fort +8, Ref +6, Will +6 (+8 vs. fear, +8 vs. Enchantment, +10 vs. charm).

*Cast by Edra

**Cast by Hygwell

Leta Pewter: Female half-elf Expert 1; CR 1/2; Medium Humanoid (elf); HD 1d6; hp 6; Init +1; Spd 30 ft.; AC 11 (+1 Dex), touch 11, flat-footed 10; BAB/Grp: +0/-1; Atk: -1 melee (1d4-1/19-20, dagger) or +1 ranged (1d4-1/19-20, dagger); Full Atk: -1 melee (1d4-1/19-20, dagger) or +1 ranged (1d4-1/19-20, dagger); SQ Immune to sleep, low-light vision; AL CN; SV Fort +0, Ref +1, Will +2 (+4 vs. Enchantment); Str 8, Dex 12, Con 10, Int 13, Wis 11, Cha 15.

Skills and Feats: Appraise +5, Bluff +6, Diplomacy +8, Gather Information +8, Knowledge (Local: Iuz Border States) +5, Listen +1, Profession (Merchant) +8, Search +2, Sense Motive +4, Spot +1; Skill Focus (Profession).

Languages: Common, Elven

Possessions: Elegant gown, dagger, tindertwig, *potion of cure light wounds*.

Physical Description: Leta Pewter is a thin, plain half-elven woman with long steel colored hair, pale complexion and watery blue eyes.

Power-Up Suite (Inspire Courage*) – Atk: +1 melee (1d4+1/19-20, dagger) or +3 ranged (1d4+1/19-20, dagger); Full Atk: +1 melee (1d4+1/19-20, dagger) or +3 ranged (1d4+1/19-20, dagger)

20, dagger); SV Will +2 (+4 vs. fear, +4 vs. Enchantment, +6 vs. charm).

*Cast by Edra

Shield: Male half-orc Barbarian 2/Fighter 2/Ranger 1/Outcast Champion 2; CR 7; Medium Humanoid (orc); HD 2d12+4d10+1d8+14; hp 62; Init +4; Spd 30 ft.; AC 15 (+5 armor), touch 10, flat-footed 15; BAB/Grp: +7/+11; Atk: +13 melee (2d4+6/18-20, falchion) or +7 ranged (1d8/x3, longbow); Full Atk: +13/+8 melee (2d4+6/18-20, falchion) or +7/+2 ranged (1d8/x3, longbow); SA Avenging strike, favored enemy (human +2), rage (1/day); SQ Aura of confidence, darkvision 60 ft., uncanny dodge, wild empathy (+4); AL CE; SV Fort +13, Ref +2, Will +3; Str 18, Dex 10, Con 14, Int 8, Wis 10, Cha 16.

Skills and Feats: Hide +6, Intimidate +11, Listen +8, Survival +5; Improved Initiative, Instantaneous Rage, Power Attack, Power Critical, Track, Weapon Focus (Falchion).

Aura of Confidence (Ex): Your presence emboldens allies within 30 feet who can see you (including yourself). They add your class level as a morale bonus on their Will saves. This effect is lost if you fall unconscious or die.

Avenging Strike (Ex): You are surrounded by allies who rely on you for victory, and you take this responsibility to heart. You can attempt an avenging strike on an enemy who has dealt damage to an ally of yours within the last hour. The avenging strike must be delivered with a melee attack. You add your Charisma modifier (if positive) to your attack roll and deal an extra 1d6 points of damage per outcast champion level, if you accidentally strike a creature that has not dealt damage to an ally within the last hour, the avenging strike has no effect, but that use of the ability is still expended. You may use an avenging strike once per day per point of Charisma bonus (minimum 1/day).

Languages: Common, Orcish.

Possessions: Breastplate, MW falchion, falchion, dagger, longbow, 20 arrows, *potion of shield of faith* +2.

Physical Description: Shield is a hulky half-orc with a protruding brow and a dim-witted look.

Power-Up Suite (Aura of Confidence, blur* (20% miss chance), Inspire Courage*, *potion of shield of faith* +2) – AC 17 (+5 armor, +2 deflection), touch 12, flat-footed 17; Atk: +15 melee (2d4+8/18-20, falchion) or +9 ranged (1d8+2/x3, longbow); Full Atk: +15/+10 melee (2d4+8/18-20, falchion) or +9/+4 ranged (1d8+2/x3, longbow); SV Will +5 (+7 vs. charm and fear).

*Cast by Edra

Appendix Four – APL 8

Encounter Three

Bauble, Colam, Elarth, Joscaloton, Phyndor, Wyldin; Halfling Thugs: Male halfling Brb1/Ftr2/War1; CR 3; Small Humanoid (Halfling); HD 1d8+2d10+1d12+4; hp 33; Init +1; Spd 35 ft.; AC 16 (+1 size, +1 Dex, +3 studded leather, +1 light shield), touch 12, flat-footed 15; BAB/Grp: +4/+0; Atk: +7 melee (1d4+1 nonlethal, sap) or +6 ranged (1d6/19-20, light crossbow); Full Atk: +7 melee (1d4+1 nonlethal, sap) or +6 ranged (1d6/19-20, light crossbow); SA Halfling traits, rage 1/day; SQ Halfling traits; AL CN; SV Fort +9, Ref +2, Will +0; Str 12, Dex 13, Con 12, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb +2, Hide +5, Intimidate +6, Jump –4, Listen +6, Move Silently +3; Dash, Point Blank Shot, Run, Weapon Focus (sap)

Languages: Common, Halfling.

Possessions: Studded leather, light wooden shield, sap, longsword, light crossbow, 10 bolts, dirty clothing, chewing tobacco, tape measure, pinch of *halfling shrinking powder*, *potion of expeditious retreat*.

Physical Description: Logan's men are rough looking scruffy halfling toughs looking for trouble.

Encounter Five

Room 10: Discarded Shrine

Dub: Male Wolf Animal Companion; CR –; Medium Animal; HD 6d8+18; hp 51; Init +3; Spd 50 ft.; AC 23 (+4 armor, +3 Dex, +6 natural), touch 13, flat-footed 20; BAB/Grp: +4/+6; Atk: +7 melee (1d6+2, bite); Full Atk: +7 melee (1d6+2, bite); SA Trip; SQ Devotion, evasion, low-light vision, link, scent, share spells; AL N; SV Fort +8, Ref +8, Will +3; Str 15, Dex 17, Con 16, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +3, Listen +3, Move Silently +4, Spot +5, Survival +3 (+7 to track by scent); Improved Natural Armor (2), Track, Weapon Focus (bite).

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Tricks: Armor, Attack (x2), Come, Defend, Down, Guard, Heel, Track.

Possessions: Chain shirt barding.

Power-Up Suite (*barkskin*, *freedom of movement*, *greater magic fang*, *nature's favor*, *resist energy* (*fire*, 10 pts.)) – AC 26 (+4 armor, +3 Dex, +9

natural), touch 13, flat-footed 23; +11 melee (1d6+6, bite); Full Atk: +11 melee (1d6+6, bite).

Shennu the Rotten Vine of Quaasten: Male half-orc Druid 8 (Obad-Hai); CR 8; Medium Humanoid (orc); HD 8d8+16; hp 59; Init +0; Spd 30 ft.; AC 14 (+4 armor), touch 10, flat-footed 14; BAB/Grp: +6/+8; Atk: +8 melee (1d8+3/x3, longspear) or +6 ranged (1d8+2/x3, spear); Full Atk: +8 melee (1d8+3/x3, longspear) or +6 ranged (1d8+2/x3, spear); SQ Darkvision 60 ft., resist nature's lure, trackless step, wild empathy (+8), wild shape (3/day, Large), woodland stride; AL CN; SV Fort +7, Ref +2, Will +10; Str 15, Dex 10, Con 12, Int 10, Wis 18, Cha 6.

Skills and Feats: Concentration +12, Handle Animal +9, Knowledge (Nature) +5, Spellcraft +11, Spot +9, Survival +11; Boar's Ferocity, Improved Toughness, Rapid Spell.

Languages: Common, Orcish.

Possessions: Wildwood breastplate, longspear, spear (4), holy symbol (2), spell component pouch (2), *scroll of resist energy*, *potion of cure light wounds*, *potion of shield of faith* +2.

Physical Description: Shennu is an ill-kept half-orc with stringy hair and a foul musky smell.

Spells Prepared (6/5/4/4/3; base DC = 14 + spell level): 0th – *cure minor wounds* (2), *detect magic*, *detect poison*, *flare*, *guidance*; 1st – *cure light wounds* (2), *obscuring mist*, *produce flame*, *shillelagh*; 2nd – *Rapid animate water*, *Rapid animate wood*, *barkskin*, *nature's favor*; 3rd – *Rapid animate fire*, *dominate animal*, *greater magic fang* (2); 4th – *dispel magic*, *flamestrike*, *freedom of movement*.

Power-Up Suite (*shillelagh*) – Atk: +9 melee (2d6+4, club); Full Atk: +9 melee (2d6+4, club).

Room 14: Temple of Foul Fortunes

Bandit Thug: Male half-orc fighter 1/warrior 1; CR 1; Medium humanoid (orc); HD 1d10+1d8+4; hp 18; Init +1; Spd 30 ft.; AC 13 (+2 armor, +1 Dex), touch 11, flat-footed 12; BAB/Grp: +2/+6; Atk: +7 melee (1d10+6, great club) or +3 ranged (1d6+4, javelin); Full Atk: +7 melee (1d10+6, great club) or +3 ranged (1d6+4, javelin); AL CN; SV Fort +6, Ref +1, Will +0; Str 18, Dex 12, Con 14, Int 8, Wis 8, Cha 6.

Skills and Feats: Intimidate +0, Tumble +3; Distracting Attack, Weapon Focus (Great Club).

Languages: Common, Orcish.

Possessions: Leather armor, great club, 2 javelins.

Power-Up Suite (*Inspire Courage)** – Atk: +10 melee (1d10+8, great club) or +6 ranged

(1d6+6, javelin); Full Atk: +10 melee (1d10+8, great club) or +6 ranged (1d6+6, javelin); SV Will +0 (+2 vs. charm and fear).

*Cast by Edra

Black Edra: Female half-elf Bard 7; CR 7; Medium Humanoid (elf); HD 7d6+7; hp 37; Init +1; Spd 30 ft.; AC 14 (+3 Dex, +4 armor), touch 13, flat-footed 14; BAB/Grp: +5/+5; Atk: +5 melee (1d6/18-20, rapier) or +8 ranged (1d6/x3, shortbow); Full Atk: +5 melee (1d6/18-20, rapier) or +8 ranged (1d6/x3, shortbow); SA *Fascinate, suggestion*; SQ Bardic music (7/day), bardic knowledge (+7), countersong, immune to sleep, inspire competence, inspire courage +1, low-light vision; AL CE; SV Fort +4, Ref +8, Will +5 (+7 vs. Enchantment); Str 10, Dex 16, Con 13, Int 10, Wis 10, Cha 18.

Skills and Feats: Bluff +14, Concentration +11, Diplomacy +8, Gather Information +6, Listen +1, Perform (Lute) +14, Search +1, Spellcraft +10 (+12 scrolls), Spot +1, Tumble +13, Use Magic Device +14 (+16 scrolls); Exotic Weapon Proficiency (Whip), Lingering Song, Metamagic Song, Quicken Spell.

Languages: Common, Elven.

Possessions: Chain shirt, whip, rapier, shortbow, 20 arrows, spell component pouch, lute, black clothing, tanglefoot bag, flask of acid, *scroll of grease*, *scroll of silent image*, *necklace of fireballs I*, *wand of summon monster I*, *lesser enlarge metamagic rod*, *wand of detect magic*.

Physical Description: Edra is a spindly half-elven woman with patchy thin hair and bulging dark eyes.

Spells Known (3/4/3/1; base DC = 14 + spell level): 0th – *daze, detect magic, ghost sound, lullaby, message, read magic*; 1st – *cure light wounds, focusing chant, inspirational boost, Tasha's hideous laughter*; 2nd – *blur, glitterdust, heroism, silence*; 3rd – *haste, see invisibility*.

Power-Up Suite (Inspire Courage, inspirational boost) – Atk: +7 melee (1d6+2/18-20, rapier) or +10 ranged (1d6+2/x3, shortbow); Full Atk: +7 melee (1d6+2/18-20, rapier) or +10 ranged (1d6+2/x3, shortbow); SV Will +5 (+7 vs. fear, +7 vs. Enchantment, +9 vs. charm).

Hygwell Scarlet: Male half-elf Fighter 1/Ranger 2/Sorcerer 2/Scar Enforcer 3; CR 8; Medium Humanoid (elf); HD 2d4+5d8+1d10+16; hp 54; Init +2; Spd 30 ft.; AC 12 (+2 Dex), touch 12, flat-footed 10; BAB/Grp: +6/+8; Atk: +11 melee (1d6+4/19-20, shortsword) or +8 ranged (1d8/x3, longbow); Full Atk: +9/+9/+4 melee (1d6+4/19-20, shortsword) or +8/+3 ranged (1d8/x3, longbow); SA Favored enemy (human

+2, elf +4), smite enemy (1/day), sneak attack +1d6; SQ Immune to sleep, low-light vision, wild empathy (+4); AL NE; SV Fort +8, Ref +6, Will +6 (+8 vs. Enchantment); Str 18, Dex 14, Con 14, Int 10, Wis 11, Cha 14.

Skills and Feats: Bluff +10, Concentration +6, Diplomacy +8, Gather Information +4, Hide +6, Intimidate +4, Listen +1, Move Silently +6, Search +1, Sense Motive +7, Spot +1, Tumble +13; Dodge, Mobility, Spring Attack, Track, Two Weapon Fighting, Weapon Focus (Shortsword).

Smite Enemy (Su): Once per day starting at 2nd level, you can deliver a powerful melee attack to a human or elf foe. You add your Charisma bonus (if any) on your attack roll and deal an extra 1 point of damage per class level. If you accidentally smite a creature that is neither an elf nor a human, the smite has no effect, but the ability is still used up for the day.

Languages: Common, Elven.

Possessions: Shortsword (2), longbow, 20 arrows, spell component pouch (2), lacy shirt, leather breeches, high boots, key, flask of acid, *Quaal's feather token: whip, brooch of shielding*.

Physical Description: Hygwell is a handsome man with his red hair tied back in a ponytail.

Spells Known (6/6; base DC = 12 + spell level): 0th – *acid splash, detect magic, read magic, resistance, touch of fatigue*; 1st – *critical strike, mage armor, shield*.

Power-Up Suite (blur* (20% miss chance), Inspire Courage*, mage armor, resistance**, shield**)** – AC 20 (+2 Dex, +4 armor, +4 shield), touch 12, flat-footed 18; Atk: +13 melee (1d6+6/19-20, shortsword) or +10 ranged (1d8+2/x3, longbow); Full Atk: +11/+11/+6 melee (1d6+6/19-20, shortsword) or +10/+4 ranged (1d8+2/x3, longbow); SV Fort +9, Ref +7, Will +7 (+9 vs. fear, +9 vs. Enchantment, +11 vs. charm).

*Cast by Edra

**Cast by Hygwell

Leta Pewter: Female half-elf Expert 1; CR ½; Medium Humanoid (elf); HD 1d6; hp 6; Init +1; Spd 30 ft.; AC 11 (+1 Dex), touch 11, flat-footed 10; BAB/Grp: +0/-1; Atk: -1 melee (1d4-1/19-20, dagger) or +1 ranged (1d4-1/19-20, dagger); Full Atk: -1 melee (1d4-1/19-20, dagger) or +1 ranged (1d4-1/19-20, dagger); SQ Immune to sleep, low-light vision; AL CN; SV Fort +0, Ref +1, Will +2 (+4 vs. Enchantment); Str 8, Dex 12, Con 10, Int 13, Wis 11, Cha 15.

Skills and Feats: Appraise +5, Bluff +6, Diplomacy +8, Gather Information +8, Knowledge (Local: Iuz Border States) +5, Listen +1, Profession (Merchant) +8,

Search +2, Sense Motive +4, Spot +1; Skill Focus (Profession).

Languages: Common, Elven

Possessions: Elegant gown, dagger, tindertwig, *potion of cure light wounds*.

Physical Description: Leta Pewter is a thin, plain half-elven woman with long steel colored hair, pale complexion and watery blue eyes.

Power-Up Suite (Inspire Courage*) – Atk: +1 melee (1d4+1/19-20, dagger) or +3 ranged (1d4+1/19-20, dagger); Full Atk: +1 melee (1d4+1/19-20, dagger) or +3 ranged (1d4+1/19-20, dagger); SV Will +2 (+4 vs. fear, +4 vs. Enchantment, +6 vs. charm).

*Cast by Edra

Shield: Male half-orc Barbarian 2/Fighter 2/Ranger 1/Outcast Champion 4; CR 9; Medium Humanoid (orc); HD 2d12+6d10+1d8+27; hp 87; Init +4; Spd 30 ft.; AC 15 (+5 armor), touch 10, flat-footed 15; BAB/Grp: +9/+13; Atk: +15 melee (2d4+6/18-20, falchion) or +9 ranged (1d8/x3, longbow); Full Atk: +15/+10 melee (2d4+6/18-20, falchion) or +9/+4 ranged (1d8/x3, longbow); SA Avenging strike, desperate fury, favored enemy (human +2), rage (1/day); SQ Aura of confidence, darkvision 60 ft., teamwork, uncanny dodge, wild empathy (+4); AL CE; SV Fort +14, Ref +3, Will +4; Str 18, Dex 10, Con 14, Int 8, Wis 10, Cha 16.

Skills and Feats: Hide +12, Intimidate +11, Listen +8, Survival +5; Improved Initiative, Improved Toughness, Instantaneous Rage, Power Attack, Power Critical, Track, Weapon Focus (Falchion).

Aura of Confidence (Ex): Your presence emboldens allies within 30 feet who can see you (including yourself). They add your class level as a morale bonus on their Will saves. This effect is lost if you fall unconscious or die.

Avenging Strike (Ex): You are surrounded by allies who rely on you for victory, and you take this responsibility to heart. You can attempt an avenging strike on an enemy who has dealt damage to an ally of yours within the last hour. The avenging strike must be delivered with a melee attack. You add your Charisma modifier (if positive) to your attack roll and deal an extra 1d6 points of damage per outcast champion level, if you accidentally strike a creature that has not dealt damage to an ally within the last hour, the avenging strike has no effect, but that use of the ability is still expended. You may use an avenging strike once per day per point of Charisma bonus (minimum 1/day).

Desperate Fury (Ex): You are at your best when times are worst. Beginning at 3rd level, once per day when you are reduced to fewer than one-half your full normal hit points, or when you are fatigued or

exhausted, you can enter a state of desperate fury. While in a desperate fury, you gain a +2 morale bonus to Strength, Dexterity, and Constitution. The desperate fury lasts for 3 rounds + 1 round per point of your (newly improved) Constitution bonus. Unlike with a barbarian's rage, you have no penalties or limitations while in a desperate fury; however, if you become frightened, panicked, or cowering, the desperate fury ends immediately.

Teamwork (Ex): You are skilled at creating a strong bond of teamwork between yourself and your allies. Starting at 4th level, whenever you or any ally within 30 feet who can see or hear you uses the aid another action, the bonus provided on attack rolls, AC, or skill checks improves by 2 (from +2 to +4).

Languages: Common, Orcish.

Possessions: Breastplate, MW falchion, falchion, dagger, longbow, 20 arrows, *potion of shield of faith +2*.

Physical Description: Shield is a hulky half-orc with a protruding brow and a dim-witted look.

Power-Up Suite (Aura of Confidence, blur* (20% miss chance), Inspire Courage*, *potion of shield of faith +2*) – AC 17 (+5 armor, +2 deflection), touch 12, flat-footed 17; Atk: +17 melee (2d4+8/18-20, falchion) or +11 ranged (1d8+2/x3, longbow); Full Atk: +17/+12 melee (2d4+8/18-20, falchion) or +11/+6 ranged (1d8+2/x3, longbow); SV Will +8 (+10 vs. charm and fear).

*Cast by Edra

New Feats

Boar's Ferocity [Wild]

Reference: *Complete Divine*, p. 79.

You continue fighting even at the brink of death.

Prerequisites: Ability to wild shape.

Benefits: If your hit points are reduced to 0 or less (but you aren't killed), you can spend one wild shape as a free action (even if it isn't your turn) to continue acting as if not disabled or dying. The effect lasts for one minute.

Special: When reduced to 0 hp, you are disabled and can take only a single move or standard action each round. When reduced to -1 to -9 hp, you are dying and drop unconscious.

Dash

Reference: *Complete Warrior*, p. 97.

You can move faster than normal.

Benefit: If you are wearing light armor or no armor and are carrying a light load, your speed is 5 feet faster.

Distracting Attack [General]

Reference: *Miniatures Handbook*, p. 25.

You are skilled at interfering with opponents in melee.

Prerequisites: Base Attack +1.

Benefits: When you make a melee attack against a creature, whether you are successful or not, all other creatures get a +1 circumstance bonus on attack rolls against that creature until the start of your next turn.

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

Improved Toughness [General]

Reference: *Complete Warrior*, p. 101.

You are significantly tougher than normal.

Prerequisites: Base Fortitude save +2.

Benefits: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level) you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Instantaneous Rage [General]

Reference: *Complete Warrior*, p. 102.

You activate your rage instantly.

Prerequisites: Rage or frenzy ability.

Appendix Five: New Rules

Benefits: Your rage begins at any time you wish, even when it's not your turn or when you're surprised. You can activate your rage as a free action in response to another's action. Thus, you can gain the benefits of rage in time to prevent or ameliorate an undesirable event. For example, you can choose to enter rage when an enemy attacks you, or casts a spell at you (to gain the benefits of a higher Constitution or your bonus on Will saves) before you know the results of the attack. You must be aware of the attack, but you may be flat-footed.

Normal: You enter rage only during your turn.

Lingering Song [Bardic Music]

Reference: *Complete Adventurer*, p. 111.

Your inspirational bardic music stays with the listeners long after the last note has died away.

Prerequisites: Bardic Music.

Benefits: If you use bardic music to inspire courage, inspire greatness, or inspire heroics, the effect lasts for 1 minute after an inspired ally stops hearing you play.

Normal: Inspire courage, inspire greatness, and inspire heroics, last as long as an ally hears the bard plus an additional 5 rounds thereafter.

Metamagic Song [Bardic Music]

Reference: *Races of Stone*, p. 142.

You can channel the power of your bardic music into your magic, allowing you to pay the cost of metamagic feats by spending uses of your bardic music ability.

Prerequisites: Any two metamagic feats, bardic music.

Benefits: When you spontaneously cast an arcane spell that is enhanced by a metamagic feat, you can spend a number of uses of your bardic music ability equal to the number of extra levels that the metamagic feat imposes on the spell rather than raising the spell's effective level. Applying metamagic spontaneously using this method increases the casting time of the spell normally.

You cannot use the Metamagic Song feat to add metamagic feats that would make the spell's effective level higher than the highest level spell that you can cast normally.

Special: When applying a metamagic feat to a spell, you must either use Metamagic Song to completely offset the increase in the spell's effective level or apply the metamagic feat normally and cast the spell at its higher level. You cannot partially increase the level of the spell (or "split" the cost) to reduce the number of uses of bardic music spent when using the

Metamagic Song feat. Only one method can be used to pay for metamagic feats that affect a single spell.

You cannot use the Metamagic Song feat to improve a spell with the Silent Spell metamagic feat.

Power Critical [General]

Reference: *Complete Warrior*, p. 103.

Choose one weapon, such as a longsword or a greataxe. With that weapon, you know how to hit where it hurts.

Prerequisites: Weapon focus with weapon, base attack bonus +4.

Benefits: When using the weapon you selected, you gain a +4 bonus on the roll to confirm a threat.

Special: A fighter may select Power Critical as one of his fighter bonus feats. You can gain the Power Critical multiple times. Each time you take the feat, it may be with a different weapon or the same weapon. If you take it with the same weapon, the effects of the feats stack.

Rapid Spell [Metamagic]

Reference: *Complete Divine*, p. 84.

You can cast spells with long casting times more quickly.

Benefits: Only spells with a casting time greater than 1 standard action can be made rapid. A rapid spell with a casting time of 1 full round can be cast as a standard action. A rapid spell with a casting time measured in rounds can be cast in 1 full round. Rapid spells with casting times measured in minutes can be cast in 1 minute, and rapid spells with casting times measured in hours can be cast in 1 hour. A rapid spell uses up a spell slot one level higher than the spell's actual level.

Special: A spell can be made rapid and quickened only if it's original casting time was 1 full round. This feat can be applied to a spell cast spontaneously as long as its original casting time was longer than 1 full round.

New Items

Book of Chance

Reference: *A new item.*

This treatise on the machinations of fate provides a +2 circumstance bonus to Knowledge (Religion) checks concerning Iustus. It also contains all the information necessary to construct an *amulet of fortune prevailing*. Price: 100 gp.

Gloves of Fortunate Striking

Reference: *Miniatures Handbook*, p. 43.

Best worn by the cleverest of warmakers, these gloves allow their wearer to attempt to change an unfortunate

strike at the enemy to a more accurate one. Once per day, after the wearer of the gloves has made an attack roll (but before it's determined whether the roll succeeded), he may choose to make the attack roll again. He must use the second result even if it's lower. The wearer can't use this ability if he has already made the attack roll again because of another ability he possesses, nor can he use another ability he possesses to make the attack roll again after uses the gloves. The gloves can be used only after they are worn continuously for 24 hours. If they are taken off, they become inactive until they are again donned and worn for a full 24 hours.

Faint divination; CL 3rd; Craft Wondrous item, *true strike*; Price: 2,000 gp

Halfling Shrinking Powder

Reference: *A new item.*

When a pinch of this fine dust is sprinkled over a target, requiring a ranged touch attack with a maximum range of five feet, they must succeed in a DC 11 Fortitude saving throw or be affected permanently by a *reduce person* spell. *Halfling shrinking powder* functions only on Medium sized humanoids. This curse can be removed by the application of a *remove curse* or *break enchantment*. Only one pinch may be purchased per PC.

Faint transmutation; CL 1st; Craft Wondrous Item, *reduce person*, crafter must be a devil; Price: 2,000 gp.

Powder of the Black Veil

Reference: *Complete Arcane*, p. 150.

A pinch of this sooty, black powder cast into an area creates a 10-foot-high cloud in a 10-foot spread centered on the user. The cloud remains in place for 2d4 rounds, and any creature caught in the area (or one that enters it) is blinded for as long as it stays in the cloud and for 1d4 rounds after it leaves unless it succeeds on a DC 13 Will save.

Faint necromancy; CL 3rd; Craft Wondrous Item, *blindness/deafness*; Price 750 gp.

Wildwood Breastplate

Reference: *Races of the Wild*, p. 168.

The rare *saelas* tree (*saelas* is an Elven word that translates as "wildwood" in Common) produces wood with a peculiar set of qualities. Not only is it extraordinarily flexible for days after harvesting, but items crafted of wildwood regrow after being damaged. At the hands of an armorsmith also skilled in woodworking, wildwood can be crafted into lightweight armor nearly as strong as steel. It is prized by

druids, who can wear it without sacrificing their class abilities.

Wildwood armor provides 1 less point of armor bonus than ordinary armor of the same sort. However, the armor's maximum Dex bonus increases by 1, its armor check penalty is reduced by 1 (minimum 0), and its arcane spell failure chance is reduced by 5%. In addition, the wearer of a suit of wildwood armor can ignore its armor check penalty on Hide checks made in areas of undergrowth or heavy undergrowth.

Armor made from wildwood weighs three-quarters as much as the same item made from metal. Armor not primarily made of metal is not meaningfully affected by being partially made from wildwood.

As long as it is exposed to sunlight for at least 1 hour per day, a suit of wildwood armor naturally "heals" 1 point of damage every 24 hours, if it is left to soak in at least one gallon of water while exposed to sunlight for 8 hours, it heals 5 points of damage.

Armor made from wildwood is always of masterwork quality (the masterwork cost is included in the armor's given cost). Wildwood armor costs double what ordinary masterwork armor of the same sort costs, but it takes no longer to make than masterwork armor of that sort. For each Craft (armorsmithing) check required to create a suit of wildwood armor, a Craft (woodworking) check against the same DC is also required (though the same character need not make both checks).

Wildwood has 10 hit points per inch of thickness and hardness 6.

Wildwood breastplate: 700 gp; +4 Armor Bonus; +4 Maximum Dex Bonus; -3 Armor Check Penalty; 20% Arcane Spell Failure Chance; Speed 20 ft. (30 ft.)/15 ft (20 ft.); Weight 22 ½ lbs.

New Spells

Animate Fire

Reference: *Complete Arcane*, p. 96.

Transmutation [Fire]

Level: Druid 2, wu jen 2 (fire)

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to a 5-ft. cube of fire

As *animate wood*, but you can animate a fire no larger than the maximum volume. Animated fire has the fire subtype and the burn special attack of a fire elemental, dealing bludgeoning damage plus fire damage on a successful slam attack and possibly setting opponents

on fire (save DC 12; see page 98 of the *Monster Manual*). Fire animated by this spell has hardness 0.

Material Component: A handful of charcoal, sulfur, and soda ash.

Animate Water

Reference: *Complete Arcane*, p. 96.

Transmutation [Water]

Level: Druid 1, wu jen 1 (water)

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to a 5-ft. cube of water

As *animate wood*, but you can animate a quantity of water up to the maximum volume. Water animate by this spell has hardness 0, but has double the normal hit points that an animated object of the same size would have.

Material Component: A vial of pure spring water mixed with cinnabar oil.

Animate Wood

Reference: *Complete Arcane*, p. 96.

Transmutation

Level: Druid 1, wu jen 1 (wood)

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: One Small or smaller wooden object

Duration: Concentration, up to 1 round/level (D)

This spell imbues a Small or smaller wooden object with mobility and a semblance of life, then causes it to immediately attack whomever or whatever you initially designate. Statistics for the animated wood are as for a Small animated object and can be found on page 13 of the *Monster Manual*. Wooden objects animated by this spell have hardness 5. The spell cannot animate object carried or worn by a creature.

Material Component: A mixture of powdered cinnabar and a ground peach pit.

Critical Strike

Reference: *Complete Adventurer*, p. 145.

Divination

Level: Assassin 1, sorcerer/wizard 1

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

While this spell is in effect, your melee attacks are more likely to strike a foe's vital areas. Whenever you make a melee attack against a flanked foe or against a foe denied its Dexterity bonus, you deal an extra 1d6 points of damage, your weapon's threat range is doubled (as if under the effects of *keen edge*), and you gain a +4 insight bonus on rolls made to confirm critical hits. The increased threat range granted by this spell doesn't stack with any other effect that increases your weapon's threat range. Creatures immune to sneak attack are immune to the extra damage dealt by your attacks.

Focusing Chant

Reference: *Complete Adventurer*, p. 149.

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 1

Components: V

Casting Time: 1 standard action

Range: Personal

Targets: You

Duration: 1 minute (D)

You can use *focusing chant* to block out distractions and hone your attention. You gain a +1 circumstance bonus to attack rolls, skill checks, and ability checks for the duration of the spell. You need not concentrate on *focusing chant*, but you must continue to mutter the syllables of the chant to maintain the spell. Therefore, you cannot speak, use bardic music effects, or cast spells with verbal components while a *focusing chant* spell is in effect.

Dismissing *focusing chant* is an immediate action.

Inspirational Boost

Reference: *Complete Adventurer*, p. 153.

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Bard 1

Components: V, S

Casting Time: 1 swift action

Range: Personal

Targets: You

Duration: 1 round or special; see text

When you play your instrument, sing your song, recite your epic poem, or speak your words of encouragement, you fill your allies with greater confidence than normal. When this spell is in effect, the morale bonus granted by your inspire courage bardic music increases by 1.

The effect lasts until your inspire courage effect ends. If you don't begin to use your inspire courage ability before the beginning of your next turn, the spell's effect ends.

Nature's Favor

Reference: *Complete Adventurer*, p. 155.

Evocation

Level: Druid 2, Ranger 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Animal touched

Duration: 1 minute

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

By calling on the power of nature, you grant the target animal a +1 luck bonus on attack and damage rolls for every three caster levels you possess, to a maximum of +5 at 15th level.

New Prestige Classes

Outcast Champion

Reference: *Races of Destiny*, p. 126.

Outcast champions bring hope to those who have no place in society. They lead by example, but their methods differ widely. Some outcast champions unite under the banner of freedom and dignity, while others stir their charges with talk of rightful conquest of their oppressors. While one outcast champion might employ stealth and subtle measures to achieve his goals, another announces his intentions with a bloody sword held aloft.

BECOMING AN OUTCAST CHAMPION

Almost any half-human character can qualify as an outcast champion by 5th level. Paladins, fighters, bards, and rogues are the most common outcast champions, due to the class's focus on martial leadership. Even the occasional barbarian or monk finds cause to rally his comrades and take up arms against oppressive regimes.

ENTRY REQUIREMENTS

Race: Half-elf, half-orc, or half-ogre.

Skills: Diplomacy 8 ranks or Intimidate 8 ranks.

HIT DIE: D10

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Aura of confidence
2nd	+2	+3	+0	+0	Avenging strike
3rd	+3	+3	+1	+1	Desperate fury
4th	+4	+4	+1	+1	Teamwork
5th	+5	+4	+1	+1	Desperate fury (share with allies)

Class Skills (4 + Int modifier per level): Climb, Craft, Diplomacy, Disguise, Hide, Intimidate, Jump, Knowledge (local), Move Silently, and Survival.

CLASS FEATURES

The outcast champion's class features focus on working with a small group of allies against overwhelming odds.

Aura of Confidence (Ex): Your presence emboldens allies within 30 feet who can see you (including yourself). They add your class level as a morale bonus on their Will saves. This effect is lost if you fall unconscious or die.

Avenging Strike (Ex): You are surrounded by allies who rely on you for victory, and you take this responsibility to heart. You can attempt an avenging strike on an enemy who has dealt damage to an ally of yours within the last hour. The avenging strike must be delivered with a melee attack. You add your Charisma modifier (if positive) to your attack roll and deal an extra 1d6 points of damage per outcast champion level, if you accidentally strike a creature that has not dealt damage to an ally within the last hour, the avenging strike has no effect, but that use of the ability is still expended. You may use an avenging strike once per day per point of Charisma bonus (minimum 1/day).

Desperate Fury (Ex): You are at your best when times are worst. Beginning at 3rd level, once per day when you are reduced to fewer than one-half your full normal hit points, or when you are fatigued or exhausted, you can enter a state of desperate fury. While in a desperate fury, you gain a +2 morale bonus to Strength, Dexterity, and Constitution. The desperate fury lasts for 3 rounds + 1 round per point of your (newly improved) Constitution bonus. Unlike with a barbarian's rage, you have no penalties or limitations while in a desperate fury; however, if you become frightened, panicked, or cowering, the desperate fury ends immediately.

At 5th level, you become able to share the effect of your desperate fury with allies within 30 feet who can see you. These allies gain the same benefits as you for as long as your desperate fury lasts (even if an ally becomes frightened, panicked, or cowering).

Teamwork (Ex): You are skilled at creating a strong bond of teamwork between yourself and your allies. Starting at 4th level, whenever you or any ally within 30 feet who can see or hear you uses the aid another action, the bonus provided on attack rolls, AC, or skill checks improves by 2 (from +2 to +4).

Scar Enforcer

Reference: *Races of Destiny*, p. 130.

Scar enforcers are angry, embittered half-elves who have rejected both sides of their ancestry. They band with others of similar attitude, collectively known as the Scars, using stealth and violence to strike back at the societies that marginalize them.

BECOMING A SCAR ENFORCER

Taking levels of rogue is the easiest way to become a scar enforcer; all the entry skills are class skills for you, and your sneak attack dice from rogue levels stack with those you gain from scar enforcer levels. Bards are the natural second choice, followed by clerics (with the Trickery domain) and sorcerers. Dexterity (for sneaking) and Charisma (for bluffing) are key abilities for you.

ENTRY REQUIREMENTS

Race: Half-elf.

Alignment: Any nongood.

Base Attack Bonus: +3.

Skills: Bluff 8 ranks, Hide 4 ranks. Move Silently 4 ranks.

HIT DIE: D8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Favored enemy (elves and humans)	
2nd	+1	+0	+0	+3	Smite enemy 1/day	+1 level of existing spellcasting class
3rd	+2	+1	+1	+3	Sneak attack +1d6	
4th	+3	+1	+1	+4	<i>Disguise self</i>	+1 level of existing spellcasting class
5th	+3	+1	+1	+4	Smite enemy 2/day	
6th	+4	+2	+2	+5	Sneak attack +2d6	+1 level of existing spellcasting class
7th	+4	+2	+2	+5	Hide in plain sight	
8th	+6	+2	+2	+6	Smite enemy 3/day	+1 level of existing spellcasting class
9th	+6	+3	+3	+6	Sneak attack +3d6	
10th	+7	+3	+3	+7	Forgo heritage	+1 level of existing spellcasting class

Class Skills (6 + Int modifier per level): Balance, Bluff, Climb, Concentration, Craft, Diplomacy, Disable Device, Disguise, Gather Information, Hide, Knowledge (local), Listen, Move Silently, Open Lock, Profession, Search, Sense Motive, Spot, and Tumble.

CLASS FEATURES

While not an ideal straight-up combatant, the scar enforcer is more than a match for human and elf opponents. You work best striking from hidden positions, using your sneak attack and smite abilities to deal massive damage with a single blow.

Spells per Day: At each even-numbered level, you gain new spells per day (and spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained, if you had more than one spellcasting class before becoming a scar enforcer, you must decide to which class to add each level for the purpose of determining spells per day and spells known.

Favored Enemy (Ex): As a member of this class, you gain a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against humans or elves. Likewise, you gain a +2 bonus on weapon damage rolls against these races. See the ranger class feature, page 47 of the *Player's Handbook*.

Smite Enemy (Su): Once per day starting at 2nd level, you can deliver a powerful melee attack to a human or elf foe. You add your Charisma bonus (if any) on your attack roll and deal an extra 1 point of damage per class level. If you

accidentally smite a creature that is neither an elf nor a human, the smite has no effect, but the ability is still used up for the day.

At 5th level, you can use this ability twice per day. At 8th level, you can use this ability three times per day.

Sneak Attack (Ex): Beginning at 3rd level, you deal extra damage when flanking an opponent or any time the target would be denied its Dexterity bonus (except on ranged attacks, which must be point-blank to deliver the extra damage). See the rogue class feature, page 50 of the *Player's Handbook*.

Disguise Self (Sp): Starting at 4th level, you can use *disguise self* three times per day, but only to assume the appearance of a human or an elf.

Hide in Plain Sight (Ex): Beginning at 7th level, you can use the Hide skill in natural terrain even while being observed. See the ranger class feature, page 48 of the *Player's Handbook*.

Forgo Heritage (Ex): At 10th level, you leave behind your racial heritage. You are no longer considered an elf or a human for the purpose of beneficial or harmful effects. (You still count as a half-elf for the purpose of qualifying for this class.)

Appendix Six: 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 Quaasten 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)

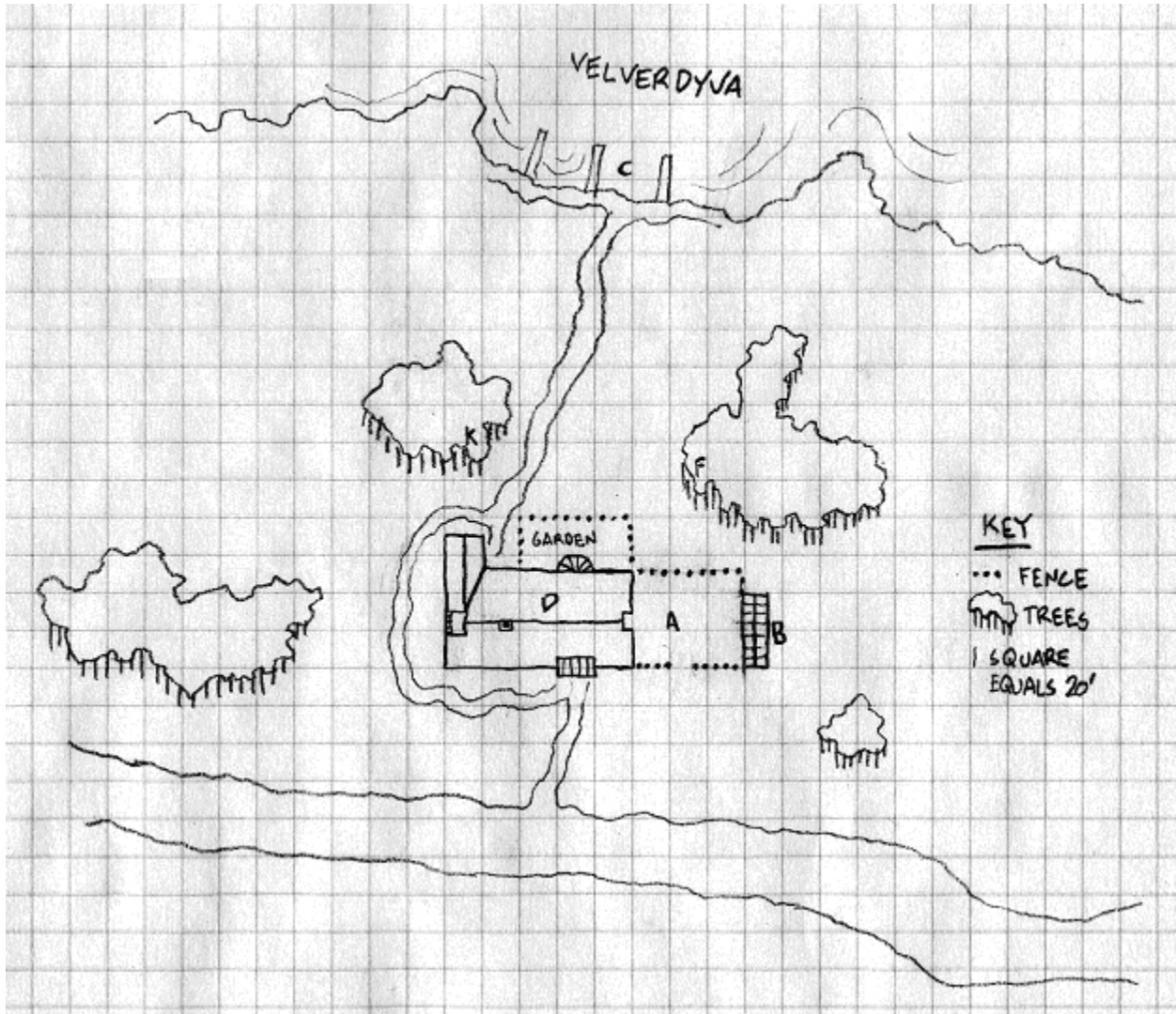
6 Influence Points

- Life imprisonment sentence may be reviewed and possibly lessened

10 Influence Points

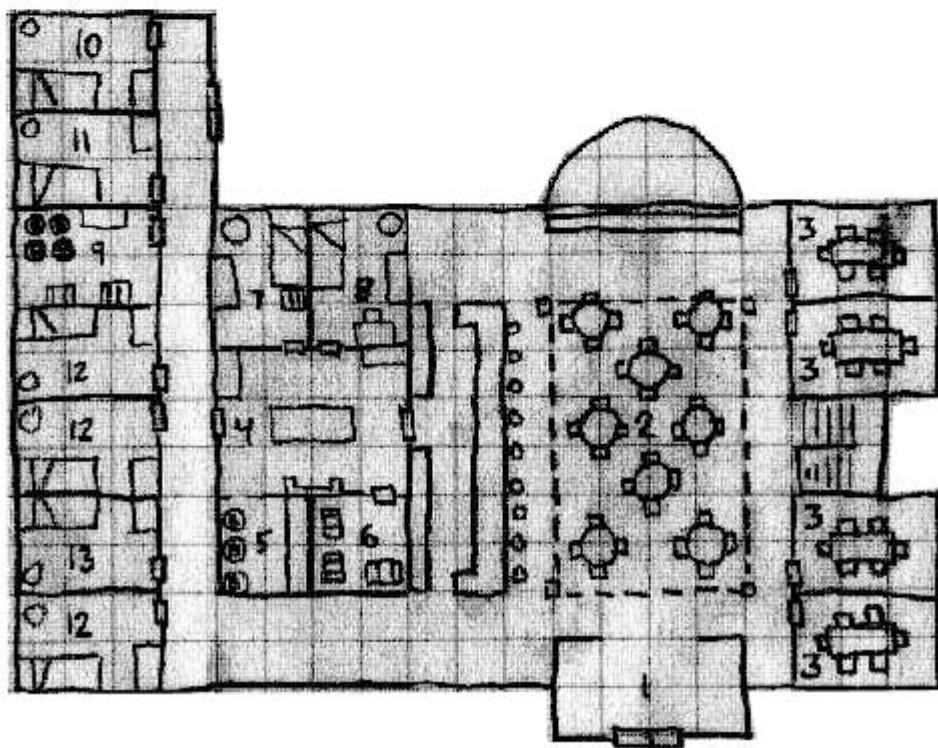
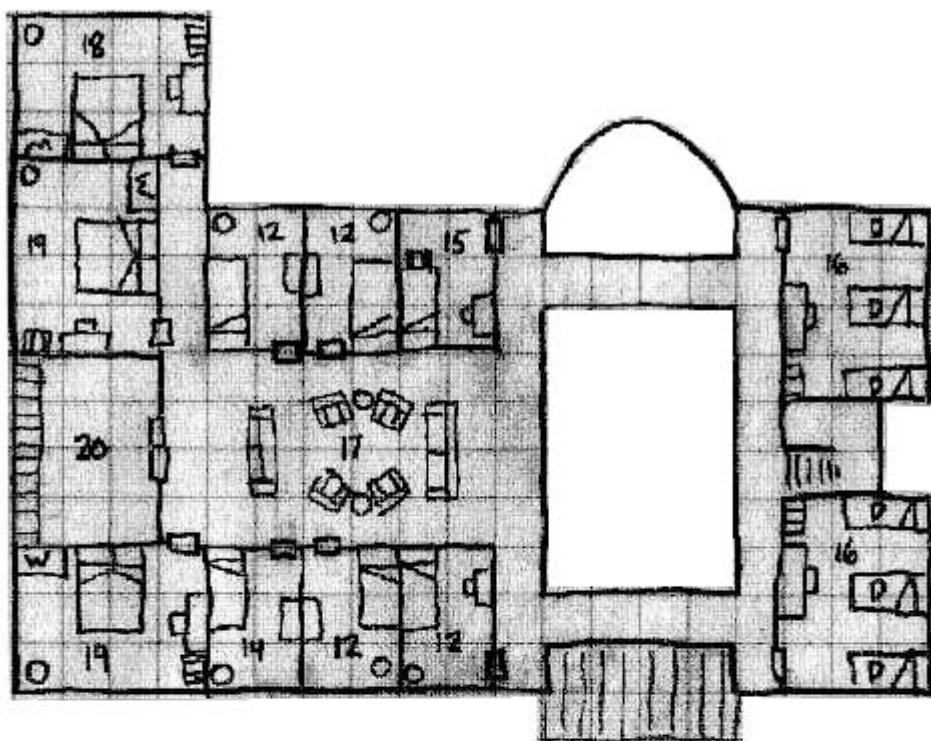
- Death sentence may be commuted to exile from the lands of Highfolk.

DM Map #1: The Wanderer's Way (Outside)

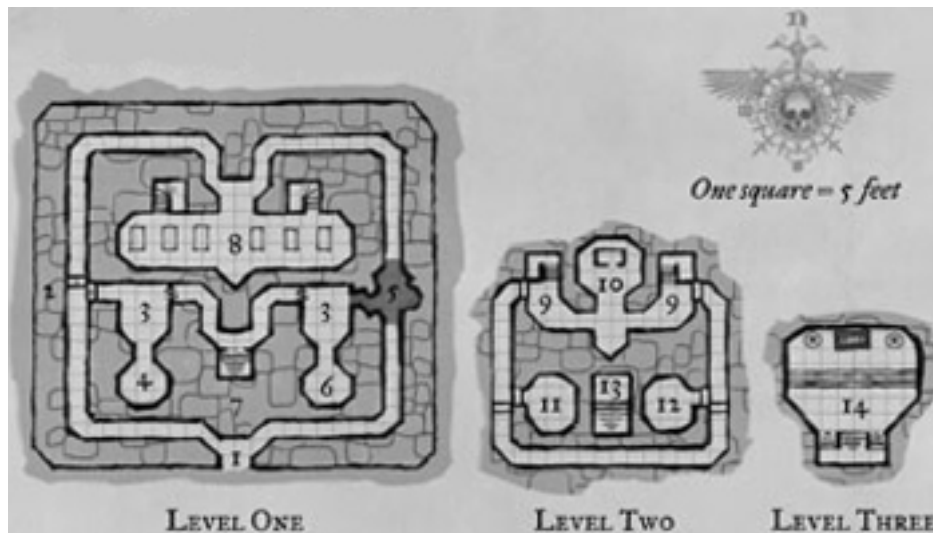


DM Map #2: The Wanderer's Way (Inside)

This Map depicts the first floor (on the bottom) and second floor (on the top) of the Wanderer's Way.



DM Map #2: Shrine of Foul Fortunes



Critical Events

If this scenario is played at Conflagration 2006, then the following Critical Events should be answered and the results returned to the Triad.

- | | | | |
|--|------|--------|------|
| 1. Was the <i>effulgent candle of Pelor</i> recovered? | Yes | No | |
| 2. What was the final dispossession of Leta Pewter? | Dead | Jailed | Free |